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strange bedfellows

By Carla Harker



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Introduction

“Misery acquaints a man with strange bed-fellows.”

— William Shakespeare

Strange Bedfellows is a low-level adventure designed for four to six characters of 2nd level. If the GM wishes to start 1st-level characters on this adventure, many of the townsfolk have quests they may complete.

The three secluded villages at the heart of this adventure are being visited by a circus troupe when monsters crash the last performance, killing guests and performers. Witnesses saw the monsters come from within the circus camp, and the characters are asked by the villages’ leaders to investigate.

The circus troupe is the front for a smuggling operation, so the ringmaster initially refuses to allow the characters into the camp. After the village leaders pressure him to comply, the ringmaster instead decides to lead the characters into his tent and attack them before they can uncover his illegal goods.

While searching the circus camp, the characters find a dead performer in a tent and a hole in the ground, leading to an underground dungeon. The dungeon is the source of the monsters that attacked the circus, and the party is asked to root out the reason behind their attack.

Upon reaching the end of the dungeon, they find themselves outside an abandoned elven tree village reoccupied by a druidic order and its allies. They soon discover the druids were behind the attack on the villagers, taking revenge for the villagers’ destruction of the clearing where the circus currently resides.

Adventure Background

The Three Points—Harmony, Stone’s Throw and Thorbold—were founded two hundred and thirty years ago by three brothers who were tired of big city problems. Each brother picked a spot around a large forest to found his town, and the Three Points were created. Because of their remote locations, things are generally peaceful in the hamlets. Crime is virtually nonexistent, monsters are few and far between, and even visitors are a rarity.

Ever since the founding of the towns, the Druidic Order of Talanis, a branch of a larger druidic order, has lived within the Three Points Forest, coexisting peacefully with the townsfolk. As the hamlets grew in size and sheep ranching boomed, the new leaders realized they needed more land.

A year ago, the town elders met and decided to fell the Three Points Forest, to provide their sheep with grazing land. They sent some of their warriors to find mercenaries to run the druids out of the forest. With the druids gone, they were free to clear cut the forest, but disputes arose afterward over the use of land. Since then it has lain unused.

Several days ago, Brallorn’s Amazing Circus Troupe And Traveling Wonders arrived in the hamlet of Harmony. The townsfolk were pleased because traveling entertainers rarely reached their part of the world, and never an act of such magnitude. They quickly sent runners to Stone’s Throw and Thorbold and set the circus performers to assemble their show on what used to be the Three Points Forest.

Brallorn, the ringmaster of the troupe, never intended for his show to perform for the provincials of the Three Points. He took his troupe in the direction of their hamlets because they were in the path of a large city where he was to deliver a cache of smuggled goods. To keep the townspeople from getting suspicious, the troupe scheduled a few performances.

On the last day of the troupe’s stay, a group of monsters—ogres and goblins—appeared from within the troupe’s camp, and attacked during a performance.

As the characters eventually learn, the Druidic Order of Talanis orchestrated the attack. After being forced out of their forest home, they holed up in a nearby abandoned elven tree village to nurse their wounds. When they learned their beautiful forest had been destroyed, they became angry and bitter, and when they learned that a dungeon filled with all manner of goblinoids lay almost beneath their feet, they began converting

the creatures to their cause.

Once the goblinoids were under their control, they put them to work expanding the dungeon until a tunnel lay right beneath the Three Points Forest. They convinced the goblinoids that attacking the hamlets would provide them with slaves, treasure, and food, so the goblin leaders mounted a scouting offensive to test their defenses. Pleased with the results, they intend to mount a larger offensive soon to take control of all three towns.

Adventure Organization

The adventure is organized into several chapters. This chapter provides background information and character hooks designed to get the characters involved in the adventure. Chapters 2 through 4 offer information about each of the hamlets of the Three Points, several NPCs found there, and side quests and encounters in the surrounding countryside. Chapter 5 details Brallorn’s Amazing Circus Troupe And Traveling Wonders and events as they occur there. Chapters 6 through 8 detail the three levels of the goblinoid dungeon. Chapters 9 and 10 describe the abandoned elven tree village the Druidic Order of Talanis uses as a base of operations. The adventure closes with a concluding chapter and an appendix describing new creatures.

Adventure Hooks

The party can become involved in investigating the attack on the circus any number of ways:

The characters are members of the circus troupe. To keep outsiders from finding out about their smuggling, they convince the towns’ leaders they will root out the cause of the attacks. The GM should be aware that in this scenario players would have a working knowledge of the characters and layout of the circus. This hook also eliminates most of the events in chapter 5 but is useful if the GM wishes to begin this adventure with 3rd-level characters.

The characters are from another town and were asked to track down the circus troupe on rumors they were smuggling illegal goods.

The characters are known around the three hamlets as bold adventurers, from previous adventures they have undertaken. If this adventure is used to introduce the characters, they can each come from a different hamlet and each is recommended by a different village elder.

One or more characters lost a friend or family member in the attack.

The characters were watching the performance when the attack occurred. Any character at the performance would not be likely have worn armor or carried much gear. If using this scenario, see Chapter 5 for details on running the encounter.

Running the Adventure

If the party discovers the cache of illegal goods and tells the leaders, the Three Points elders will insist on confiscating the goods and destroying them.

Once the characters discover the hole in the ground inside one of the performers’ tents, the adventure moves into a dungeon. The three levels of the dungeon are each ruled by a different leader, and none of the three tribes work together if they can avoid it, so even once the characters start killing the dungeon inhabitants, the creatures on the other levels don’t come to provide aid.

By the time the characters reach the surface again, they find themselves in a clearing beneath a tree village. The exit is well-guarded, however, and they must first breach their defenses before they can reach the village.

In the village they find their final battle is against the druids, their allies, and various animal companions. They also discover the reason for the attacks against the townsfolk, and sympathetic characters might be able to negotiate a peaceful end to the conflict if they desire.

Chapter I: Harmony

The Three Points

Three small hamlets, collectively called the Three Points, are located miles from any other towns or villages. Only a few peddlers and merchants bother to make the trip to visit the townsfolk, but when they do, they try to visit all three hamlets during their stay. Each of the towns has a unique atmosphere, but one thing they all have in common is that sheep and goat herding is the predominant industry. The triangle of land formed from the roads leading to each hamlet was once a huge forest, but it has been clear cut to allow the Three Points herders to use the land for grazing. Disputes over the division of the land has kept it from being put to its intended use, so now its only use is by children and most recently, Brallorn's Amazing Circus Troupe And Traveling Wonders.

Harmony is a friendly town that gets its name from its founder's love of music. The town holds an annual Harmonic Festival in the spring where singers and musicians from all three hamlets meet to compete in music contests, carol the locals, hold teaching sessions, and purchase instruments from the two local instrument makers.

Harmony has a population of 227, virtually all human. The non-humans of the village are detailed in the town's keyed locations. Note that several of the villagers have minor but unusual abilities that are not linked to any particular character class.

Several citizens of Harmony have small jobs the characters can complete for extra money and experience points, if the GM wishes to offer them.

Specific Locations In Harmony

Hr. Oscordin's Metals

Harmony's blacksmith, Oscordin the Big, mostly specializes in the sort of goods needed to run a small town: horseshoes, pots and pans, cart wheels, and so on. He can create non-masterwork chain shirts, scale mail, and metal shields if he's given time to do so, but he rarely has any for sale in his shop. He usually has an assortment of metal weapons for sale but never any of unusually high quality. Oscordin doubles as the town's locksmith and key

Harmony Encounters

Random encounters inside the town are rare, but the countryside surrounding the town can be dangerous for the unwary.

Roll 1d20 for every eight hours the characters spend outside the town.

Table 2-1:

Harmony Wilderness Encounters

1d20 Result

1-3 The characters stumble into a nest of 1d2 giant spiders (smallest variety).

Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: lethal poison (+2 saving throw)

4-5 A lone dwarf (1HD) named Kurraug, is separated from his band of dwarven travelers, is lost, and is fleeing from a slaving wolf. Axe in hand, he literally collides with the characters and tries to keep going. If the characters defend him from the wolf, he is very grateful, bows deeply to them, and offers flowery thanks (no monetary reward, though). If they wish to help him find his traveling companions, it will take about two hours, and they will come across the rest of the dwarves (10). The dwarves are traveling on "dwarven business," and although they are friendly and courteous, they will not discuss it with non-dwarves. In actuality, they are traveling to negotiate the possible marriage of their chief dwarf to the daughter of another chief, and the amount of the dowry payment. Kurraug will occasionally interject into any discussions that it would be "foolish for a lone dwarf to fight a wolf like that one," which was "a

particularly large specimen," and that if he had found a good place with high ground, he would have killed it.

11 Dwarves: HD 1; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: Dwarf racial traits.

1 Wolf: HD 2+2; HP 15; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

6-7 A group of bandits ambush the characters, demanding 25 gp from each character. They don't attack if the characters hand over the money. If half their numbers are dead, the rest run.

1d8 Bandits: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.

8 3 skeletons pass by, ordered by a far-away necromancer (Yadhrigo the Rotmaster) to walk until they reach the ocean. They won't attack unless the characters attack first. The forehead of each is branded with a rune which commonly represents the sea. Yadhrigo's motives in this are unclear, but are, at the very least, a bit disturbing.

3 Skeletons: HD 1; AC 7[12] with shield; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: None.

9-10 10 dwarves are trying to find a companion who was separated from their band. They stop and ask the characters if they have seen their friend, Kurraug (see above).

11-20 No encounter.



maker.

Oscordin the Big (Ftr2): HD 2, HP 10, AC 4[15], Atk heavy mace (1d6+1), Save 13; Move 9; AL N; CL/XP 2/30.

Unusual abilities: Pick locks 45% chance.

Possessions: Mace, lockpicks, belt pouch containing 18 gp, 37 sp.

Oscordin the Big is a jovial man, always willing to help anyone in need. He enjoys his work, but he sometimes wishes he had more need to work on his armorsmithing and weaponsmithing. When he's not working, he can usually be found sitting outside his forge, singing sea chanteys he learned as a child from his father, a former sailor.

Quest: Oscordin needs the characters to travel to Thorbold and speak with their blacksmith, Dethra, (Area T3) and convince her to sell him ten pounds of silver, something she's been reluctant to do in the past. He entrusts them with 50 gp to purchase the silver and offers them 50 gp if they return with the product. While on the road, the characters are attacked by a wolf.

1 Wolf: HD 2+2; HP 12; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

H2. Temple of the Arts

The Temple of the Arts serves as both a house of worship and a theater for the people of Harmony. The circular building is the largest in town, and serves the townsfolk whenever a town meeting is called. Plays, musicales, puppet shows, and dance recitals are common occurrences in the temple, and it's a rare night when a show of some sort isn't being performed by the people. The head of the temple, Hothspar, encourages these events and is often seen trying to convince people to perform in shows.

Hothspar (Clr4): HD 4d6; HP 14; AC 2[17] when armored; Atk heavy mace (1d6+1) or club (1d4); Save 12; Move 12 or 6; AL

L; CL/XP 4/120; Special: +2 save against poison or paralysis, Spells (2/1): cure light wounds x2, hold person

Possessions: Heavy mace, plate mail (if worn), shield (if worn), juggling balls, lute, disguise kit, *wand of sleep* (25 charges), 1 pp, 50 gp.

Personality: Hothspar loves to perform, no matter what the art, but he's best at acting. He believes performing cleanses the soul, and he has an inherent distrust of anyone who can't or won't do so. When not maintaining the temple or convincing the townsfolk to join in on an upcoming show, he can usually be found in his room above the temple writing plays. To date he's written thirty plays, a few of which would require almost the entire population of Harmony to perform if he'd been able to convince them to do so.

H3. Flen's Chandlery

Flen Galdril's place is easy to find. She usually keeps the door to her shop open, and the odor of freshly-dipped scented candles drifts on the breeze from within. Everyone in the Three Points knows that Flen offers the brightest candles, torches and lamp oils around, a fact which causes no small amount of envy among the other chandlers. Flen's oldest son, Hirsten, minds the store when she cannot.

The chandlery can provide the characters with scented candles for 2 cp each. Flen also makes torches and lantern oils scented with lavender, roses, or peach available for double the normal price. Flen's products illuminate a 25% greater area than normal, but any creature with the scent ability can detect one of her products 10 feet further away (double that downwind, half that upwind).

Flen Galdril, female half elf (Ftr2): HD 2; HP 8; AC 9[11]; Atk 1 spear (1d4); Move 12; Save 13; AL L; CL/XP 2/30; Special: None.

Unusual abilities: Heal 1d2hp with herbs and poultices.

CHAPTER 1: HARMONY

Possessions: Spear, hooded lantern, 1d3 flasks of scented lantern oil, flint and steel, healer's kit, 20 gp.

Personality: Flen is a sweet-natured woman who always has a ready smile for everyone who walks into her store. She is often called away from the store to help heal the sick and injured, and she enjoys spending her free time searching for new herbs to use to scent her candles. Flen was the most vocal in her opposition to the removal of the Druidic Order of Talanis and the subsequent destruction of the Three Points Forest.

Hirsten Galdril, Half Elf: HD 1; HP 3; AC 8[11]; Atk 1 spear (1d6); Move 12; Save 17; AL L; CL/XP 1/15; **Special:** Hirsten has some minor magical talent, and can cast a cure light wounds spell or a light spell once per day.

Possessions: Spear, hooded lantern, 1d3 flasks of scented lantern oil, flint and steel, 15 sp.

Personality: Hirsten only recently discovered his magical aptitude, and he's kept it a secret from everyone while he learns to control it. He would love to be an adventurer, possibly a wizard, and he holds any adventurers he meets in awe. He would love to join the characters in their quest, but he knows he would have to admit his newfound abilities to his mother before she would even consider it. Instead he offers to help the characters with healing and magic detection if they come to him in secret.

H4. Strings of Bercandi

Bercandi is one of only two instrument makers in a town that highly prizes music. He keeps a wide assortment of stringed instruments available for purchase, especially lutes, harps, mandolins and zithers, and he can make masterwork versions of any stringed instrument given enough time. As payment for a debt, he was recently sent ten small traveling harps, but a check of the instruments proved them to be flawed. He offers the instruments to anyone who comes into his store for 2 gp each. He won't directly claim the instruments have no flaws, but he tries to prevaricate and play up the positive aspects of them.

Bercandi the Instrument Maker: HD 1; HP 5; AC 7[12]; Atk 1 rapier (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** None.

Unusual abilities: Bercandi is a consummate lute-player and storyteller, easily good enough to be a professional minstrel.

Possessions: Leather armor, rapier, excellent lute (200gp), 10 cp.

Personality: Bercandi is a showman at heart. When not crafting new instruments, he can often be found in the Temple of the Arts (Area H2) or the tavern (Area H5) singing and playing his lute. He has a tendency to sing over the less talented members of any group with which he's playing, which does nothing to endear him to them. Bercandi is nearly fifty years old, has long, thinning brown hair, and usually wears clothes that hint of a possible aristocratic past. His past is a mystery to everyone.

Quest: Bercandi has been trying to impress one of Harmony's herders, a half-elf woman named Asmera. Lately Asmera has been plagued by someone stealing her sheep from their pen, so Bercandi asks the characters to keep watch one night. He offers them 30 gp if they find out who is responsible.

A group of three renegade orcs have left their tribe and are living three miles from Harmony. Every couple of nights one of the orcs sneaks into town and steals a sheep for the camp's food. Asmera's home is nearest to the orc camp, so she is the primary victim. If the characters accept the quest, they catch an orc sneaking into the pasture that night to take a sheep.

Orcs (3): HD 1; HP 8,7,5; AC 6[13]; Atk 1 javelin (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** None.

The orcs have no treasure other than their weapons and armor.

H5. The Joyful Harp Tavern

The Joyful Harp Tavern is known as much for its drunken brawls

as for its cheap and plentiful drinks and loud music. It's the only tavern in the entire town, and it's big enough to hold almost half of its inhabitants, though under crowded circumstances. One or two town guards usually assist the tavern's owner, Gleneena "Neena" Orcslapper, and her bouncers, Dabryn and Angodor, in keeping the peace, but the place is very popular with most of the locals and quite a few people from Stone's Throw and Thorbold. The tavern is packed with anywhere from fifty to seventy people on any given night. Instead of needing to hire servers, Neena has several customers eager to earn tips for delivering drinks to customers. A few even slip behind the counter to help her pour drinks in exchange for a free drink or two.

While the Temple of the Arts (Area H2) is a popular place for musicians, singers, and the like, the music and shows there tend toward a classiness missing from the Joyful Harp Tavern. Drinking songs and lewd limericks are more common than epic poems, and the musicians often engage in impromptu competitions to the delight of an enthusiastic crowd.

Gleneena "Neena" Orcslapper (Ftr2): HD 2; HP 8; AC 9[11]; Atk 1 dagger (1d4); Move 12; Save 13; AL N; CL/XP 2/30; **Special:** None.

Possessions: Zither, dagger, 24 gp, 31 sp, 19 cp.

Personality: Gleneena Orcslapper came by her name three years ago when she was traveling between Stone's Throw and Harmony and was accosted by a lone orc. In her anger over the attempted robbery, she slapped the creature hard enough to knock him unconscious. Another traveler some ways behind them saw the incident occur and told everyone in Harmony the story, and Neena, as she is called by everyone, eventually adopted the nickname with which the townspeople saddled her. The tavern owner is almost thirty years old, tall and sturdy, and as boisterous as most of her customers. She has a deep, rich voice, and she loves to sing. Her most prized possession is her masterwork zither, which she carries with her everywhere.

Dabryn the Dwarf: HD 1; HP 8; AC 7[12]; Atk 1 axe (1d6) or club (1d4); Move 6; Save 17; AL L; CL/XP 1/15; **Special:** Detect attributes of stonework.

Possessions: Leather armor, Club, 41 sp, 4 cp.

Personality: Dabryn has worked for Neena for almost ten years, primarily as a bouncer. He loves the Joyful Harp Tavern, especially when it's filled with customers, and can rarely be found outside it. He claims it's the closest place to his home he's seen in fifty years. He sleeps in an attic room above the tavern. Dabryn and Angodor make a weekly wager as to who will toss out the most troublemakers. This week Dabryn is ahead by two humans and a halfling.

Angodor (Ftr1): HD 1; HP 7; AC 7[12]; Atk 1 longsword (1d8+2) or club (1d4+2); Move 6; Save 14; AL L; CL/XP 1/15; **Special:** None.

Possessions: Leather armor, Club, 3 gp, 18 sp, 2 cp.

Personality: Angodor is in love with Neena, a secret he's kept for nearly all of the four years he's worked for her. He's willing to take any measures to protect her, and he's quick to step in to keep order in the tavern, which is sometimes a difficult battle. Angodor is a hulking brute of a man whose very presence is often enough to stop trouble before it starts.

Quest (EL 1): Neena loaned Basaphe Surin, the owner of The Soldier's Rest Inn and Tavern (Area T2) in Thorbold, two hundred gallons of ale and twenty gallons of wine when her own shipment was held up for a few weeks. Neena hasn't seen the money yet, and she would like the characters to collect it for her. She's willing to pay them 50 gp if they collect the 100 gp Basaphe owes her. She emphasizes that Basaphe is a friend and shouldn't be harmed. Along the way, the characters are attacked by a half-grown monstrous scorpion.

Half-grown Giant Scorpion: HD 3; AC 3[16]; Atk 2 pincers (1d4), sting (1d3 + poison); Move 12; Save 14; AL N; CL/XP 5/240; **Special:** Lethal poison sting.

H6. Jailhouse

The jailhouse is a stone building that also holds the sheriff's sleeping quarters and office, a sparring yard, a hall and an armory for the guards. The building has three cells that can hold six to nine criminals. Most of the criminals in Harmony are petty thieves and the occasional brawler. Serious crimes are very rare, and the last murder was fifteen years ago, when Galsar Klee killed his wife and six children and tried to claim it was a religious edict from his god. Sheriff Dar enjoys telling the story, since he was a deputy at the time. Every telling of the story is slightly more embellished than the last.

Four to six guards are on duty at any time, and they usually walk the outskirts of town to keep a lookout for wandering monsters. When not on duty, they train in the sparring yard, but all the guards sleep in their own homes instead of a barracks.

Sheriff Vileon Dar can usually be found here, either in his front office or his private sleeping quarters. Three rooms situated directly above the jail cells are reserved for his use. They are simply furnished, and the sheriff owns nothing of value other than his weapons, armor and a small amount of coin, which he usually keeps on him.

Sheriff Vileon Dar (Ftr2): HD 2; HP 8; AC 4[15]; Atk 1 longsword (1d8); Move 12; Save 13; AL L; CL/XP 2/30;
Possessions: Chain mail, heavy wooden shield, longsword, short sword, belt pouch containing the armory key, 52 gp, 21 sp and 33 cp.
Personality: Vileon Dar is in his late thirties, in excellent shape, and enjoys telling everyone about some of the more colorful criminals he's captured. He practices with his weapons daily and insists his guards practice at least several times a week. Even though he's lived his entire life in Harmony, he has absolutely no musical abilities, but he's not afraid to loudly join any drinking songs at The Joyful Harp (Area H5), an act which earns him much good-natured cursing and the occasional thrown wooden mug from his drinking companions.

Deputy Sheriff Ulsera Dyrdrar, Female Halfling (Ftr1): HD 1; HP 6; AC 4[15]; Atk 1 longsword (1d8) or sling (1d6); Move 6; Save 14; AL L; CL/XP 1/15; Special: None.

Possessions: Chain mail, heavy wooden shield, warhammer, sling, sling bullets [x10], armory key, 2d10 gp, 25 sp, 41 cp.
Personality: Ulsera Dyrdrar isn't very smart, so she tries to hide that fact behind a serious façade. The people in Harmony call her the most serious halfling to ever walk the lands, and some wonder if she's ever smiled. Ulsera is aware of their scorn, but she chooses to ignore it, concentrating on her work. She takes her job as seriously as she does everything else, and she holds a strong admiration for Vileon Dar, even if she thinks he jokes too much while he works. Ulsera has been deputy sheriff of Harmony for ten years and expects to take on the mantle of Sheriff when Vileon Dar retires. When she's not tackling problems the sheriff gives her, she spends most of her time at the jailhouse, working at a small desk and keeping an eye on any cell inhabitants.

Town Guards: HD 1; AC 6[13]; Atk 1 weapon (1d8); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

Possessions: Leather armor, light wooden shield, longsword, short sword, longbow, 20 arrows, lantern, signal whistle, 1d10 sp, 2d10 cp. Except for the money and the short swords, the guards only have these possessions when they are on duty.
Personality: The guards are selected every year from a pool of applicants who submit to a series of physical tests overseen by Sheriff Dar. The job is boring but pays well, so people are eager for the work. In addition to guarding the outskirts of town, the Harmony guards also serve as bouncers at The Joyful Harp (Area H5), since drinking is another popular pastime of the townsfolk. A guard who abuses her power is quickly relieved of the position and another candidate is chosen in her place.

Treasure: The armory is locked, and contains 10 suits of leather armor, 10 short swords, 10 longswords, 10 longbows, 100 arrows, 8 vials of holy water, flint and steel, 30 torches, 5 hooded lanterns, 10 pints of lantern oil (from Flen's Chandlery, Area H3), 2 pairs of manacles, 2

very simple locks and keys and 5 signal whistles. These supplies are in addition to any the guards are carrying when they are on duty.

H7. Elder Rybarn Karalor's House

Rybarn Karalor's house is the largest residence in town, and his home is often open to guests. Parties are frequent and are only slightly less boisterous than the nightly activities at The Joyful Harp Tavern (Area H5). During the day, Rybarn's house serves as the unofficial town headquarters, and Rybarn attends to the duties of his office from his parlor.

The front door is locked at night but is rarely locked during the day. The windows are also shuttered and barred from the inside at night.

Elder Rybarn Karalor, Male Human (Ftr3): HD 3; HP 20; AC 1[18]; Atk 1 longsword (1d8); Move 9; Save 12; AL L; CL/XP 3/60; Special: None.

Possessions: Longsword, plate mail, shield, *ring of protection +1 (included in stats above)*, keys to his locked chests, diamond-banded gold ring (250 gp), 30 gp, 25 sp.

Personality: Seventeen years ago at the age of nineteen, Rybarn Karalor was assigned by his liege, Baron Senris Kynathan, to oversee the town of Harmony. He initially resented the position, feeling it was an insult to him, the youngest son of a knight, and he did little to help the town. When the townsfolk banded together and showed him what his negligence was doing to Harmony, he learned to respect the position he was given. Now he loves the town and tries always to do best for it.

Treasure: Rybarn keeps a chest of personal possessions hidden in the floorboard of his bedroom. Inside the locked chest is a *potion of healing*, a pair of silver plates on which are carved silhouettes of reclining cats (45 gp for the pair), a velvet sack (1 gp) containing 104 gp and a teardrop-shaped diamond (70 gp), and a highly polished wooden box made of mahogany (25 gp). Inside the box is a vial of a musky cologne (10 gp). During tax time, held the first week of the official start of summer, Rybarn keeps the town's taxes in a locked box next to his personal chest, which contains 102 gp, 1,151 sp, and 576 cp. Baron Kynathan's tax man arrives 2d4 days after the taxes have been collected and takes the contents of the locked box.

Quest: Rybarn's favorite gold chain necklace has gone missing, and he would like the characters to find it. He does not know who is responsible, but he heard a thieves' guild is operating out of Stone's Throw. He offers the characters 35 gp if they find and return the necklace.

H8. Blowing In The Wind

Titinnar Gwar is one of two instrument makers in Harmony. She specializes in woodwind instruments, especially flutes, didgeridoos, and whistles, but she also carries a selection of brass wind instruments such as trumpets and horns. The outside of her shop is surrounded by wooden wind chimes that play a steady hollow tune at the slightest breeze. Titinnar usually has on hand a small selection of instruments (1d3-1 instruments available) and can create very high quality versions of anything she specializes in, given enough time. Titinnar keeps her shop locked any time she's not inside.

All of Titinnar's instruments bear her mark, an outline of a pan flute, usually in some place not likely to be rubbed off through continued playing of the instrument.

Titinnar Gwar: HD 1d6hp; HP 5; AC 9[11]; Atk 1 dagger (1d4); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

Possessions: Flute, small steel mirror, dagger, keys to locked chest and shop, small sack containing 28 gp, 35 sp, 56 cp.

Personality: Titinnar enjoys music more than she enjoys being around people. She prefers to spend her time in her shop or in her home, either carving a new instrument or playing on one of her favorites, and when she's out, she's often seen walking slowly around town playing mournful tunes on her flute. Titinnar trained under a master instrument maker and took over his business after his death but despite numerous parents offering her apprentice fees, she has never taken on an apprentice.

Treasure: Titinnar keeps her most valuable instruments in a locked case behind her counter. Inside the case are 1d3-1 high-quality wind instruments.

Chapter 2: Stone's Throw

Stone's Throw is the largest of the three hamlets and has the largest concentration of sheep and goat ranchers in the Three Points. The town is also the most diverse, with halflings making up a full third of the townsfolk. The town was named by its founder because it is the closest to the small river, Abrel's Tears, that flows near Stone's Throw and Thorbold. While Harmony concentrates on music and Thorbold concerns itself with military might, Stone's Throw is most concerned with its economy.

Several citizens of Stone's Throw have small jobs the characters can complete for extra money and experience points, if the GM wishes to offer them.

Specific Locations In Stone's Throw

Sr. Ambri's

The simply-named Ambri's serves as both a place to stock up on general supplies and possibly a potion or two, for Ambri is a decent alchemist as well as a magic user of some skill. He also makes trips into the nearby woods to collect the various herbs and ingredients needed for his arcane projects.

Ambri Elgethan, elf (MU3): HD 3d4; HP 7; AC 8[12]; Atk staff (1d6); Save 12; Move 12; AL L; CL/XP 4/120; Special: +2 save against magic, some alchemy, spells.

Spells (2/1): Level 1: *charm person, sleep*; Level 2: *web*

Possessions: *Cloak of protection +1* (effects included in stats above), *potion of read languages, potion of growth, potion of darkvision, spellbook, key to locked chest, 8 pp, 42 gp, 14 sp, 39 cp.*

Personality: Ambri left the Three Points forty-five years ago and spent a decade learning magic under the tutelage of another elfen mage. Afterwards, he returned to Stone's Throw, where he set up shop and even offered to train an apprentice or two. He also hoped to interest the townspeople in learning more about magic. The offer of apprenticeship eventually died for lack of students. He is satisfied with his business now, but he still tries to rally the townspeople into tapping into the magic of the world. His goal is to create a town that dedicates itself to the magical arts.

Arjasi (Ambri's cat familiar): HP 6.

Personality: Arjasi is convinced she taught Ambri to understand her and believes he exists only to further her goals, most of which involve food and warm sleeping spots. She is very aware of her importance in the world, and she's never seen acting in the foolish manner to which so many other, less intelligent cats are prone.

Treasure: Ambri keeps 1d4-1 *potions of read languages*, 1d4-1 *potions of healing*, 1d4-1 *potions of darkvision*, and 1d4-1 *potions of levitation* available for purchase. He also has 1d3 scrolls of any given spell in his spellbook. All of his magic items are kept in a locked and trapped chest he keeps in his bedroom, at the back of the shop. Ambri is willing to trade scrolls for new spells of equivalent level to add to his spellbook. The chest is trapped to fire 1d4 darts, each of which attacks as a 4HD creature for 1d3hp damage.

S2. Elder Benth Honeybee's House

When Elder Honeybee had her house built on the edge of town, the people of Stone's Throw thought she might be insane. Not for her location, which was near Abrel's Tears, the nearby river, but because

Stone's Throw:

Stone's Throw has a population of 351, of whom about 100 are halflings. Other non-humans are detailed in the keyed locations.



she had the house built to resemble a beehive. The house rises thirty feet in concentric rings and is painted a brilliant yellow-gold color. The first floor is one room, which Benth uses to conduct the business of Stone's Throw. A staircase along the wall circles around to the second and third floors, where Benth's personal quarters are located. The entrance to her personal quarters is locked, and Benth keeps the key on her person.

Elder Benth Honeybee, Female Halfling (Ftr3): HD 3; HP 20; AC 8[11]; Atk 1 short sword (1d6) or sling (1d6); Move 12; Save 12; AL L; CL/XP 3/60; Special: +3 to hit with sling.

Possessions: Sling, 10 sling bullets, gold-dyed cloak, 4 gold rings (55 gp each), gold ear cuff (30 gp), gold charm bracelet (25 gp) with three charms: a dragon carved from jade (15 gp), a scroll made of ivory (8 gp), and a silver chest studded with diamonds (50 gp). Benth also carries a sack containing the keys to her personal quarters and to the safe in her office, 22 gp, 29 sp, and 8 cp.

Personality: Benth Honeybee was appointed to the position of elder of Stone's Throw by her liege, Baron Senris Kynathan, ten years ago on the death of the last elder. She takes the position very seriously, and she insists on knowing everything that's going on in town. She's respected by the people of Stone's Throw for her fairness and just laws, but she rarely shares her thoughts with anyone. The townspeople call her The Honeybee, both for her surname and for her propensity for wearing gold clothes and jewelry.

Treasure: A safe set into the floor of her office and hidden by a

Stone's Throw Encounters

Random encounters inside Stone's Throw are more common than in the other two hamlets, and the countryside surrounding the town can be dangerous for the unwary.

Roll 1d20 for each day the characters spend in town.

Table 3-1:

Stone's Throw Town Encounters

1d20 Results

1-3 A pack of six dogs surround the characters, trying to beg scraps of food from them. If attacked they run off.

6 Wild Dogs: HD 1d6hp; AC 7[12]; Atk 1 bite (1d3); Move 14; Save 16; AL N; CL/XP B/10; Special: None.

4-5 A group of small children rush the characters, begging to play with their weapons and for the characters to tell them stories of their adventures. If the characters humor the children, they are followed around town the rest of the day.

6-7 A long-haired white cat joins the group and seems to want the characters to do something (follow her). The cat is Arjasi, Ambri Elgethan's familiar. She tries to convince the characters to enter his shop and buy something after he jokingly said he wouldn't be able to provide her with more of her favorite snacks if his sales didn't pick up. If the characters follow Arjasi into the shop, Ambri mentions that Arjasi was feeling smugly satisfied and wondered at the reason for it.

8-9 A boar wanders into town from the surrounding forest. It's frightened by the noise and charges the nearest person, a child named Ledro, who is standing 30 feet from the characters. The boar reaches the child in two rounds if the characters do nothing. If they rescue the boy, the grateful father, Ghintha, insists they take the 10 gp he has on him and offers to treat them to dinner at The Gold Crown Tavern. Ledro has AC 9 [10] and 4 hp.

Wild Boar: HD 3+3; HP 15; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; Special: continue attacks 2 rounds after death.

10-12 Three heavy horses frightened by a sudden loud noise break free from their handler and stampede down the thoroughfare. The horses overrun anyone in their path for a total of ten rounds. Lassoing each animal requires a successful to-hit roll with a rope.

13-15 Two merchants selling the same goods have set up shop across the street from each other. When the characters approach, each sends handlers to the characters to convince them to purchase his product and decry the value of the other merchant's product. The two handlers try to out shout each other and eventually their rivalry turns to a scuffle. The merchant handlers are normal humans, AC 9 [10] with 1d6hp.

16-20 No encounter

Roll 1d20 for each day the characters spend outside the town.

Table 3-2:

Stone's Throw Wilderness Encounters

1d20 Results

1 Five giant rats protecting their young burst out of their den and attack the characters. The den also contains

sixteen baby giant rats.

5 Giant Rats: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

2-4 Eight kobolds trying to escape two hobgoblins who caught them stealing their supplies try to convince the characters to forget they saw them. If the characters refuse, the kobolds attack as long as they outnumber the characters two-to-one; otherwise they run. In addition to their standard treasure, the kobolds also have a metal box containing 50 gp they stole from the hobgoblins.

8 Kobolds: HD 1d4hp; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.

5-7 Two big hobgoblins chasing a group of eight kobolds who stole from them demand the characters tell them which way they went. If the characters refuse, or if the hobgoblins notice the metal box the kobolds stole from them in the characters' possession, they attack. These hobgoblins are not part of any of the goblinoid tribes discussed in chapters 6 through 8.

2 Hobgoblins: HD 1+1; HP 9, 7; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

8-9 A black bear attacks when the characters approach her den because she fears the characters are getting too close to her two cubs. The bear cubs do not attack the characters.

Black Bear: HD 4+1; HP 20; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hug (1d8 if hits with both paws).

10 Maella, a wererat, approaches the characters in human form, begging them to help her. She appears as a small, poorly-dressed, malnourished human woman with close-set dark eyes. She claims to be lost and asks the characters to help her reach town. She hopes to infect one or more characters with lycanthropy because she's bored and in search of friends.

Maella the Wererat: HD 3; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

11 The characters stumble upon a tiny, ramshackle hut deep in the woods. Living inside are a ghoul named Hathlar, and his two zombie minions. Hathlar retains some vestiges of human-type intelligence, although this will eventually erode into a normal ghoul's bestial cunning and mindless hunger. Hathlar attacks only if the characters threaten him or he feels they will divulge his location. If the characters try to speak with him, they find him to be an interesting if odd storyteller, which he was in his prior life.

Ghoul: HD 2; HP 10; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

2 Zombies: HD 2; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Stone's Throw Encounters Continued

- 12 The characters surprise Yulbi, the Three Points thieves' guild master, holding a meeting with 1d4 of his guild members. (See Area S3 for details on Yulbi and the thieves). In addition to the possessions listed on the creatures, the thieves also have several small unlocked chests of stolen goods with them: a gold chain necklace (75 gp) which belongs to Elder Rybarn Karalor in Harmony (Area H7), a pair of ivory bookends in the form of sleeping dragons (50 gp for the pair), a silver tea set (38 gp), a watercolor painting of a sunset (10 gp), a gold inkpen (6 gp), and 41 gp, 161 sp, 90 cp. If the characters try to sell any of the objects in any of the three hamlets, the merchant has a 10% chance of recognizing the item as something recently reported stolen.

13–20 No encounter.

rug contains the town's taxes during tax time, which is held the first week of the official start of summer. The safe contains 351 gp, 2,159 sp, and 638 cp. Baron Kynathan's tax man arrives 2d4 days after the taxes have been collected and takes the contents of the safe. Benthia also keeps a small collection of treasure in her bedroom. A hidden niche in her bedpost holds 3 silver filigreed rings (35 gp each), and a pair of diamond earrings (50 gp).

Quest (EL 2): Benthia needs letters delivered to Elder Rybarn Karalor (Area H7) in Harmony and Elder Tarlindra in Thorbold (Area T1). She asks the characters not to open the sealed letters and offers to pay them 50 gp to make the deliveries. The letters contain nothing of interest to the characters, merely being a status report on events that have occurred in Stone's Throw in the last three months. If the adventurers accept, they are attacked by a giant badger on the way.

Giant Badger: HD 3; HP 18; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: None.

S3. The Gold Crown Tavern

The quiet and well-appointed Gold Crown Tavern is a marked contrast to the other taverns in the Three Points. The closest thing to a brawl the tavern has seen is the time Culdor Bent tripped over his chair and fell into Milessa Pheldin's lap. Polished hardwood tables and worn but comfortable couches make up the bulk of an oak-paneled main room. The proprietor, a halfling named Yulbi, offers the highest quality wines, meads, and ales in the Three Points. Yulbi disdains the rougher taverns of Thorbold and Harmony and their proprietors, and his attitude does nothing to endear him to them.

Unknown to most, Yulbi is also the guild master of the Three Points thieves' guild. Although he never conducts business in his tavern, 1d3 of his fellow guild members are usually in or near the tavern during business hours.

Yulbi, halfling thief (Thf4): HD4d4; HP 10; AC 8[11]; Atk 1 short sword (1d6); Save 12; Move 12; AL N; CL/XP 4/120. **Abilities:** Climb 88; Delicate 35; Hear 4 in 6; Hide 35; Silent 45; Locks 35.

Possessions: Short sword, thieves' tools, signal whistle, 81 gp, 32 sp, 18 cp. Yulbi also has a set of leather armor he rarely wears.

Personality: Yulbi believes he is destined for greater things. He intends to leave the Three Points for a bigger city soon, with the idea of taking over a larger thieves' guild and making himself very wealthy. He cares little for others beyond how they can advance his plans, and his façade of a snobby and foppish

proprietor keeps most from looking beyond the surface and seeing the unusually callous (for a halfling) individual beneath.

Tactics: Yulbi would prefer not to enter combat at all, but he guards his secret guild status fiercely, and he won't hesitate to attack anyone who might tell the authorities. If he is in a populated area, he first uses his signal whistle to alert other guild members. Within six rounds 1d4 fellow guild members arrive to help.

Three Points Thieves' Guild Member (Th1): HD1d4; AC 7[12]; Atk 1 short sword (1d6); Save 15; Move 12; AL N; CL/XP 1/15. **Abilities:** Climb 85; Delicate 15; Hear 3 in 6; Hide 10; Silent 20; Locks 10.

Possessions: Leather armor, short sword, thieves' tools, signal whistle, 3d6 gp, 3d6 sp, 4d6 cp.

Quest: Yulbi only has a quest for potential guild members, and he won't approach the characters unless he either notices them committing a theft or they uncover his true profession and accept it. Yulbi wants the characters to break into Ambri's and steal the contents of his locked chest. Anyone who agrees and succeeds can join the guild. The guild master doesn't know the exact contents of the chest. If the characters are caught by anyone while breaking in to Ambri's, Yulbi disavows any knowledge of their activities.

S4. Gods' Shrine

The people of Stone's Throw are not especially religious, but they do honor to several gods in a small shrine on the edge of town, especially gods of finance, knowledge and craftsmanship. A young priestess, Nelnane, keeps the shrine clean and performs small services for a fee, but she doesn't lead the people in prayer or call for festival days. The shrine is a simple wooden building with unlocked doors on all four sides. Inside, the bare floors are worn clean from kneeling petitioners, and candles and offering plates are scattered around the room. Small offerings, such as copper coins, parchments, miniature carvings, pottery, and scraps of cloth lie in the offering plates. A two-story building behind the shrine holds a small library on the bottom floor and Nelnane's private quarters on the top floor.

Nelnane (Clr2): HD 2; HP 7; AC 9[11]; Atk light mace (1d4+1); Save 14; Move 9; AL L; CL/XP 2/30; Special: +2 save against poison or paralysis, Spells: cure light wounds.

Possessions: Light mace, satchel of 1d6 books on various subjects (1d6 gp per book), parchment, ink, inkpens, 16 gp, 31 sp, 5 cp.

Personality: On her sixteenth name day three years ago, Nelnane left home to join a religious order concerned with the acquisition of knowledge. She stopped in Stone's Throw for the night and found herself involved in rescuing a family from a house fire. When the townspeople saw her healing abilities, they asked her to stay and take over the abandoned shrine. They offered her the freedom to do what she wished, turned over control of the town's small library to her, and convinced her they were happy to pay for her healing services. The idea appealed to her and she accepted the position. Nelnane hopes to start a branch of the order she intended to join and has been actively trying to recruit new clerics to her order.

Quest: Nelnane heard that someone in the Three Points has a book, *The Dungeoneer's Guide to Life Beneath The Ground*, by the half-elf Torelain Uzebar, which she would love to purchase. Unfortunately, she doesn't know who has it, or even which town the owner might be in. She's willing to reimburse the characters plus pay an additional 75 gp if they convince the owner of the book to sell it to them. The town chandler of Thorbold, Yivvalin Schrantas (Area T6), has a collection of books by Torelain Uzebar.

S5. Jail

The jailhouse is a wood and plaster building that also holds the sheriff's sleeping quarters and office, a sparring yard, a hall, a

CHAPTER 2: STONE'S THROW

barracks and an armory for the guards. The building has six cells that can hold up to twenty criminals. Most of the criminals in Stone's Throw are petty thieves and the occasional brawler. Serious crimes are very rare, and the last murder was two years ago, when a half-orc named Lorg ran into a shop and stabbed a man who cheated him at cards.

Twelve guards are on duty at any time, and they usually walk the outskirts of town to keep a watch for wandering monsters. When not on duty they train in the sparring yard or spend time in the barracks.

Sheriff d'Aruvae can usually be found here, either in her front office or her private sleeping quarters. Three simply-furnished rooms situated above the jail cells serve as her quarters. She keeps little of value other than her weapons and armor and a small amount of coin, which she usually keeps on her.

Sheriff Brintin d'Aruvae (Ftr3): HD 3; HP 16; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Move 12; Save 12; AL L; CL/XP 3/60; Special: none.

Possessions: Chain mail, heavy wooden shield, masterwork longsword, longbow, 20 arrows, *potion of fly*, *potion of cure light wounds*, 84 gp, 24 sp.

Personality: Sheriff d'Aruvae is very shy and would rather allow her deputy, Astar, to face the public. She's only been sheriff for three years, and she is still unaccustomed to the power and responsibility. She often feels overwhelmed by the pressures put upon her and becomes easily flustered. As much as she dislikes the job, she feels it would be disloyal to Elder Honeybee to turn over the title to her deputy, no matter how much the half-elf tries to convince her she should.

Deputy Sheriff Astar Amnal, Female Half-Elf (Ftr2): HD 2; HP 11; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Move 12; Save 13; AL L; CL/XP 2/30; Special: none.

Possessions: Chain mail, heavy wooden shield, longsword, longbow, 20 arrows, *potion of cure light wounds*, 41 gp, 4 sp, 84 cp.

Personality: Astar Amnal has been trying to convince Brintin to give up the position of sheriff of Stone's Throw for the last two years. She knows she would be better at the job than her boss, and she feels she handles the responsibilities of the office better. She puts on a pleasant face with the public and those she doesn't know, but she can be petulant when she doesn't get her way. Astar is an excellent rider, and will fight from horseback if possible.

Town Guards: HD 1d6; AC 6[13]; Atk 1 weapon (1d8); Move 12; Save 17; AL L; CL/XP 1/15; Special: None.

Possessions: Leather armor, light wooden shield, longsword, short sword, longbow, 20 arrows, lantern, signal whistle, 1d10 sp, 2d10 cp. Except for the money and short swords, the guards only have these possessions when they are on duty.

Treasure: The armory is locked and contains 18 suits of leather armor, 18 short swords, 18 longswords, 18 longbows, 400 arrows, 15 vials of holy water, 5 *potions of healing*, flint and steel, 30 torches, 9 hooded lanterns, 10 pints of lantern oil, 2 pairs of manacles, 2 very simple locks and keys, 9 signal whistles. These supplies are in addition to any the guards are carrying when they are on duty.

S6. Clayheart & Sandbeard (Blacksmith)

The two dwarven blacksmiths, Thinbrand Clayheart and Torbard Sandbeard, are as well-known for their loud and violent fights as for their tools, weapons and armor. The two have been married for a hundred and thirty-seven years and most people wonder why they stay together. It can be amusing to watch them battle it out, but no one wants to be anywhere near them when they start throwing heavy things at each other or drawing their waraxes. The smiths keep a small collection of weapons available, and a few sets of chain mail, and they can make any metal weapon or armor, given time.

Thinbrand Clayheart, Female Dwarf (Ftr4): HD 4; HP 26; AC 4[15]; Atk 1 battle axe (1d8); Move 9; Save 11; AL L; CL/XP 4/120; Special: dwarven racial traits.

Possessions: Battle axe, *potion of cure serious wounds*, key to the shop, 152 gp, 32 sp, 41 cp.

Personality: Thinbrand is quick to anger, especially with her husband, Torbard. She has no patience for anyone she perceives as incompetent. She is better at weaponsmithing than her husband and gets frustrated at him for what she sees as his ineptness. Despite her attitude, she would defend her husband to the death, and she allows no one else to speak ill of him.

Torbard Sandbeard, Male Dwarf (Ftr4): HD 4; HP 25; AC 4[15]; Atk 1 battle axe (1d8); Move 9; Save 11; AL L; CL/XP 4/120; Special: dwarven racial traits.

Possessions: Battle axe, *potion of cure serious wounds*, key to the shop, 175 gp, 17 sp, 85 cp.

Personality: Torbard is as short-tempered as his wife, and when the two of them are together, sparks fly. He is a better armorsmith of the two, and he is also responsible for most of the tools the town needs to run. He can be friendly to customers, and he spends most of his spare evenings in The Soldier's Rest Inn and Tavern common room in Thorbold (Area T2) with friends.

Treasure: The door to the blacksmith shop is locked at night and contains several sets of normal weapons and armor.

Chapter 3: Thorbold

Although the smallest of the hamlets in The Three Points, Thorbold is also the strongest, due in part to Elder Tarlindra's belief in protection above all else. One-third of all the adults in Thorbold serve in the town guard and a twenty-foot stone wall surrounds the town proper. Everyone who wishes to live in the town must serve at least three years in the guard unless they receive special dispensation from Elder Tarlindra. The rest of the townsfolk are sheep and goat herders, farmers, and craftspeople.

Thorboldians believe Harmony is full of idlers and Stone's Throw people are greedy, and the town has stricter laws and regulations than either of the other hamlets. The following laws exist only in Thorbold, and not in the other hamlets: All persons of majority age must wear a visible weapon or a spell component pouch; public drunkenness is not tolerated and results in a fine of 25 gp per infraction or ten days in jail; all persons must demonstrate a capability with their weapon or spells if asked by either Elder Tarlindra or the town guard.

Several citizens of Thorbold have small jobs the characters can complete for extra money and experience points, if the GM wishes to offer them. Unlike Harmony and Stone's Throw, Thorbold is so well-protected the chances of the characters encountering anything in town or in the surrounding forest are almost non-existent. If you wish to include random encounters in the wilderness, use any random encounters from those two towns that fit in Thorbold.

Thorbold:

Thorbold has a population of 197, including 20 or so halflings and a scattering of other non-humans. The village has a stone wall, which is highly unusual for a settlement of this size. The surrounding area is well patrolled.

Specific Locations In Thorbold

Tr. Jail

The jail is a long, squat stone building with an iron door that can be barred from the inside. The building has sixteen cells capable of holding up to fifty prisoners. Most of those in the cells are people unable to pay their public intoxication fines.

The armory is located behind a locked door at the back of Tarlindra's office, and a walled-off sparring yard and separate barracks for the single guards are located behind the main building. Twenty guards are on duty at a time. Ten walk the wall surrounding the town, while the rest patrol the outskirts of the city or inside the town.

Elder Tarlindra is the only elder in the Three Points who was not appointed to the position by Baron Senris Kynathan, the liege of the hamlets. When the previous elder died five years ago Tarlindra stepped in temporarily. Since Baron Kynathan has not yet sent a new elder, Tarlindra continues in both positions. Tarlindra sleeps in a cot in her office and keeps her gear in the armory. She has a small cottage inside town, but her son and his family live there.

Elder Tarlindra, Human Female (Ftr5): HD 5; HP 28; AC 2[17]; Atk 1 longsword (1d8); Move 6; Save 10; AL N; CL/XP 5/240; Special: None.

Possessions: Plate mail, heavy steel shield, longsword, warhammer, *potion of growth*, 74 gp, 241 sp, 32 cp.

Personality: Tarlindra is a no-nonsense sort who hides her lust for power well. Despite that, she is extremely competent at her job, and the people feel she makes a better town elder than anyone in recent memory. She believes in the value of laws, although only to the

extent they really benefit her; nonetheless, the one way to truly make her angry is to flaunt a law in front of her. Some people even jokingly suggest she killed the previous elder when he spit on the ground outside her house. A few others suggest the same, but not in such a joking manner. The latter gossipers are correct, except Tarlindra didn't kill the elder because of some minor infraction but rather because it was his position of power she wanted. She intends to take control of all of the Three Points eventually. Since she plans to build them into strong communities, her alignment is not Chaotic, but she is definitely nowhere near a Lawful alignment, either.

Town Guards: HD 1d6+1; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Move 9; Save 17; AL L; CL/XP 1/15; Special: None.
Possessions: Chainmail, light shield, longsword, longbow, 20 arrows, 1d6 gp, 2d6 sp, 3d4 cp.

Personality: Since everyone who lives in Thorbold is required to serve in the guard, all personality types are found here. Some resent the requirement while others are happy and eager to serve. Knowing the power they wield, many of the guards are bullies, especially with out-of-towners.

Treasure: A safe set into the floor of Tarlindra's office and hidden by her desk contains the town's taxes during tax time, which is held the first week of the official start of summer. The safe contains 181 gp, 487 sp, and 1,587 cp. Baron Kynathan's tax man arrives 2d4 days after the taxes have been collected and takes the contents of the safe.

The armory is locked and contains 10 suits of chain mail, 15 light shields, 15 longswords, 3 longbows, 450 arrows, 5 vials of holy water, 10 *potions of healing*, flint and steel, 75 torches, 15 hooded lanterns, 10 pints of lantern oil, 6 pairs of manacles and 6 very simple locks and keys. These supplies are in addition to any the guards are carrying when they are on duty.

T2. The Soldier's Rest Inn and Tavern

The Soldier's Rest Inn and Tavern is a three-story stone building. The first floor has the dining room, kitchen, and owner Basaphe Surin's quarters. The second floor is a single large room filled with bunk beds. Thirty people can sleep in the barracks-style sleeping quarters. The third floor contains three separate, luxuriously-appointed private rooms. No one in the Three Points, let alone Thorbold known why Basaphe has such a large inn for such a small town, and it's rare for even a quarter of the bunks to be occupied, and the more expensive rooms are only used when Baron Kynathan's people arrive in town. Basaphe herself never says why she had such a large building constructed.

Because of Thorbold's strict laws on public intoxication, Basaphe never allows someone to purchase more than two or three drinks, and if they appear to be too drunk she forces them to sleep in her inn, at their expense. Even though most of the clientele is sober, the dining room is a raucous place, with loud music and the occasional brawl, which she can usually break up with a quick swipe of her club. If things get too rough, Basaphe needs only to step outside and call out and within seconds 1d4 town guards (see Area T1) are on their way.

Basaphe Surin, Female Human (Ftr2): HD 2d10; HP 13; AC 7[12]; Atk club (1d4) or heavy crossbow (1d6+1); Move 12; Save 13; AL L; CL/XP 2/30; Special: none.

Possessions: Club, *potion of healing*, 26 gp, 3 sp.

Personality: Although Basaphe, like all Thorboldians, served some time in the town guard, she also spent a brief time adventuring before she found she had no taste for the dangers and depravities. She learned to keep a sharp eye out, and people often comment that she seems to have almost elf-like senses. She enjoys living in Thorbold; however, she wishes some of the rules



such as the drinking laws were relaxed.

Quest: Basaphe has a cottage near the river she inherited from her grandmother. She wants to clean it up and sell it, but she discovered a swarm of spiders have taken over the house. She is willing to pay the characters 50 gp if they destroy the spiders without destroying the house. The house is a single twenty-foot square room with only a small amount of furniture. The house contains 3 giant spiders.

Giant Spider (1ft diameter): HD 1+1; HP 9, 5, 4; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: lethal poison (+2 saving throw)

T3. Blacksmith Shop

This brick building stands on the edge of town, smoke billowing from the forge. A pair of double doors stand open during daylight hours.

Dethra, the dwarf who runs Thorbold's blacksmith shop, only makes weapons and armor and refuses to make mundane tools and objects. In fact, she's likely to become insulted and violent if she's even asked. The door to the shop is locked after dusk.

Dethra, Female Dwarf (Ftr2): HD 2d10; HP 11; AC 7[12]; Atk hammer (1d6); Move 12; Save 13; AL L; CL/XP 2/30; Special: none. *Possessions:* Blacksmith's hammer, key to the shop, 83 gp, 120 sp, 42 cp.

Personality: Dethra believes she is the best weapon and armorsmith in the Three Points, and she's willing to argue the point loudly and vociferously if anyone dares to disagree. Most people find it easier to only associate with her when they need to conduct business, but her closest friend is Heskavillas, the pacifist adept who runs the healing house. The two are often seen laughing and joking together in The Soldier's Rest Inn and Tavern.

Treasure: Dethra keeps a large collection of chain mail, shields, and longswords available for sale. She usually has 2d10 of any of the items available at any one time. Dethra's personal mark, a black outline of a

dagger, is prominently carved onto all her merchandise.

T4. Thoyana's Potions

This small building smells strongly of herbs and spices. The front room is only ten-foot by ten-foot, with only half of that available for customers. Behind the counter are shelves holding jars, boxes and other containers of herbs and spices.

Thoyana's primary customers are the healing house (Area T7) and the town guard (Area T1) since most of the townspeople can't afford even the cheapest potions. Thoyana also provides a supply of alchemical items, including a special healing brew of her own invention that speeds healing while the person sleeps. Most townsfolk keep a box of her healing brew around.

Thoyana's Healing Brew: If a character spends 10 minutes brewing Thoyana's Healing Brew in water and then drinks it, she can heal an additional 2 hp while she sleeps. Only a single dose of Thoyana's Brew can be used in one twenty-four hour period. The brew costs 10 gp per dose.

Thoyana, Female Elf (MU3): HD 3d4; HP 8; AC 8[12]; Atk staff (1d6); Save 12; Move 12; AL L; CL/XP 4/120; Special: +2 save against magic, elven racial traits, spells.

Spells (2/1): Level 1: *Charm Person, Detect Magic*; Level 2: *Phantasmal Force*

Possessions: Dagger, *potion of invisibility, potion of mirror image*, 30 gp.

Personality: Many Thorboldians are intimidated by the elf, whose dark green eyes seem to look into a person's soul, or so say the locals who have never tried to get to know her. Most of the humans think she's older than she appears since she's lived in Thorbold for as long as they can remember, and some even wonder if she's immortal, but in truth she was born shortly after the town's inception. She keeps to herself, saying little when she's around customers, and she rarely shows up to public events.

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Treasure: Thoyana keeps her valuable items behind a locked door at the back of her shop. Inside the room, two lanterns with *continual light* cast inside (a gift – Thoyana cannot cast this spell) provide soft light. Rows of shelves hold potions, expensive herbs, magical scrolls, and materials to scribe scrolls. Characters can find 1d6 *potions of read languages*, 1d6 *potions of fire resistance*, 1d3 *potions of mirror image*, and 1d3 *potions of invisibility*. Characters can also find Thoyana's spellbook, 300 gp worth of scroll scribing materials, 3d4 doses of her healing brew and 50 gp worth of expensive herbs.

Quest: Thoyana has found some fungi she thinks might improve her healing brew, but she's finding it difficult to reach because a nest of giant rats are protecting the area. She offers the characters a *potion of invisibility* if they gather the fungi for her. The area in question is an old cemetery across the river, about two hours away on foot. The fungi is in a ten-foot square crypt, but the barrow rats have taken over the crypt and guard their food source and their young protectively. The characters can collect the fungi in one hour once the giant rats have been killed.

8 Giant Rats: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

T5. General Goods

Gabar Murrin runs the general goods store, a place to buy dry goods, tools, and sundry other items. Gabar also supplies the town's metal goods since Dethra, Thorbold's smith (Area T3), refuses to make anything but armor and weapons.

Gabar Murrin, Male Human (Ftr2): HD 2d10; HP 13; AC 5[14]; Atk club (1d4); Move 9; Save 13; AL L; CL/XP 2/30; Special: none. **Possessions:** Chain mail, club, *potion of cure light wounds*, gold link necklace (35 gp), 31 gp, 63 sp.

Personality: Gabar tends toward caution in everything he does.

The children of Thorbold call him Gabar Chain Shirt, because he never goes anywhere without his chain mail on, even though he is no longer a member of the town guard and rarely leaves town. Gabar considers himself sensible, and he ignores the teasing.

Quest: Gabar usually travels alone to Harmony and Stone's Throw to pick up his metal goods, but he was attacked by bandits near Stone's Throw the last time he did so, and he doesn't want to go alone. He will pay the characters 100 gp if they escort him to the two towns to pick up his goods (Area H1 and Area S6). Although the Thorbold patrols mean the characters are safe from any encounters near that town, bandits attack them once they've collected the goods and head back to Thorbold. The bandits include two members of the Three Points Thieves' Guild under orders from their guild master, Yulbi. *Note:* Even with Gabar's help, this quest has the potential to kill low-level parties.

2 Three Points Thieves' Guild Member (Th1): HD1d4; HP 4, 2; AC 7[12]; Atk 1 short sword (1d6); Save 15; Move 12; AL N; CL/XP 1/15. **Abilities:** Climb 85; Delicate 15; Hear 3 in 6; Hide 10; Silent 20; Locks 10.

Possessions: Leather armor, short sword, thieves' tools, signal whistle, 3d6 gp, 3d6 sp, 4d6 cp. Riding horse (hidden in woods).

8 Bandits: HD 1d6hp; HP 6, 6, 5, 5, 4, 4, 3, 2; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None. **Possessions:** Leather armor, club, 1d4 gp, 1d6 sp, 3d6 cp. Riding horse (hidden in woods)

The bandits are not particularly brave, but they follow the dictates of the guild members. If the two guild members die or run off, the bandits surrender. They tell the characters they had to complete the job in order to gain admittance into the thieves' guild, and that the other two are guild members, but they don't know who the guild master is or where the headquarters are located.

T6. Yivvalin's Lights

Yivvalin's Lights smells of beeswax and lamp oil, but the stone building is surprisingly dark and few candles or lanterns illuminate the interior. The woman behind the counter, Yivvalin Schrantas always

seems to have a frown for her customers, and she makes no effort to help customers find what they're looking for.

Yivvalin Schrantas, Female Human: HD 1d6hp; HP 6; AC 9[10]; Atk 1 dagger (1d4); Move 12; Save 17; AL N; CL/XP 1/15; Special: None.

Possessions: Key to her quarters, hooded lantern, 20 gp, 31 sp.

Personality: Yivvalin has lived most of her sixty years as an angry woman, blaming everyone around her for any problems or troubles she's encountered. She is capable of holding grudges for a long time, and she's unpleasant to almost everyone she meets. No one in Thorbold likes her.

Treasure: Yivvalin has a collection of books by the half-elf Torelain Uzebar in her quarters above the shop, which are locked at all times. The entire collection is worth 600 gp. Nelane (Chapter 3, Area S4) wants one particular book, *A Dungeoneer's Guide To Life Beneath The Ground* (50 gp). The only way to charm Torelain into selling the book (other than an actual *charm person* spell) is to agree with her spiteful gossip about other people in the town, and to sympathize with her self-pity.

Quest: Yivvalin resents the fact that most people in the Three Points prefer Flen Galdril's (Chapter 2, Area H3) candles and scented oils over hers. Her resentment is such that she is willing to pay 300 gp if the characters burn Flen's shop to the ground.

If the characters report her to Tarlindra, Yivvalin denies it, and although the chandler is not liked in Thorbold, she's never been in trouble with the law before. Without proof, the characters are not likely to see any real reaction in the town, even though most people will secretly believe they might be telling the truth.

T7. Healing House

With so many soldiers, Thorbold has need for a lot of healers. Anyone who shows aptitude with magic is taken to the healing house for training rather than assigned to the guard (adepts, in this module, are treated as weak clerics). The adepts always charge for their healing, but they also take a vow to never allow someone to die or continue in great pain if it can be avoided. In addition, the healers vow never to harm another so long as they are in service to the healing house, so they never engage in fighting, even in defense of themselves. The head of the house, Heskavillas, was an adept in a noble house before he disgraced himself and was asked to leave.

Heskavillas, Male Human Healing-Adept: HD 2; HP 8; AC 9[10]; Atk 1 dagger (1d4); Move 12; Save 16; AL L; CL/XP 1/15; Special: Minor healing skill.

Spells: 2 (*minor*) *cure light wounds* (heal 1d4hp).

Possessions: Healer's kit (8 uses), 2 doses of Thoyana's Healing Brew (Area T4), key to healing house storage, 30 gp, 24 sp, 13 cp.

Personality: Heskavillas is a pacifist and would not defend himself even if he were attacked. He feels his work in the military-oriented Thorbold is necessary penance for sins he committed as a youth and suffers the regular talk of violence in silence. He is a highly-respected member of Thorbold even as most people do not understand his aversion to violence. Despite that, his closest friend is the dwarven smith, Dethra.

Healers, Human: HD 1d6hp; AC 9[10]; Atk 1 dagger (1d4); Move 12; Save 17; AL L; CL/XP 1/15; Special: Minor healing skill.

Spells: 1 (*minor*) *cure light wounds* (heal 1d4hp).

Possessions: 3d6 sp, 3d4 cp.

Personality: The healers of Thorbold take a vow when they are accepted into the healing house to avoid harm to others.

Any members who engage in any sort of violence, including the consumption of animal flesh, are asked to leave the house. Most of the healers are gentle, quiet types, who wear simple robes and treat their calling almost as a religion.

Treasure: The healing house contains a repository of healing supplies including potions purchased from larger cities. The door to the storage is locked, and only Heskavillas holds the key. Inside are 3 healer's kits, 3d4 doses of Thoyana's Healing Brew, 8 *potions of cure light wounds*, 1 *potion of cure serious wounds*, and various healing herbs, salves and bandages worth 100 gp.

Chapter 4:

Brallorn's Amazing Circus Troupe And Travelling Wonders

In many ways, Brallorn's Circus is like a small traveling village. In addition to Brallorn and the sixteen performers, another thirty-seven adults take care of the animals, set up the tents, cook, clean, and act as couriers, guards and heralds when the troupe arrives in town. Twenty children have the run of the camp, engaging in small chores around their parents' tents or practicing for future performances.

Although Brallorn's Circus performs in small towns and villages around the kingdom, their real reason for existing is as a smuggling and fencing operation. They have contacts in many cities and towns, and they are well known in underground circles as a reliable source of transport for goods someone may not want advertised.

Brallorn's current assignment is to deliver a cache of poison, cursed potions, and weapons to an evil temple in a nearby city. He knows that being caught with the illegal goods would mean the death of him and his troupe, so he is careful to never allow anyone into his camp without his supervision.

All personal tents have a radius of ten feet unless otherwise indicated.

G1. The Big Top

The fifty-foot radius circular tent where the performances take place is striped in brilliant green and pink. The peaked ceiling is thirty feet in height, and tightropes, trapeze bars, and various ropes hang from steel beams or catwalks. If the characters begin trying to swing on things or walk on tightropes, the easiest way to handle this is to roll a "dexterity check" for success, either rolling a d20 or 4d6, and if the result is equal to or lower than the character's dexterity, then the attempt is successful.

Wooden bleachers capable of seating a hundred people surround a center ring sixty feet in diameter. Performances cost 1 sp and last about one hour, and Brallorn holds one performance each day shortly before dusk. Guards stand around the perimeter of the tent during shows to make sure no one sneaks in. Half of the performers can be found practicing their acts in the main tent in the morning; the other half in the afternoon.

G2. Snake Charmer's Tent

Embroidered snakes of every size and color decorate the outside and inside walls of this tent. Inside, cages of snakes surround a simple straw mat and a footlocker, while other cages in the room hold rats and mice.

Rhask keeps his smaller snakes with him, but the larger animals stay in Area G6. Most of these snakes are harmless little constrictors,

but he does have one cage with an especially poisonous viper.

Viper: HD 1d6hp; HP 3; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).

Rhask, Male Halfling (Th3): HD3d4; HP 10; AC 7[12]; Atk 1 short sword (1d6); Save 13; Move 12; AL N; CL/XP 3/60. Abilities: Climb 87; Delicate 30; Hear 4 in 6; Hide 30; Silent 30; Locks 30.

Possessions: Leather armor, short sword, 5 daggers, *potion of neutralize poison*, *potion of healing*, key to footlocker, 25 gp.

Personality: Rhask was an orphan abandoned on the streets of the city and adopted by a gang of thugs. Raised in a thieves' guild to steal and kill for what he wants, he knows little else, and his fascination with snakes came about when his guildmaster set up snake fights for money and put Rhask in charge of the animals. When Brallorn's circus came through, the ringmaster saw the way the halfling controlled the creatures and asked him if he was interested in joining the circus as a snake charmer. The halfling stole his favorite snakes and joined Brallorn, leaving a very angry guildmaster behind.

Treasure: The footlocker is locked; inside is a voluminous costume that allows Rhask to wear armor beneath it (protecting him from the potential bites of his poisonous snakes), a pair of heavy leather gloves, day-to-day clothes, and personal effects. Characters can find a bag containing 20 tiny golden pearls (5 gp each), a gold bracelet in the form of a snake biting its tail (15 gp) and a book on the care of different breeds of snakes (5 gp).

In a secret compartment in the lid of Rhask's footlocker there are 3 cursed potions, causing anyone who drinks it to lose a level (saving throw negates the effect). There are also 3 vials of poison.

G3. Brallorn's Traveling Museum

A series of three tents near the main tent offers a collection of amazing and frightening wonders of the world. The first tent costs 1 cp to enter and holds a collection of stone statues carved to resemble humans, elves, halflings, and other humanoids. Next to the statues stands a cage containing a stuffed basilisk. Between performances, an actor tells a story that the carvings are people turned to stone by the basilisk and spins a tale about how the circus troupe killed the basilisk and rescued the inhabitants of a village. Although the statues are quite accurate representations of people, they were created by a sculptor and not a basilisk. The stuffed basilisk was purchased,

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already dead, from a shop specializing in unnatural wonders.

The second tent costs 1 sp to enter. Inside, customers walk a path between two rows of cages holding animated skeletons of various creatures. Each of the skeletons has been directed by their master to perform a single task repeatedly and never deviate from it. The skeletons are the remains of Small and Medium creatures such as humans, elves, goblins and the like, and they repeatedly engage in mundane activities such as stirring an empty pot, dancing in place, playing an instrument or "reading" a book. The undead creatures do nothing but these activities even if attacked, and they cannot be ordered to do anything else by the members of Brallorn's Circus since none of his people can control them.

The third tent costs 3 sp to enter and holds Brallorn's collection of "magic items." "Guards" (whoever happens to be available) in red livery stand stiffly at attention beside a dozen cages containing a collection of mundane items, some of which have been imbued with spells. Some of the items include a wooden box inside which is stored the sound of a horde of running rats, a *light* spell cast on a sword decorated with glass gems, and a set of magic dancing lights, cast into a large multi-colored crystal. Other items in the room bear no obvious magical effects and are simply highly polished and decorated objects of no real worth. A performer leads customers through this tent, spinning wild tales about the objects and their origins.

G4. Brallorn's Tent

Of all the personal tents in the camp, this one is the most elaborate. The tent itself is green, purple, and red-striped. A red pennant at the peak displays an embroidered group of acrobats standing atop each other's shoulders next to a lion and lion tamer. Inside the tent is a narrow bed covered with a quilt in colors matching the tent, a one-person table and stool made of polished oak, and a wooden chest bound in iron. Porcelain dinnerware and silverware for one are set on the table, and a leather-bound journal lies before the dishes, held open with an inkpen.

The journal contains basic notes regarding the running of the circus: profits each night, notes on which towns are friendlier and more profitable than others, salaries, problem employees, and so on. Doodlings in the corners of the pages seem to be random senseless words but are really Brallorn's notes regarding his smuggling operations. Anyone with an intelligence score over 10 may make a saving throw to realize that the doodles actually mean something, and that the troupe's latest mission involves transporting a variety of illegal items to enemies of Lord Denar Craldan.

Brallorn, Male Human (Th6): HD 6d4; HP 19; AC 7[12]; Atk 1 longsword (1d8) or short bow (1d6); Save 10; Move 12; AL N; CL/XP 6/400. **Abilities:** Climb 90; Delicate 40; Hear 4 in 6; Hide 35; Silent 45; Locks 35.

Possessions: Leather armor, longsword, shortbow, 30 arrows, *potion of invisibility*, *potion of detect invisibility*, *potion of healing*, lockpicks, key to footlocker, 7 pp, 78 gp, 41 sp, 12 cp.

Personality: Brallorn is thirty-five years old, with thinning blonde hair and dark green eyes. He started the circus ten years ago when he noticed a group of acrobats earning a paltry living on a street corner and decided they could do better. No one knows much about him, even his real name, though his friends suspect he has an unsavory past. He is wanted in several towns and cities for forgery, scams, pickpocketing and other crimes that would cost him his hand at best, his life at worst. Because of his secrets, he is tightlipped around people, even his friends. Brallorn considers everyone in his circus to be a family member, and he will not stand by while one of them is being hurt.

Treasure: Brallorn's footlocker is locked and trapped. Anyone attempting to open the footlocker without the key triggers a poison needle trap. Inside the footlocker are clothes, costumes decorated with brightly-colored glass beads, a small velvet sack containing 10 diamonds (35 gp each), a masterwork dagger, and two *potions of healing*.

In a secret compartment in the lid of the footlocker there are 6 vials

of arsenic and a magic amulet. The amulet is cursed; wearing it makes it easy for a crystal ball or other means of scrying to focus upon the wearer. In effect, it is a magical tracer. The amulet is inscribed on the back with the words, "For Lord Craldan. You've done so much for us. The Senelast Clan." Unknown to Brallorn, the goods the troupe is smuggling are going to be used to by the Senelast Clan, a clan of dwarves, to overthrow Lord Craldan's barony and claim it for themselves. Lord Craldan owns six diamond mines the Senelast Clan would like for themselves.

G5. Trapeze Artists' Tents

These four tents are striped in blue and red and face each other in a tight-knit group. Cats lounge near the tent flaps, gazing disinterestedly at anyone who approaches. Fur rugs cover the bare ground inside each tent and a hammock hangs from a pair of hooks near the back. Beneath the hammock is a locked footlocker. Various personal effects lay scattered around the tents.

4 Trapeze Artists, Human (Th2): HD2d4; HP 8, 6, 5, 5; AC 7[12]; Atk 1 short sword (1d6) or light crossbow (1d4+1); Save 14; Move 12; AL N; CL/XP 2/30. **Abilities:** Climb 86; Delicate 20; Hear 3 in 6; Hide 15; Silent 25; Locks 15.

Possessions: Leather armor, short sword, light crossbow, 10 bolts, tanglefoot bag, key to footlocker, 2d6 gp, 3d6 sp.

Personality: The four trapeze artists, Kilas, Arthanna, Dunshar, and Ereena Dyne are siblings who come from a long line of circus performers. Their parents were tightrope walkers who died a few years ago when their ropes broke during a practice session. Among some of the troupe members are whispers the Dyne parents had threatened to go to the authorities when the troupe began smuggling illegal goods. The four siblings claim they don't believe the rumors about their parents, but they avoid the ringmaster whenever they can and speak of little else but their work to non-family members. They are very close and trust each other with their lives.

The Dyne siblings are not willing to fight the characters just to protect the smuggled goods in their footlockers. If threatened, they will offer to hand the goods over in exchange for leaving them tied up and unharmed. None of the Dynes know what is in the secret compartment or what their intended destination is. If the characters kill any of the siblings the others fight to the death to avenge him or her.

Treasure: The footlockers are locked. Inside each there are glass-beaded costumes of various colors, day-to-day clothes, and personal effects. Characters can find a silver-plated comb and mirror set (5 gp), a set of four lacquered teak mugs (10 gp), and a small gold figurine of a trapeze artist hanging from a trapeze bar (25 gp).

In a secret compartment in the lid of each footlocker are 1d4 vials of arsenic and 1d3 cursed *potions of healing*. These potions function as normal, but spellcasters lose the ability to cast spells for 2d6 hours.

G6. Animal Area

The noise and smell of this area would be overwhelming if not for the six caretakers working to keep it in check. Thirty heavy horses, twelve oxen, crates of chickens, several dairy cows and a few goats are watched by ten dogs who bark a warning if anyone approaches. Cages for the lion tamer's lions, the snake charmer's larger snakes, and the clowns' trained dogs are positioned away from the general chaos of the domestic animals.

Clown Dogs (10): HD 1; AC 7[12]; Atk 1 bite (1d4); Move 14; Save 17; AL N; CL/XP 1/15; Special: None.

The dogs know the tricks attack, come, defend, down, guard and stay. Most of these dogs are collies.

6 Caretakers: HD 1d6hp; AC 7[12]; Atk club (1d4); Move 12; Save 17; AL N; CL/XP 1/15; Special: None.

Possessions: Leather armor, club, healer's pouch, 1d6 gp, 2d6 sp.



Tactics: The dogs are trained to bark if anyone approaches. If any of the caretakers hear a dog bark, one of them investigates. If they find themselves in combat, they call for the dogs. 2d4 dogs and 1 caretaker arrives each round. The caretakers first order the dogs to attack before they enter melee. They make as much noise as possible in order to attract attention and bring more of their allies to their assistance.

The following animals are contained in cages. The lion cage is locked, but the other cages are simply barred from the outside.

Lions (2): HD 5+2; HP 25, 22; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; AL N; CL/XP 5/240; Special: None.

The lions know the tricks come, down, fetch, heel, perform and stay. These lions are well-fed and trained, but they are not tame and could attack even if unprovoked.

Performing Dogs (6): HD 1d4hp; AC 7[12]; Atk 1 bite (1d4); Move 14; Save 17; AL N; CL/XPA/5; Special: None.

The performing dogs know the tricks come, down, fetch, heel, perform and stay. These are breeds such as terriers and poodles and only attack if threatened.

3 Vipers: HD 1d6hp; HP 3 each; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).

The snakes are not especially aggressive, and they are well-fed, but they attack if bothered.

1 Large Viper: HD 2; HP 8; AC 5[14]; Atk 1 bite (1d4hp + poison); Move 12; Save 16; AL N; CL/XP 4/120; Special: Lethal poison (+1 save).

The snake is not especially aggressive, and it is well-fed, but it attacks if bothered.

G7. Brallorn's Wondrous Menagerie

This thirty-foot diameter tent is striped in green and white and a man stands in front of the entrance to collect the fees. It costs 5 cp to enter the tent. Inside are an assortment of "freaks," people and animals unusual in some way. Exhibits include Solario, the world's smallest elf; Orran the strong man; Atteskra the tame vampire; Mirlan the unicorn; and Khureg the sword swallower.

Solario is a gaunt halfling disguised as an elf who also speaks fluent Elven. Orran is a commoner with tremendous strength. Atteskra the tame vampire could be any of the commoners working for the circus, but the same woman serves as the "vampire" during the circus's stay in a town. Mirlan the unicorn is a fine bay mare with a real unicorn horn glued to her forehead. Khureg the sword swallower is a half-orc trained in sword swallowing.

G8. Acrobats' Tents

These four red-striped tents are the same size as the others, but the hammocks inside and the clothes tossed carelessly about indicate their owners are Small creatures. Each tent contains a hammock, a thick feather-filled exercise mat, and a locked footlocker.

4 Acrobats, Halfling (Th1): HD1d4; HP 4 each; AC 8[11]; Atk 1 dagger (1d4) or sling (1d4); Save 15; Move 12; AL N; CL/XP 1/15. Abilities: Climb 85; Delicate 20; Hear 3 in 6; Hide 20; Silent 30; Locks 20. Special: +4 with missile weapons. Possessions: Dagger, sling, 10 sling bullets, *potion of healing*, key

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to footlocker, 2d6 gp.

Personality: The four halflings: Milo, Hovitz, Athana and Veryl, are distant cousins. Although the acrobats work well together, they detest each other and their fights outside their performances are frequent and loud. They respect their craft and the circus too much to allow their hatred to spill over into their performances, however.

Because fights among the four of them are frequent, any combat in one tent is ignored by the others. They use their *potions of healing* only on themselves, never on an ally, and they leave any allies to their fate if they feel they should escape.

Treasure: The footlockers are locked. Each contains satin motley costumes, clothes and personal effects. Characters can also collect a bag of six garnets (1d8 gp each), a box of saffron (8 gp), a book of songs by an unknown writer (5 gp), and a sack of 24 gp, 51 sp and 5 cp.

In a secret compartment in the lid of each footlocker are 1d4 vials of poison and a Medium hand crossbow decorated with symbols of death. The crossbows are worth 125 gp each.

G9. Musicians' Tents

These four tents are each painted a single brilliant color and face inward to create a private campsite. A campfire in the center of the four tents has recently been lit and the wooden stools tossed carelessly beside the pit are shiny from use. Inside each tent is a hammock, a footlocker and a portable desk.

4 Human Musicians: HD 1d6hp; HP 6,6,4,4; AC 7[12]; Atk club (1d4); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** None.

Possessions: Leather armor, longsword, musical instrument (harp, lute, recorder or shawm), 2d6 gp, 3d6 sp.

Personality: The four musicians who own these tents are as different from each other as night and day. Carobos is tall and slim, dark of skin and hair, and always quick with a smile or a jest. Terdoon's robust form frequently bursts the seams of his costumes, much to the annoyance of the troupe's tailors, but his quick wit and sharp japes makes him a favorite in any group. Evara is small and quick, with graying hair and watery blue eyes, who seems to meld into the background. Nilyn wears her blonde hair short and speaks in clipped sentences, never seeming to have much time for anything. Although not best of friends, they get along well, and they can often be found enjoying a tune around the campfire in the evenings. The musicians know their fighting abilities are limited compared to some of their peers, so they first try to negotiate a truce. If the characters leave them alone, they will neither fight nor call for help, and they agree to be tied up. They ask only that the characters leave them their instruments but do not otherwise fight for their possessions.

Treasure: The portable writing desks are worth 10 gp, and a compartment inside the desks holds sheets of parchment, inks, and inkpens. Some of the parchment sheets contain partially written songs. The footlockers are locked, and each contains several simple but brilliantly-colored costumes, clothes, musical instruments and personal effects. Characters can collect a drum, a flute, a bag of twelve gold nuggets (1d6 gp each), a book of love poems, and a sack holding 13 gp, 25 sp and 76 cp.

In a secret compartment in the lid of each footlocker are 1d4 vials of arsenic and 1d3 cursed *potions of healing*. These potions function as normal, but spellcasters lose the ability to cast spells for 2d6 hours.

G10. Lion Tamer's Tent

This blue- and-white striped tent has no other decorations adorning it. A straw mat and a pile of wool blankets lie just inside the door, and a battered footlocker serves as a table for the tent's occupant. A wooden mug and plate, crusty with the remains of a prior meal, rest on the footlocker next to a thick book. The book's title suggests it discusses the ecology of lions and other great cats.

Borgan the Fearless, Male Dwarf (Ftr2): HD 2; AC 7[12]; Atk light mace (1d4+1); Move 12; Save 13; AL N; CL/XP 2/30;

Special: Dwarven racial traits.

Possessions: Leather armor, light mace, *potion of healing*, keys to footlocker and lion cage, 18 gp, 32 sp, 9 cp.

Personality: Borgan the Fearless is known among the circus members as much for his exotic "embellished" stories as for his skill with animals. He is oftentimes cruel, though never to his lions or other animals, and he angers easily if things do not go his way. He considers his two lions, Tongar and Volfar, like children to him, and he's willing to do anything to protect them.

Treasure: Borgan's footlocker is locked. Inside is a loosely-fitted costume of dark green that hides his armor, several sets of clothes, personal effects and a package of dried horsemeat. Characters can also collect a large uncut yellow crystal (26 gp), a bottle of fine whiskey (5 gp), and a bottle of poison antidote.

In a secret compartment in the lid of the footlocker are 3 hand crossbows and 10 bolts coated with poison.

G11. General Living Quarters

Striped tents of every possible color and painted covered wagons serve as the living areas for the non-performing members of the circus. During the day, people can be seen mending garments, cooking food, and working at sundry other chores necessary for the care of a mobile village. Children, dogs and cats run about underfoot or work at chores. In the evenings small groups and families gather around campfires to enjoy meals, storytelling, singing and music. Almost everyone in the circus can be found here at mealtime.

The fifteen tents in this area each holds a single family. The wagons contain supplies of food and stores of ropes, nails, and various other supplies. Most adventuring gear is available for sale here. In addition, each tent contains clothes, wooden dishes, and other personal effects in an unlocked footlocker inscribed with the owner's names.

It is from one of these tents the goblinoids erupted to make their attack on the circus. Inside this tent are the remains of a dead commoner, one of the circus troupe's carpenters. He lived alone, having recently lost his wife and child in childbirth. In addition to the body, a five-foot wide hole in the middle of the room sets this tent apart from the others. The opening descends twenty feet at a gradual slope before opening up to a roughly-carved tunnel just five feet in height. A ranger or any character with an intelligence higher than 15 will notice that several creatures climbed out of the hole recently. See Chapter 6 for more information on the hole and the tunnel to the goblinoids' dungeon.

The camp followers do not fight unless their families are in danger, and even then they try to escape if possible. The troupe's five guards share these living quarters and fight only if the characters try to harm anyone or try to steal from the tents.

The commoners are normal humans with AC 9[10] and 4 hp each.

5 Human Circus Guards: HD 1d6hp; HP 6, 6, 5, 4, 3; AC 7[12]; Atk short sword (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** None.

Possessions: Leather armor, short sword, 1d6 gp.

Any guard first calls for the others before moving into melee.

The remaining guards arrive in 1d4 rounds. They fight to the death if the characters appear willing to attack the camp followers.

Treasure: characters can collect 1d6 gp, 2d4 sp, and 2d6 cp from each of the fifteen footlockers.

G12. Clowns' Tents

These tents are decorated with motley patches in every color of the rainbow. The hammocks inside each tent are woven of multi-colored ropes, the quilts are red-and-green motley, and even the footlockers are splashed with a dozen different paints. The effect is a riot of color that assaults the eyes. Crates near the walls of the tents contain

CHAPTER 4: BRALLORN'S AMAZING CIRCUS TROUPE

puppets and marionettes, and balls, hoops, and other toys for their dogs, which stay in Area G6 most of the time.

The two clowns, Hlaskan and Calph, can be found here between performances and practices, usually with several of the circus's children gathered around as they perform stories and puppet shows. When the characters find them, the two are in their individual tents, resting or reading.

2 Human Clown Performers (Th2): HD2d4; HP 6,5; AC 9[10]; Atk 1 dagger (1d4); Save 14; Move 12; AL N; CL/XP 2/30.

Abilities: Climb 86; Delicate 20; Hear 3 in 6; Hide 15; Silent 25; Locks 15.

Possessions: 5 daggers, key to footlocker, 2d6 gp, 3d4 sp.

Personality: Hlaskan and Calph are twin brothers who always wanted to be in the circus, but their parents expected them to follow in their father's footsteps and become adjudicators. They ran away from home at the age of fourteen, joining first one circus and then another before they ended up with Brallorn's crew. They have been with this circus for eight years now and are very loyal to their ring master. The two performers often serve as Brallorn's scouts, sneaking into a town in disguise to scope out the town's attitude toward the circus, and learning if anyone has anything they need smuggled out of town.

Neither clown abandons the other, and if the characters kill one of the men his brother fights to the death.

Treasure: The footlockers are locked and each contains satin motley costumes, clothes, makeup, and personal effects. Observant characters notice the trunks contain more costumes, wigs, and makeup than is needed for a circus performance. The characters can collect the equivalent of one disguise kit from each footlocker. Other treasures the characters can collect include a small painting of a group of children (1 gp), a pair of ivory hoop earrings (3 gp for the pair), and a bag of 6 moss agates (2d6 sp each).

In a secret compartment in the lid of each footlocker are 1d3 vials of arsenic and 1d4 cursed *potions of cure light wounds*. These potions function as normal, but characters drinking them must make a saving throw or become so weak they cannot stand for 1 day.

Events

Attack At The Circus

After four uneventful days of performances, goblinoids attack the villagers and performers during a show. If the GM wishes to include the characters at the time of the attack, ten goblins, two hobgoblins, and one bugbear leader named Gabaruug rush into the main tent and attack indiscriminately. Brallorn, all sixteen performers, five circus guards and forty-seven villagers are present at the time of the attack.

As an option, if you wish to simplify the large-scale combat, set Gabaruug and two goblins against the characters and roll randomly on the chart below to determine who among the others dies or falls unconscious each round. The goblinoids fight to the death. Enough of the circus performers will be defending Brallorn that he will not be killed in this combat unless the characters accidentally kill him, or there is some other quite unusual event.

Table 5-1: Attack At The Circus

1d10	Result
1-2	1d4 villagers (AC 10, 4 hp)
3-4	1d3 goblins
5	A circus performer
6	A circus guard
7-8	A hobgoblin
9	no one
10	roll twice, ignoring rolls of 9 or 10

After the attack, the three village leaders meet with Brallorn near the circus to decide what to do. They speak with witnesses who saw the goblinoids come from inside the circus camp, so they decide to send the characters in to investigate. Brallorn initially refuses, fearing the

Ogren

Hit Dice: 2+4

Armor Class: 5 [14]

Attacks: 1 weapon (1d8)

Saving Throw: 16

Special: None

Move: 12

Alignment: Chaotic

Challenge Level/XP: 2/30

Ogrens may have originated as a cross-breed of ogres with a large humanoid species such as hobgoblins or bugbears, or they might simply be a smaller, more intelligent sub-species of the common ogre. Indeed, ogren clans contain a large number of true ogres, for ogren mating frequently produces ogre offspring. Ogrens themselves are 6 to 8 feet tall, stocky and muscular. They are a barbaric and primitive race that sees combat as a way of life and means of entertainment and survival. Combat skills and battle prowess are taught at a very young age among the ogren clans, and it is not unheard of for an entire clan to be led by one who, by any other race would be considered a youth; for the mighty rule the weak, and the strongest and most combative ogren usually rules a clan.

Most ogrens have long hair and dark eyes, although some have strangely light blue eyes. The typical ogren lives to 100 years of age. Ogrens speak either Goblin or Giant (50% chance of either) and Common.

Ogrens pride themselves on combat and employ varying tactics and strategies when engaged in such affairs. They prefer straightforward tactics to ambush and chicanery, though if outmatched, they are not above employing such methods.

Being a primitive race, the ogren clans survive by hunting game and gathering wild plants. Ogren often fatten up captive humans and elves before eating them (fattening them up provides the ogren clan with more meat). In times when food is scarce, some clans resort to cannibalism and hunt their own (though rarely if ever a member of the same clan; usually an ogren from a rival clan).

A typical ogren settlement consists of crude huts constructed of wood with thatched or wooden roofs.

characters would find his smuggled goods. He acquiesces only after the elders threaten to send two dozen guards into the camp instead.

If the characters want money for the investigation, the elders promise a reward of 200 gp if they discover from where the goblinoids came and another 300 gp if they eliminate the remaining threat.

10 Goblins: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

2 Hobgoblins: HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Circus Performers: See individual areas for statistics on the performers.

Circus Guards (5): See Area G11 for statistics on the guards.

Gabaruug the Ogren: HD 2+4; HP 16; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 16; AL C; CL/XP 2/30; Special: None.

Search For The Attackers

Brallorn first tries to steer the characters toward areas G1, G3, G6, G7 and G11, since none of those areas have any smuggled goods within their tents. If the characters insist on investigating those areas, Brallorn shows them to his tent (Area G4) first and attacks as soon

CHAPTER 4: BRALLORN'S AMAZING CIRCUS TROUPE

as they are alone.

Because the camp is usually quite noisy, no one comes to investigate once combat begins. None of the other performers are aware of Brallorn's plans to kill the characters, but they do know allowing them into their tents increases the likelihood of the characters uncovering their smuggled goods. If Brallorn is not with the group when they enter the performers' tents, the characters are attacked unless noted otherwise in the description.

Down The Goblin Hole

Even if the characters do not find the entrance to the goblin dungeon on their own, some children playing in the area discover it within a day after the circus leaves and report it to the authorities. The towns' elders send the adventurers to check the hole out and report on the potential dangers.

The five-foot wide opening descends twenty feet at a gradual slope before opening up to a roughly-carved tunnel five feet in height. See Chapter 6 for more information on the hole and the tunnel to the goblinoids' dungeon.

Chapter 5: Broken Hammer Dungeon Level 1

History of the Broken Hammer Dungeon

The Broken Hammer dungeon was the home to a group of evil, deep-dwelling gnomes who wanted to live “on the surface” but feared the people of the surface world and couldn’t abide the bright light of the sun. Many of these deep gnomes had been cast out from their own clans just as they would cast out a broken hammer. Thus the clan’s name was formed. Because many of the dark gnomes wished to see the surface, they built a three-level dungeon just beneath the earth in order to become acclimated to the conditions above ground, but their deep distrust of “surface folk” kept them from contacting any others. Three generations of these gnomes lived and toiled in the earth unknown to those just above them.

One day a group of adventurous halflings stumbled upon this dungeon. They raced back to their village and reported the presences of “evil gnomes” near their home, and the villagers turned to some adventurers to root the “evil-doers” out.

The gnomes had known only peace for centuries and were unprepared for the slaughter the adventurers meted out. Many years after the destruction of the Broken Hammer clan, the halfling village was destroyed in an orc raid. It was a few decades later when the Three Points were created nearby, but by then no memory of the dungeon remained. Small groups of underground-dwelling creatures—orcs, goblins, and such—would stumble upon the east entrance of the dungeon and settle in the lower levels, only to be rooted out by another, larger band some weeks, months, even years later. The largest group yet, consisting of goblins, ogres, hobgoblins and bugbears now occupies all three levels of the Broken Hammer dungeon, but for surface folk, it stands all but forgotten.

Features of the Broken Hammer Dungeon

The walls between rooms are generally about three feet thick. The floors and ceilings are mortared with hand-carved marble blocks six inches thick, most of which have had some design carved into them, usually in bas-relief. The design depends on the carver, but generally depicts some aspect of the culture of the deep gnomes. Many of the bas relief sculptures have been defaced by the more recent inhabitants of the dungeon.

The Broken Hammer gnomes designed their underground home as a small city, with wide streets, shops and houses carved out of the rock. The first level held small shops, some with living quarters. Level two consisted entirely of living quarters, while level three was used for farms and storage. A stone plaque above each door gives the building’s address.

Three separate tribes of goblinoids now live on the different levels. The tribes do not get along unless someone more powerful than their leaders orders them to fight together, and even then, “accidents” often happen to enemies. Level one holds the Murder Stone tribe,

overseen by a pair of creatures: a bugbear fighter named Karhack Mashrock and an ogre fighter named Bham’dral Soulsplash. Level two, the Bone Smashers, is controlled by an ogre rogue named Dogbreath. Level three is controlled by the Gutswine tribe and ruled by Kolumsh, a bugbear sorcerer.

Resting and Retreating From Combat

If the characters try to escape back through the tunnel, four goblins follow, harrowing them the entire route. The goblins are not penalized for fighting in the narrow space.

Once the adventurers have taken out at least half their numbers, the Murder Stone tribe abandons the western half of the level and holes up in only those buildings east of Granite Avenue (Area 5). Six goblin guards are posted at the intersection of Granite Avenue and Diamond Street (Areas 5 and 7 respectively). As soon they spot anyone, one goblin runs to Area 14, another to Area 17, and a third to Area 21. The other three stand and fight.

If the tribe has had to abandon part of their level, the goblins also release the undead in Area 19 and lure them to Area 2 while others work to create a barrier at the intersection of Granite Avenue and Diamond Street. The barrier consists of furniture and bricks from Area 19. Releasing and luring the undead has two consequences: the two zombies are killed in the process, but one goblin dies at the hands of the wight, and thus rises as one. See Area 19 for information on the wights.

The barrier is ten feet thick by twenty feet long and enough of the debris can be removed with half an hour of work for a human-sized creature to squeeze through. With one hour of work a person can move through the hole at normal speed. Trying to work more quickly results in a 50% chance of a debris fall, causing 2d6 points of damage to anyone within five feet of the barrier (but cuts the time in half).

If Karhack Mashrock and Bham’dral Soulsplash are killed, Trusk declares himself leader of the tribe. If all three are killed, the others surrender or attempt to escape.

If the characters have not yet engaged them, the Bone Smashers become aware of the situation with the Murder Stone tribe two days after the tribe has been eliminated. They send six goblins and two hobgoblins to scout the area. They plan to move half their numbers to the level, but it takes them an additional five days to organize for the move.

Room Descriptions

1. Entrance

The hole from the Three Points Forest is five feet wide and descends at a gradual slope twenty feet before opening to a roughly-carved tunnel. The tunnel has been recently carved by the goblins and is only high enough for characters under five feet tall to walk upright. Characters travel for one-quarter of a mile before they see the tunnel widen and open into a hallway of carved marble ten feet wide and

General Melee

Once combat breaks out, if the goblins in Area 2 have an opportunity to warn the other inhabitants the characters stand a chance of finding themselves up against the entire Murder Stone tribe. Use this table to determine what creatures arrive each round. If possible, these new arrivals will attack with missile weapons from beyond the radius of the adventurers' light source.

Table 6-1: Murder Stone Tribe Combat Rounds

1	3 goblins from Area 2 run for help
2	4 goblins from Area 3 arrive, plus 1 goblin from Area 2
3	1 goblin from Area 3 and the giant fire beetles from Area 4
4-5	no one
6	2 goblin smiths from Area 6 arrive
7	no one
8	Karhack Mashrock arrives with 1 goblin from Area 2
9	Bham'dral Soulmash arrives with 1 goblin from Area 2
10	The 3 hobgoblins from Area 11, and the 4 goblins from 17 arrive
11	The 2 goblins from Area 8, Trusk from Area 9
12	6 goblins from Area 12 and the 4 goblins from Area 14

ten feet high. The tunnel continues for forty feet before opening to a wide road.

2. Limestone Road

The blocks along the walls give the name of this road in the language of the deep gnomes. Characters can just make out a faded red line down the center, dark brown arrows pointing east on the northern side of the road and more arrows pointing west on the southern side. Two piles of rotting meat lie just inside the entrance.

The Broken Hammer clan believed in organization and the red line and arrows indicated which direction someone should be traveling on that side of the road.

Currently three goblins stand guard here near the tunnel entrance. The goblins are usually engaged in a dice game and pay little attention to the tunnel. They will not hear a stealthy approach in darkness, but they will immediately notice any light source. The rotting meat is used to attract the giant fire beetles in Area 4 whenever the door leading to their living quarters is opened.

3 Goblins: HD 1d6hp; HP 5 each; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: As soon as they become aware of intruders, one of the goblins runs to Area 13 to warn Karhack Mashrock; another heads to Area 21 to warn Bham'dral Soulmash; and the third opens the door to Area 3 and yells for those goblins to help.

3. 1 Limestone Road

This wide room once served as a shop for leather workers, and scraps of leather and rusty leather-working tools still lie among the detritus. Now the shop is the home of the goblins that serve to guard the tunnel entrance. The room is foul-smelling and covered in piles of straw and refuse.

5 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 3; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: Four of the goblins rush to enter the battle while a fifth

opens the door to Area 4 to release the fire beetles before joining the fight.

Treasure: The goblins hide their personal wealth in the piles of straw that each claims as its own sleeping spot. Looking through the straw turns up a total of 46 sp, 72 cp.

4. Giant Fire Beetle Room

This plain room once served as the sleeping quarters for the apprentice leather workers, but the beds have all been removed. Now three giant fire beetles live here, fed by the goblins and used to help guard the tunnel. The goblins can direct the beetles, usually by tossing food in the direction they need the creatures to go, though the mindless vermin are difficult to control and are nearly as dangerous to them as anyone else.

3 Giant Fire Beetle: HD 1+3; HP 10, 7, 6; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; Special: Light glands.

Tactics: The fire beetles are kept half-starved by the goblins. The rotting meat near the entrance attracts their attention, so they try to reach it, attacking anyone in the way, including the goblins if they do not allow them by.

5. Granite Avenue

This wide street has a faded red line down the middle, and small statues once lined the center of the street, but only remnants remain. Brown painted arrows on the western side of the road point north; those on the eastern side point south.

6. 2 Granite Avenue

A large baker's oven occupies the entire northern wall of this building, and butcher block tables have been shoved against the south wall to make room for straw mats and several roughly-made armor stands. Rusty pots, pans, and utensils still hang from hooks in the ceiling, and the room smells foul. The armor stands hold partially repaired suits of armor, and tools for repairing weapons lay on the tables.

The goblins who share this room are experts in the repair of armor and weapons and as such have a measure of status over the others. They have an arrogant attitude far out of proportion to either their skills or the treatment they receive at the hands of the tougher creatures of the complex.

Goblin Smiths (2): HD 1; HP 7 each; AC 6[13]; Atk short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Possessions: Leather armor, shield, short sword, 3 javelins. The two goblin smiths firmly believe the other members of the Murder Stone tribe will go to any lengths to protect them. If they are surprised in their room, they yell for help. If they join an existing combat, they demand the other goblins guard them and try to stay at the back and throw their javelins. No one pays any attention to the demands these two make on them.

Treasure: The goblins hide their personal wealth within the pots and pans hanging from the ceiling. A search of the room turns up 9 gp, 81 sp, 152 cp.

7. Diamond Street

Diamond Street is the main thoroughfare of the first level of the Broken Hammer dungeon. The red line that runs down the center and separates the two sides of the road is etched with runes that tell a children's bedtime story if read from west to east. Brown painted arrows on the northern side of the road point east; those on the southern side point west.

8. 2 West Diamond Street

A fireplace dominates the north wall of this former dyer's shop, and

Treasure: These hobgoblins hide their personal wealth in loose



bricks around the room. Checking loose bricks turns up 10 gp, 31 sp, and 14 cp.

12. 3 Granite Avenue

Although the goblins living in this soapmaker's shop have spoiled this room, the air still smells faintly of mint, jasmine, and other pleasant odors. Clay jars and wooden boxes rest on shelves, and a large fireplace on the east wall holds several small cauldrons. The clay jars contain dried herbs and flowers that crumble to dust when touched, and the wooden boxes are waxed and once held animal blubber and other ingredients for soap, but they have long since dried up.

6 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 3, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

These goblins only fight when ordered to by Karhach Mashrock, unless they are under attack. They first attempt to run to him for help, but if their attackers block the doorways, they make as much noise as possible in the hopes that someone will assist them.

Treasure: The goblins hide a small amount of personal wealth in the straw that each claims as its own sleeping mat. The total amount is 37 sp, 66 cp.

13. 4 Granite Avenue

A loom lies in pieces in the northwest corner of the room and yards of rotting cloth have been piled into a bed in the southeast corner. The air reeks of wet fur, and a copper bathtub filled with stagnant soapy water stands in the center of the room next to a small stool holding a scrub brush, comb and a tin of soap.

Karhach Mashrock, Male Bugbear: HD 5+1; HP 37; AC 5[14]; Atk longsword (1d8+1); Move 9; Save 12; CL/XP 5/240;

Special: Surprise opponents, 50% chance.

Possessions: Leather armor, longsword, *potion of levitation*, *potion of mirror image*, *potion of healing*, small steel mirror, 38 gp, 51 sp, 49 cp.

Personality: Karkack is a massive specimen of bugbear, stronger than an ogre and easily large enough to be a chieftain if it were not for the equal strength of Bham'dral Soulsplash getting in the way. Karhach is a rare blonde-haired bugbear obsessed with cleanliness. He bathes daily and his long hair is always neatly combed and braided. Many of the other creatures of the Murder Stone tribe have derogatory names for the bugbear, the most offensive of which compares him with elves, but none dare say them to his face. Karhach is equal in power to Bham'dral Soulsplash and though both have clashed numerous times, neither has been able to defeat the other for complete control of the Murder Stone tribe. The two have kept an uneasy truce for months now out of fear one of the lower level tribes would take over if they kept fighting each other. If Karhach has allies nearby, he orders them to attack the least armored foes while he takes on the heavily-armed enemies. Karhach never works with Bham'dral in combat, and if he thinks he can succeed in doing so without notice, he attacks the ogren himself.

Treasure: A loose rock in the wall hides a small wooden box. The box holds an *arrow of direction*.

14. 3 East Diamond Street

A potter's wheel stands broken and covered in clay in the southwest corner of this room, and chipped or broken clay mugs, bowls, vases and more rest on shelves along the walls. The straw covering the center of the floor is filthy and smells of the goblins who make their home here.

These goblins are responsible for caring for the violet fungi in Area 15.

4 Goblins: HD 1d6hp; HP 5, 4, 3, 3; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to

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hit in sunlight.

The goblins first run to Area 15 to try to release the violet fungi in order to distract the characters. After releasing the plants they attempt to avoid the characters and reach Bham'dral Soulmash in Area 21. They beg for mercy if cornered, and if they have not yet released the violet fungi, they try to convince the characters that great treasure lies beyond those doors.

Treasure: The goblins hide a small amount of personal wealth in the various broken mugs and vases on the shelves. A search through these turns up 38 sp, 12 cp.

15. Violet Fungi (See New Monster Appendix)

This room has been stripped of everything of value, but hooks from the ceiling hold mildly rancid haunches of meat of indeterminate origin. The doors to the east and south are closed. The meat is goat meat, from the goats in Area 18 and serves as food for the violet fungi hidden behind the doors. The aggressive plants were discovered in one of the other rooms and led to the bedrooms (Areas 15a and 15b) where they were locked in.

2 Violet Fungi (2 tentacles): HD 3; HP 12 each; AC 7[12]; Atk 2 tentacles (rot); Move 1; Save 14; AL N; CL/XP 5/240; Special: tentacles cause rot (saving throw) or death in 2d6 turns without cure disease.

The plants are kept in a state of near starvation and immediately attack anyone, including the inhabitants of the dungeon, who opens the door without first taking precautions (such as hiding behind the door as it's opened.) The creatures fight to the death.

16. Gold Alley

The marble bricks of this alley are inlaid with gold veins, and it looks as if someone tried without success to remove the gold from some of the bricks.

17. 2 North Gold Alley

The smell in this room is especially rancid, and blood has soaked into the floor to permanently stain the marble. Thick heavy hooks coated with dried blood hang from the ceiling, and a marble table in the northeast corner shows dark stains.

Although this might appear to be a torture chamber or abattoir, this room was merely a butcher's shop. When the deep gnomes were killed, the meat was left to rot from the hooks, permeating the room with an odor that persists even centuries later.

Although eight goblins live here, only four are here at any one time. Three goblins keep watch over Area 22 to warn the tribe if anyone comes up from the lower levels. Another goblin cares for the goats in Area 18.

4 Goblins: HD 1d6hp; HP 5, 4, 3, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: These goblins only fight when ordered to by Bham'dral Soulmash, unless they are under attack. They first attempt to run to him for help, but if their attackers block the doorway, they make as much noise as possible in the hopes someone will assist them.

Treasure: The goblins hide a small amount of personal wealth in the straw that each claims as its own sleeping mat. A search of the room turns up 4 gp, 75 sp, 83 cp.

18. 4 North Gold Alley

The overwhelming odor of dung hangs in the air of this large room, but whatever the shop once sold has been trampled under the feet of the goats crowded here. Piles of straw and kegs of stale water provide food for the beasts.

The goblins in Area 17 take care of twenty-four fainting goats,

which provide the meat for the occupants of the tribe. This is the last food the Murder Stone tribe has, so they are eager to attack the surfacers before they are forced to assimilate with one of the larger tribes below.

Each five-foot square contains three goats and characters who maneuver through a square with two or more goats in it move at one-quarter speed.

Combat or loud noises frighten the goats, who stiffen and fall to the ground as if in a faint for 1d6 rounds. Only if cornered after a faint do the creatures bite.

Goblin: HD 1d6hp; HP 4; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: The goblin has no desire to fight overwhelming odds, so he begs for quarter. If the characters seem intent on attacking him, he tries to put the goats between himself and his foes, all the while yelling for help.

19. 5 South Gold Alley

The double doors to this room have been barred from the outside by numerous planks of wood, as if the goblinoids wanted to keep whatever was inside trapped. A wooden plaque hangs from a nail on one of the boards. In crude Goblin it reads, "Any who remove boards get fed to beasts inside." The doors are not locked, but ten thick planks of wood must be removed from the door before it can be opened. Each bar takes one minute to remove (half that with a crowbar or other appropriate tool).

As soon as the characters begin making noise in this area, such as by removing the planks, the wight on the other side begins banging on the door, screaming incoherently. The noise is only barely humanoid. The zombies do nothing until they see a living creature.

This wide room served as storage for the marble bricks that decorated the walls, floors, and ceiling of the Broken Hammer dungeon. Stacks of bricks line the walls to a depth of five feet. Rubble covers the remaining surface of the floor, enough to make movement treacherous. Anyone charging or running must make a saving throw or fall prone 1d6 x 5 feet from their starting spot, halting all movement.

Goblin-Wight (1): HD 1; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 3/60; Special: 50% chance to drain 1 level with hit, hit only by magic or silver weapons.

Tactics: The goblin-wight attacks the first living creature it sees. It focuses on a single target, intending to kill it and create another wight. It is single-minded and does not make any attempts at using tactics. Note that it has fewer hit dice than a regular wight, and has a chance that its level-draining power will not take, even if the victim fails a saving throw.

Goblin Zombies (2): HD 2; AC 8[11]; Atk 1 strike (1d4); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

The zombies were ordered to kill every living thing, so they attack the first creatures they see and continue attacking until it falls. They attack the inhabitants of the dungeon as well as adventurers and continue until they are destroyed.

Treasure: Before the undead creatures were trapped in here, a goblin came across a cache of treasure and hid it behind some bricks. Checking for loose bricks uncovers a bag containing 3 *potions of healing*, a *potion of cure disease*, a silver dagger worth 200gp, and 170 gp.

20. 7 South Gold Alley

The door to this room is locked and trapped, and the area surrounding the door is scorched and blackened. The Murder Stone tribe originally tried to gain entrance to this room, but every attempt set off the trap on the door. Numerous goblins died in the attempt

CHAPTER 5: BROKEN HAMMER DUNGEON LEVEL 1

until Karhack and Bham'dral finally declared the room off limits.

Any attempt to break down the door or pick the lock without first disabling the trap sets it off.

Fire Trap: The area in front of the door explodes in flame, causing 6hp damage to anyone in front of it (no saving throw).

A light mold grows on the walls, but this room is in otherwise good condition. A low counter runs north-to-south and separates the room in two. A stone table on the east wall behind the counter glitters with gold nuggets and unfinished pieces of jewelry, and jewelry-making tools rest on a shelf above the table. A tall but narrow locked chest sits behind the counter.

Treasure: The table holds numerous bits of gold, silver and unfinished jewelry. Characters can collect 50 gp worth of gold and 15 sp worth of silver from the table. On the shelf is an artisan's toolkit for jewelry-making.

The chest is locked and trapped with another fire trap (see above). Inside are thin slate slabs covered in black velvet on which rest completed jewelry pieces and trinkets. The goldsmith could lift out individual trays to show a prospective customer without exposing her entire collection. The chest contains ten trays, and each piece is inscribed with the goldsmith's symbol: a triangle inset with a circle inset with a square.

Table 6–2: Goldsmith Trays

- 1 Set of five gold rings, each with a different gnomish symbol on them. The symbols stand for peace, hard work, mining, family, and clan, respectively. The rings are worth 60 gp for the set, or 8 gp individually.
- 2 Three thin silver wands, one-foot in length. The wands are empty but each contains 100 sp worth of silver.
- 3 A matched anklet, bracelet, and pair of earrings made of alternating chain links of gold and silver. The set is worth 75 gp. The pieces are worth 20 gp individually.
- 4 A thin gold square plate embossed with a silhouette of a deep gnome. The plate is worth 125 gp for the gold or 135 gp as an art object.
- 5 Ten gold rings of various sizes, carved to resemble dogs biting their own tails. Each ring is worth 15 gp.
- 6 Three gold and silver figurines of deep gnomes at work (82 gp, 91 gp, 59 gp).
- 7 A matched necklace and two bracelets made of braided gold wire. The set is worth 85 gp. The pieces are worth 25 gp individually.
- 8 A gold pectoral (125 gp).
- 9 A gold charm bracelet and eight individual gold charms, each no bigger than one inch in height. The charms include a mining pick (18 gp), a gnome (15 gp), a mushroom (15 gp), a money pouch (17 gp), a scroll (15 gp), an evil-looking elf (18 gp), a suit of full plate armor (20 gp), and a dragon (22 gp). The bracelet is worth 20 gp.
- 10 Two complete sets of ten playing pieces for a board game, one in gold and one in silver. Each set is worth 100 gp. The individual pieces are worth 8 gp each.

21. 7 East Diamond Street

The wide bed in the center of this room is almost luxurious at first glance. Furs cover a mattress stuffed with feathers, but even from a distance the fleas crawling on the bed are visible. A footlocker peaks out from beneath the bed, and two worn but comfortable chairs rest against a wall. Casks in various sizes are stacked in the corners and shelves hold warped and rotting staves used to make additional casks.

Bham'dral Soulmash, Male Ogren: HD 4+4; HP 16; AC 5[14]; Atk 1 longsword (1d8); Move 12; Save 12; AL C; CL/XP 4/120; Special: None.

Possessions: Ring mail, longsword, *potion of cure serious wounds*, key to footlocker.

Personality: At eight feet tall, Bham'dral is nearly as tall as a full-blooded ogre and looks almost identical to one (he is much stronger than a normal ogren). Bham'dral is an actual half-blood of an ogre and hobgoblin, born to a hobgoblin slave of an ogre clan. When the ogres realized he wasn't going to grow to the size of a full ogre, they considered him a runt and kicked him out, leaving him for dead. When he recovered, he decided he would never be under the heel of another creature; instead he would rule others. He enslaved a small goblin tribe, which eventually grew to include other ogrens, hobgoblins and more goblins. Only Karhack Mashrock has been able to challenge his reign, and their battles were bloody, but neither has been able to kill the other. They finally conceded joint reign of the tribe, but Bham'dral is always on the lookout for an opening to kill Karhack and take complete control.

Bham'dral is not especially concerned with working with others, but he does order any nearby subordinates to surround his enemies.

Treasure: The footlocker beneath Bham'dral's bed is locked. Inside is a *potion of cure disease*, a +1 dagger, a sack of 15 tiny uncut rubies (1d10 gp each), a clay mug holding loose coins (35 gp, 51 sp, 81 cp), and a green silk shirt edged in gems and embroidered with elven symbols (25 gp).

22. Quartz Ramp

This ramp descends one hundred feet to a landing, which then turns and descends another one hundred feet to the second level of the Broken Hammer dungeon. A lit torch near the landing allows creatures to see anyone coming up the ramp. See Chapter 7 for information on the next level of this dungeon.

The goblins from Area 17 guard this entrance to prevent anyone from the Bone Smashers or the Gutswine tribes from sneaking past and causing mayhem. Three goblins keep watch here.

3 Goblins: HD 1d6hp; HP 6, 4, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: If any creatures try to come up the ramp, one goblin runs to Area 21 to warn Bham'dral Soulmash, another runs to Area 13 to warn Karhack Mashrock, and another stays to keep watch. They only fight if cornered or ordered to by their superiors, and they try to make as much noise as possible to bring help.

Chapter 6:

Broken Hammer

Dungeon Level 2

Most of the Broken Hammer clan lived in houses on level two of the dungeon. Now the Bone Smasher goblinoids live here under the control of the ogren rogue Dogbreath. They have converted several houses into storage areas for their meager food supplies and crammed the lesser creatures into tight quarters. The Bone Smashers are the largest of the three tribes, but Dogbreath fears an attack on one of the other tribes would mean a flank attack by the third. Their food supplies are running dangerously low, however, and they will soon be forced into a confrontation.

Bone Smashers are more dedicated to their tribe than most goblinoids and rarely surrender. Each tribe member wears a necklace made of bits of bone, preferably humanoid, and the higher status creatures wear crude bone jewelry in their cheeks, noses, ears, and eyebrows.

Resting and Retreating From Combat

If the characters try to escape up the ramp (Area 23), the Bone Smashers retreat in order to regroup. They move their food supplies (Areas 41 and 42) to Area 62 and double the guards at the ramp.

Twelve hours after the characters have retreated, Dogbreath sends four of his people to scout the first level. As soon as they realize it is empty, they send two scouting groups to loot the level for food. Characters roaming around level one run a 50% risk of encountering one of the groups for every ten minutes they spend in the area. The second scouting group is 1d3 x 100 feet away from the first group and becomes aware of the combat after two rounds. The scouts also attempt to lead Vothraug from his room (Area 56) to the top of the ramp. The action costs three goblins their lives but places Vothraug on level one.

If Dogbreath is killed, a fight breaks out between Maug and Vong Garogh to become the leader of the tribe. If both are killed, the others band together for a final battle against the characters.

The Gutswine tribe becomes aware of the situation on level two one day after the Bone Smashers have been decimated. They send six hobgoblins to scout the area. They intend to move the entire tribe to the level, but it takes them an additional three days to organize for the move.

Room Descriptions

23. Quartz Ramp

This ramp rises one hundred feet to a landing, which then turns and rises another one hundred feet to the first level of the Broken Hammer dungeon. A lit torch near the landing allows the Bone Smashers to see anyone coming down the ramp.

Hobgoblins from Area 27 guard this entrance to prevent anyone from sneaking past and causing mayhem.

4 Hobgoblins: HD 1+1; HP 7, 6, 5, 5; AC 5[14]; Atk 1 longsword (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

General Melee

Once combat breaks out, if the hobgoblins in Area 23 have an opportunity to warn the other inhabitants the characters stand a chance of finding themselves up against almost the entire Bone Smasher tribe. Not all creatures leave their private quarters to join the general melee, but those that do not are still aware of the presence of the characters (except the drunken goblins in Area 44) and cannot be surprised. Use this table to determine what creatures arrive each round. Creatures with darkvision that have joined the combat may not be visible to the characters if they attack from range.

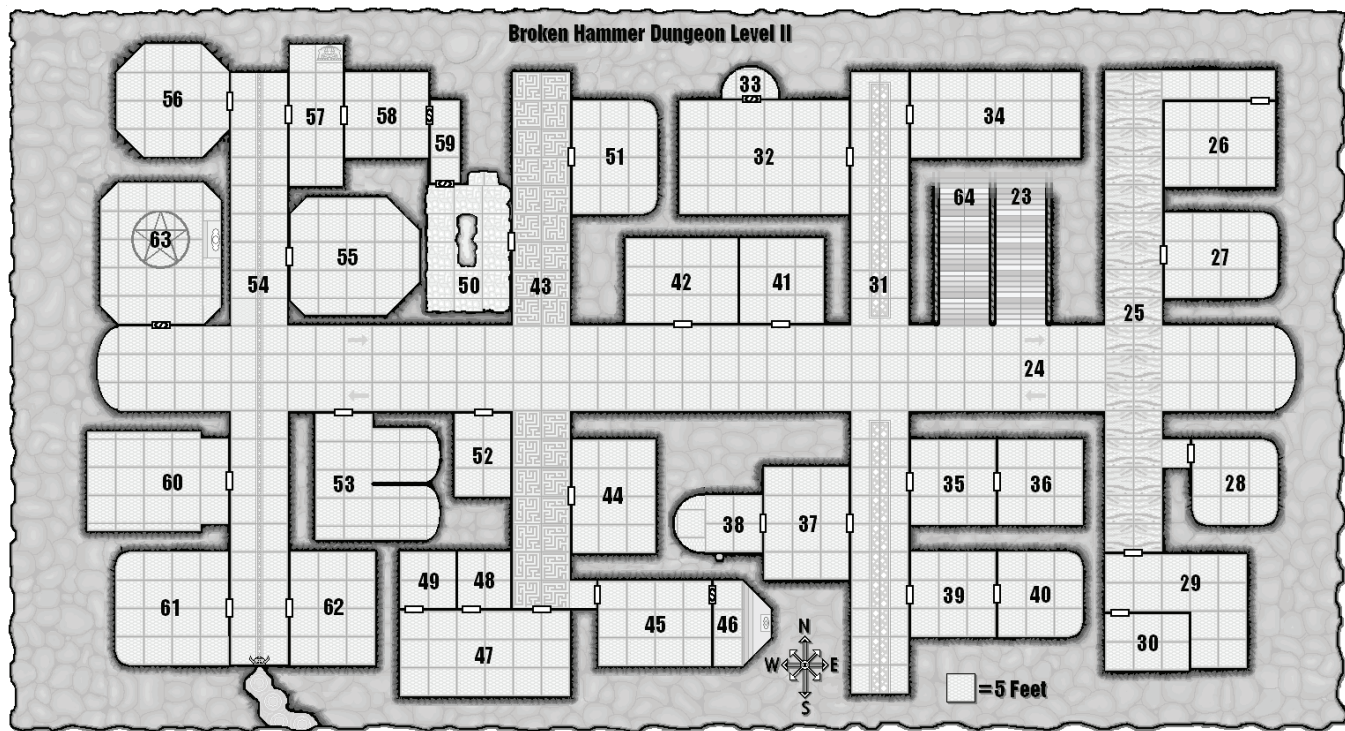
Table 7-1: Bone Smasher Tribe Combat Rounds

1	Three hobgoblins from Area 23
2	No one
3	Four hobgoblins from Area 27, four of the goblins from Area 32
4-5	No one
6	Five goblins from Area 32, four goblins from Area 37
7	Bloody Zarr from Area 37
8-9	No one
10	Six goblins from Area 50
11-12	No one
13	Six goblins from Area 45, two bugbears from Area 51
14	Throll and five goblins from Area 55
15	No one
16	Dogbreath (Area 61), two of his personal bodyguards (Area 62), one hobgoblin from Area 23

Tactics: If anyone appears at the landing, one hobgoblin runs to Area 61 to warn Dogbreath, calling out a warning the entire time to alert the rest of the complex. The other three are prepared to fight unless whoever approaches indicates they are there to parlay.

24. Darkmantle Lane

This wide road is the main street of level two. The bricks in the floor are intricately carved and embossed with an alchemical substance that can only be seen with darkvision. The mosaic has faded with time, but someone following the road east to west can see if shows a massive battle between the deep gnomes and dark elves. Characters can just make out a faded red line down the center, dark brown arrows pointing east on the northern side of the road and more arrows pointing west on the southern side.



25. Fingamlyn Road

The easternmost road on level two, Fingamlyn Road is also in the worst shape. At some time in the past, something tunneled beneath the road, causing cracks and fissures in the bricks and making navigation hazardous. Anyone charging or running must make a saving throw or fall prone 1d6 x 5 feet from their starting point, halting all movement.

26. 3 North Fingamlyn Road

From behind this closed door comes squeals, squeaks and the skittering of feet. When the door is opened, the ammonia stench of urine wafts out of the room. One of the goblins in Area 32 is trying to raise rats and giant rats for food, but he never bothers to clean up and the floor is covered in rat droppings.

All furniture and goods have been removed from the room, but the rats have made nests with rancid straw the goblin placed in the room. Three nests each hide 3d4 non-combative baby rats.

16 Rat: HD 1hp; AC 7[12]; Atk 1 bite (1hp); Move 12; Save 18; AL N; CL/XP A/5; Special: 1% chance of disease per rat.

6 Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Tactics: The giant rats attack immediately upon seeing anyone, surrounding a single foe and trying to bring him down. The rats are less aggressive and only attack creatures who are unconscious or who attack them first.

27. 1 North Fingamlyn Road

This single-room home contains two narrow beds, a table and three chairs, and a fireplace, but all of the furnishings have been sized for small creatures. Spread around the floor are twelve straw mats covered in thin blankets and personal supplies for the creatures who make their home here.

Twelve hobgoblins live in this single-room house, but only four are ever here at a time. The other eight are on duty as guards for Areas 23 and 64.

4 Hobgoblins: HD 1+1; HP 8, 5, 5, 5; AC 5[14]; Atk 1 longsword (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Tactics: The hobgoblins stand and fight and rarely call for assistance,

believing themselves to be tough enough to take on almost anything around. They prefer to concentrate on unarmored or lightly armored foes first.

Treasure: Each hobgoblin keeps a small cache of treasure within his or her personal goods. Checking through the area uncovers a total of 27 gp, 42 sp, and 131 cp.

28. 2 South Fingamlyn Road

This small room is set back from a short hallway. A stack of small-sized furniture sits in a corner and has been replaced with a bed, table and chairs for the lone occupant of the room. The female hobgoblin living here has decorated the room in a surprisingly human manner, with rugs on the walls, a crude painting of a creature that resembles a unicorn over the fireplace mantle, and clothes hung on pegs. Even the stench of offal and unwashed goblin is missing.

Maug, Female Hobgoblin Sorceress (MU3): HD 3; HP 12; AC 8[11]; Atk club (1d4); Save 13; Move 12; AL C; CL/XP 4/120; Special: spells.

Spells: First Level: *charm person*, *sleep*; Second Level: *ESP*.

Possessions: Club, *potion of haste*, *potion of levitate*, 82 gp, 3 sp.

Personality: Maug is one of the few female goblinoids in the complex to command the same respect as her male counterparts. Most of the females of her species are relegated to cooking, cleaning, and raising the young, but Maug determined at a young age that she would not follow in her foremothers' footsteps. When she discovered her latent magical abilities, she rose to her current level of prominence by marrying a succession of hobgoblin and ogren leaders and murdering them in their sleep. Maug is a charismatic individual, very attractive for her species, and commands the admiration of all the males of the Bone Smasher tribe. Many of the females would gladly see her dead, however.

Tactics: Maug desires control of the Bone Smashers above all else and would prefer to speak with the characters before engaging in battle. She is willing to provide limited help if they agree to work with her. She offers to draw a map of the complex pointing out the most dangerous opponents and explains which creatures must die for her to take charge (Dogbreath and Vong Garogh). Although Maug is evil, she knows it's in her best interest to keep her word with the characters and won't betray them. With the right party, she can even become an ally, though her goals are likely to conflict with a

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

Lawfully-aligned party soon after she gains control of the tribe.

Treasure: Maug keeps her treasures beneath a loosened brick in the floor, where there is a clay jar filled with coins. The characters can collect 21 pp, 255 gp, 291 sp and 452 cp.

29. 4 South Fingamlyn Road

Anyone within ten feet of this door smells the reek of dead bodies on the other side. When the door is opened, anyone within fifteen feet of the opening is overwhelmed by the stench and must make a saving throw or be sickened for 1d4 minutes. A successful save means the character avoids the sickness for twenty-four hours.

The room is stacked with the dead and rotting bodies of Bone Smashers who have died for various reasons. No attempt has been made to give the creatures any sort of respectable burial or cremation; the bodies are simply tossed inside.

Since the Bone Smasher tribe is surrounded by two enemy tribes they have no way of removing their dead, so they designated this room and Area 30 to keep the bodies. When a Bone Smasher dies, his gear is stripped from his body and taken by whoever is nearest and strongest before the goblins toss the body on top of the heap.

This room contains nothing of value, but anyone who attempts to search risks coming down with a disease unless they specifically indicate they are not touching any of the bodies.

30. Bedroom

Even reaching the door to this room is a problem since bodies block most of it. Most of the bodies piled in here are little more than bones.

31. Mushroom Alley

A three-foot wide median filled with dirt and various mushrooms divides this road. Since the Bone Smashers' food sources are disappearing quickly, they have been forced to attempt to cultivate the mushrooms that grow wild here. Their efforts have been mixed, and many of the mushrooms they end up with are poisonous. Anyone who eats the mushrooms here has a 40% chance of picking a bad one. Roll 1d10 and consult the table below to determine the effects of the mushroom (a saving throw is permitted for each). The effects are cumulative for each mushroom eaten.

Table 7-2: Bad Mushrooms

1-4	sickened for 1d3 days
5-6	lose a level for 1d6 days
7-9	1d3 points lost from an ability score for 1d6 days (roll randomly to determine which ability score)
10	permanent loss of 1 point from an ability score (roll randomly to determine which ability score)

32. 1 North Mushroom Alley

The ceiling of this long room has been painted with a mural depicting a svirfneblin creation story. Although the artwork is exquisite, the paint is peeling and the colors have degraded. In some areas, the artwork has been badly scratched where the goblins sharing this room have used it as a target for their javelins.

Three short beds and piles of straw provide sleeping places for the goblins living here. A table has been shoved into a corner, but the chairs have been broken and used for firewood for the fireplace on the south wall.

9 Goblins: HD 1d6hp; HP 6, 6, 5, 4, 3, 3, 3, 2, 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: These goblins are braver than most and attack even if outnumbered. Two or three of the creatures gang up on one opponent, attempting to flank whenever possible. They fight to the death.

Treasure: The goblins each keep a pile of treasure in his or her bed or pile of straw. A search of the room turns up a gold ring (30 gp), a pewter bowl (20 gp), 12 gp, 93 sp and 22 cp.

33. Secret Room

Even the adventurers who destroyed the Broken Hammer deep gnomes never uncovered this secret room, and its treasures have remained safe inside for centuries.

This was a secret worship chamber for an evil god forbidden by the leaders of the Broken Hammer clan. A stone idol of a one-eyed gnome rests atop a small altar surrounded by candles and incense. A small gold box lies beneath a silk altar cloth before the idol.

Treasure: The silk altar cloth is worth 20 gp. The gold box is filled with incense that has lost its scent, but the box itself is worth 75 gp.

34. 3 North Mushroom Alley

The female goblins here seem immune to the screaming and raucous laughter of the goblin children running around. The room smells foul, and the straw covering the floor is alive with the bugs crawling through it.

Goblins breed prolifically, and this is only the most recent batch. Most of the thirty children will not live to adulthood, and Dogbreath has considered slaughtering all of them, since the tribe's food sources are running low. These females make an effort to protect them even at the risk of their own lives.

6 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 3, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: These goblins know the other tribe members care little for the children and so they do not bother to go for assistance. The goblins stand before the children, ready to fight if the characters make a threatening move toward them or the children, but they only fight if the characters initiate the attack. They fight to the death.

Treasure: The adult goblins each keep a pile of treasure in her pile of straw. A search of the room turns up a *potion of cure serious wounds* and 34 sp.

35. 2 South Mushroom Alley

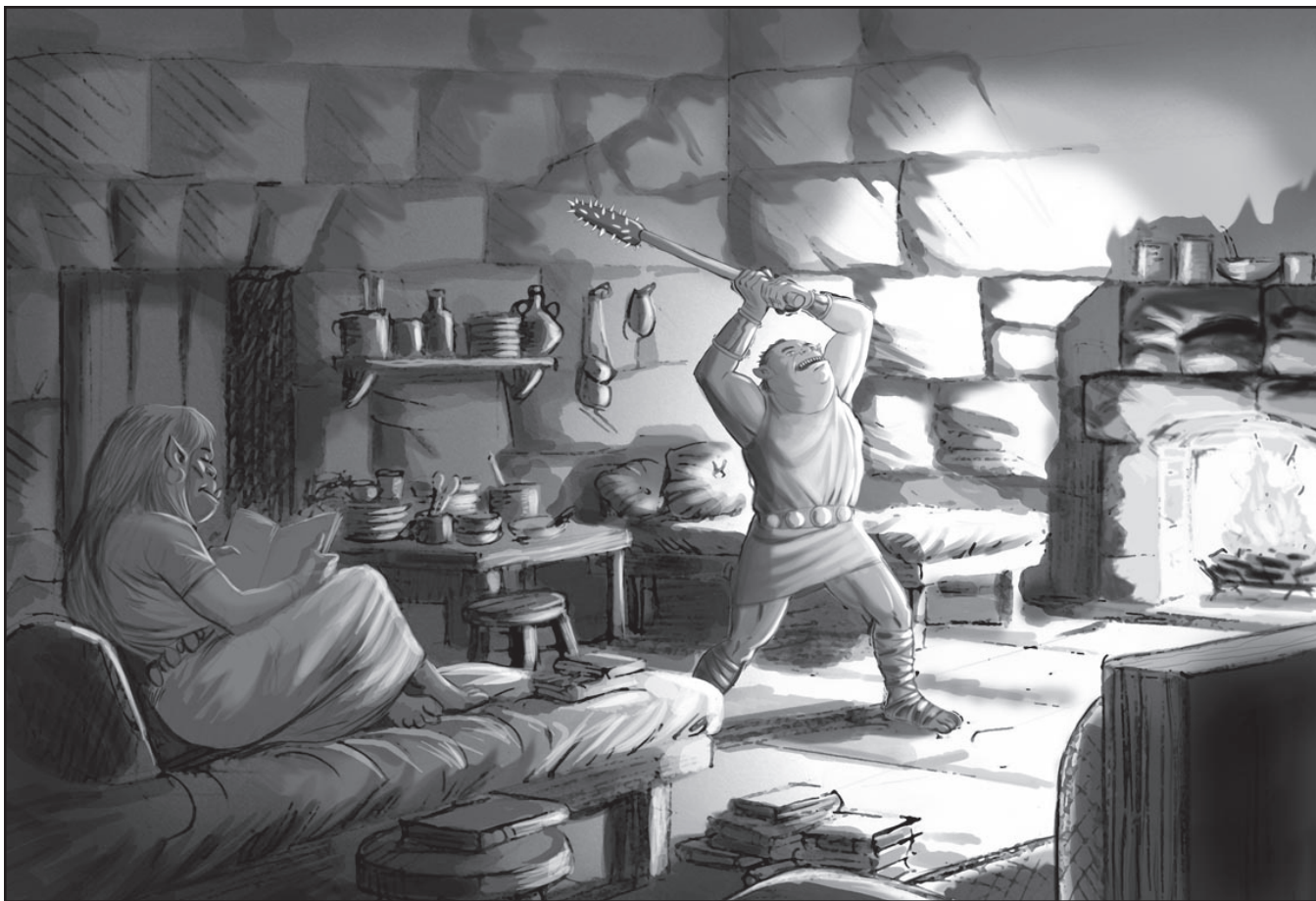
The neatness of this room is at odds with the clutter and general mess seen in the rest of the complex. Two beds have been pushed next to the north and south walls, and the sheets and blankets are clean and tucked neatly under the mattresses. A table near the door on the east wall holds three complete table settings, and though the quality of the dinnerware is poor, it is clean and stacked in orderly piles. Another oddity is the small pile of books placed near the fireplace next to a worn settee.

The two ogren siblings living here are considered quite strange by their brethren, since they prize neatness and orderliness above all else. Whenever they join the rest of the Bone Smashers, they often wear cloths covering their noses and mouths, claiming the stench offends them.

Oba and Kuurl: HD 2+4; HP 12 each; AC 5[14]; Atk club (1d8+1); Move 12; Save 16; AL N; CL/XP 2/30; Special: None. Oba and Kuurl use great clubs in combat. These ogrens are of Neutral alignment.

Personality: Oba is the older of the two by a few minutes. She can be polite, even friendly, to people of other races, and she prefers to spend her time reading and learning. She desires to be a wizard, though she knows her chances are slim with the Bone Smashers.

Kuurl enjoys practicing with weapons and would love to adventure on the surface some day, but he fears he will be trapped in the Bone Smasher tribe forever. He and Oba talk often of escaping to the surface and trying to make it on their own, but they know little of the world above. Both siblings are honorable creatures and keep their word when they give it, but their views on life have still been shaped by living with the Bone Smashers. Oba and Kuurl are unaware their father would like for the three of them to escape and plan to reach the surface without telling him.



Oba and Kuurl see surfacers as their opportunity to escape the oppression of the Bone Smasher tribe and first ask to speak with the characters. They want only to escape, though they would even be willing to join a group of adventurers, especially if they promised to train them.

If the characters attack, the two first yell for their father, Yurth (Area 36), who arrives in one round.

Treasure: The six books are basic tomes about magic and are worth 1d6 gp each. The siblings also keep a small bag of coins beneath their mattresses. The characters can collect 91 gp, 32 sp and 112 cp.

36. Yurth's Room

This room is as clean and free of clutter as the previous room, and the odor is kept to a minimum. A ragged but clean quilt covers a wide bed, and a desk covered in scraps of parchment, chewed inkpens, and a half-empty bottle of ink stands against the south wall next to a chest.

Yurth considers himself a poet and the scraps of parchment contain horrid, anguished poems written in the Goblin language.

Yurth, Ogren: HD 2+4; HP 18; AC 5[14]; Atk club (1d8+1) or heavy crossbow (1d6+1); Move 12; Save 16; AL C; CL/XP 2/30; Special: None.

Possessions: Ring mail, greatclub, heavy crossbow, 20 bolts, 3 +1 bolts, *potion of cure serious wounds*, key to chest, 27 gp.

Personality: When Yurth was young, he nearly drowned in a lake but was saved at the last second by a human cleric. Having been raised by a violent clan of ogres, he believed the cleric's actions were a sign of weakness and killed him, but the encounter emotionally scarred him, and he felt guilty for his actions. He decided to leave his clan soon after and wandered for some years before he encountered a lone hobgoblin living in the forest. She, too, had become disenfranchised with her tribe and moved away before she could be killed. They lived together in relative peace for years until she died giving birth to their twin children, Oba and Kuurl. Yurth left the forest,

intending to find someone with which to leave the children.

Instead he stumbled upon the growing Bone Smasher tribe and decided to stay for a while, since it was the first time he had met other ogres, and he wanted to see how the goblin half of his heritage lived. Yurth dislikes the ideals of his adopted tribe, but he knows any attempt to escape will likely mean his and his children's deaths.

Yurth acts cold toward his children, because he knows any sign of caring for others is seen as a weakness. If his children escape to the surface without him, he is willing to do whatever it takes, including torturing the characters if he thinks they had a hand in it, to find out where they went.

Tactics: If his children are dead, Yurth makes no attempts to negotiate and simply attacks the nearest target. If the characters are open to negotiations, he is willing to work with them if it helps him and his children escape.

Treasure: The chest is locked and trapped (1d8 darts attack as 2HD monster for 1d4 points of damage). Anyone attempting to unlock the chest without the key sets off the trap. Inside the chest are an assortment of Yurth's clothes, a book of poems written in Common, a +1 *folding sword* (folds to appear as a dagger), and a box holding 132 gp, 145 sp and 523 cp.

37. 4 South Mushroom Alley

Someone has recently painted the marble walls of this room blood red and the odor lingers in the air. The ceiling and floor have also been painted the same color, though a small patch of the floor in the northwest corner remains unfinished. A thin bed covered in a red blanket and a wooden table and chair, all sized for a Small creature, dominate the middle of the room and a butcher block table covered in an assortment of pots, pans, knives, and the bloody carcass of an animal rests next to the fireplace on the south wall.

This is the room of Dogbreath's personal cook, a goblin named Bloody Zarr, who is fat and as large as an orc. While still a child, Bloody Zarr discovered a unique talent for cooking food pleasing to the palate of most goblinoids. Though cooking is usually the domain

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

of the females of the tribe, he is never mocked for his ability and he enjoys a near reverence within the Bone Smashers, though perhaps the reason is that those few who once dared mocked him died in horrible agony.

Zarr has four personal guards attending him at all times. The goblins live in Area 38 but spend most of their time here or escorting Zarr to Dogbreath's quarters (are 61) with his meals. The goblins are utterly loyal to Zarr, due to the fact that they are better fed than almost any other creatures in the tribe.

Bloody Zarr, Goblin Chef: HD 1; HP 8; AC 6[13]; Atk 1 cleaver (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: -1 to hit in sunlight.

Possessions: 6 daggers coated with venom, 5 vials of black adder venom, *potion of neutralize poison*, 42 gp.

Personality: Although goblins are usually on the bottom of the social ladder among the goblinoids, Zarr maintains a rare position just a few rungs below the Bone Smasher leader, both for his cruel nature and his incredible talent. No one knows about his ability to concoct poisons, but all know how many of his enemies have died in wracking agony after insulting him. Dogbreath respects his opinions and often seeks him out for advice, and Zarr enjoys his position, believing himself to be the true ruler of the Bone Smashers. He has no intention of ruling himself, because he knows he could never survive the battles others would demand of him for the right to rule, but he is looking to replace Dogbreath with a more tractable leader of his choosing. While he rules from the shadows, of course.

4 Goblin Guards: HD 1d6hp; HP 6, 5, 4, 3; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Tactics: These goblins are nearly fanatical in their devotion to Zarr and rush to his defense before any others, even Dogbreath. They surround the goblin cook, trying to stave off any attempts to flank him, and do not surrender even if he is dead.

Treasure: There is a secret compartment in the butcher block table. Inside the compartment are three vials of poison and enough supplies to make another three vials.

38. Goblin Guards' Room

This room is far less luxurious than the preceding room, but the same blood red paint covers the walls. Straw mats and plain wool blankets cover the floor.

Treasure: Each goblin keeps a small supply of personal treasure hidden in a loose brick in the walls. The characters can collect a set of ten carved toy animals (90 gp for the set), 8 gp, 27 sp and 62 cp.

39. 6 South Mushroom Alley

Soot coats the walls of this room and smoke hangs thick in the air. The fireplace has been modified to serve as a blacksmith's forge, though from the cracks in the bricks it was obviously never intended for such a purpose.

Resting on a table near the north wall are complete and partially complete weapons. Three armor stands hold sets of chain shirt armor, and straw mats have been stacked in the corner along with thin wool blankets. Forging tools are scattered about the room.

The hobgoblins living here are apprentices to the bugbear smith, Vong Garogh, who lives in Area 40. At the moment, Vong Garogh is also in the room, berating one of his apprentices.

4 Apprentice Hobgoblin Smiths: HD 1+1; HP 6; AC 5[14]; Atk 1 longsword (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Possessions: Leather armor, longword, 1d6 gp, 3d6 sp.

Vong Garogh, Bugbear Smith: HD 3+1; HP 17; AC 5[14]; Atk 1 hammer (1d8+1); Move 9; Save 14; AL C; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Possessions: Leather armor, war hammer (big), *potion of haste*, *potion of healing*, key to room.

Personality: Vong Garogh bears thick scars on his face and back from years of working the forges as a slave of a dwarven cult. One scar cuts across his left cheek and splits his lip, giving his face a perpetual sneer. While working as an apprentice at the forges Vong proved to be a quick learner and soon reached journeyman status, which gave him a status above even some of the dwarves apprenticed. When he learned some of the dwarven apprentices were plotting his demise, he escaped, but not before killing most of the cult's smiths. His vicious and capricious nature kept him alive long enough to stumble upon the Bone Smasher tribe, but his life would have ended there if he had not convinced them of his value. His apprentices fear him, with good reason, because he's been known to toss apprentices into the forge for making a mistake.

Treasure: characters can collect 3 heavy maces, 4 light maces, and 3 sets of chain mail from the finished supplies.

40. Bedroom

The door to this room is locked and only Vong Garogh has a key. The white walls are stained with the soot from the forge in the other room, and the blankets covering the thin bed on the east wall are grungy. A torn and stained leather chair and ottoman face the fireplace in the northeast corner. Niches cut into the wall on the north wall hold a mismatched variety of wooden and clay cups, bowls, plates, and spoons, and three high quality and well-polished swords hang from pegs on the south wall.

This is the room of Vong Garogh, the master smith of the Bone Smasher tribe. He only spends about half his time here; most of his time is spent in Area 39 crafting weapons and armor for the tribe.

Treasure: Vong has created three master craftsman's quality longswords that he hangs on his walls. The pommels are skulls made of steel, and the quillons are in the shape of femurs. These are worth 250gp each, although they do not have any bonuses to hit. Vong also keeps a bag of 25 gp, 30 sp beneath his mattress.

41. 10 Darkmantle Lane

The walls of this room are painted with a landscape mural of what appears to be a deep gnome's idea of the outside world. Most of the trees and flowers are painted incorrectly, the sky is tinted a greenish color, and several of the animals are out of their element, with scenes of lions and tigers chasing rabbits and mule deer through a desert and wolves sleeping in trees. The overwhelming odor of dung hangs in the air.

The goblins in Area 32 take care of sixteen fainting goats stabled here, which provide most of the meat for the tribe. These animals and the crates of food in Area 42 are the last supplies the Bone Smasher tribe has, so they are eager to attack someone before they starve.

A goblin is here taking care of the goats, who have congregated at the back of the room.

Combat or loud noises frighten the goats, who stiffen and fall to the ground as if in a faint for 1d6 rounds.

1 Goblin (1): HD 1d6hp; HP 4; AC 6[13]; Atk 1 staff (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

The goblin (who is a complete idiot) has more than a little arrogance and believes himself superior to most foes, so he charges toward an unarmored or lightly armored opponent instead of trying to escape.

42. 12 Darkmantle Lane

Crates and casks fill this room, with only a narrow path between the stacks of goods. The crates contain dried mushrooms, bags of flour and salt, dried beans, and other assorted foodstuffs. The casks contain a thick, foul mead and stale water.

Two of the bugbears from Area 51 stand guard here, because the Bone Smashers have been put on rationing to prevent the food stores

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from running low. The stores here and the goats in Area 41 provide only enough food to keep the tribe alive for another fifteen days, even with rationing.

2 Bugbear Guards: HD 3+1; HP 15, 14; AC 5[14]; Atk 1 heavy mace (1d8+1); Move 9; Save 14; AL C; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Tactics: These bugbears never leave this room until they are relieved of duty, even if combat breaks out in other parts of the complex. They attack any Bone Smasher tribe member who enters and does not leave immediately, with the exception of Dogbreath (Area 61), Bloody Zarr (Area 37), or their respective guards. Anyone other than a tribe member is attacked on sight.

43. The Minotaur's Passage

The bricks in the floor of this road have been carved into an intricate labyrinth that runs from the northernmost wall to the door at the south end and broken only by Darkmantle Lane. Along the base of the walls, tiny painted minotaurs stand guard, though the paint has faded and peeled with age.

44. 2 South Minotaur's Passage

This building once served the Broken Hammer clan as a tavern. A counter near the south wall separates the room in half and two large kegs stand behind the counter. A few chipped wooden mugs remain on the shelves behind the counter, along with some dirty rags and a washing pan.

Four of the goblins from Area 45 snuck in here after one uncovered a cache of liquor in a secret compartment. They are currently sitting on the floor behind the counter, passing around a bottle of ale. They are chatting noisily and are considered distracted for any Listen checks. The four are very drunk and ignore any combat outside of the room.

Drunken Goblins (4): HD 1d6hp; HP 6, 4, 3, 3; AC 6[13]; Atk 1 morningstar (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

The goblins grab their morningstars, which are lying on the floor beside them, and stand to fight. They are too drunk to use tactics and simply attack the first person in their path.

Treasure: The kegs are empty, but the cabinet contains two hidden compartments. The goblins have found one, which lies open and empty. Inside the second one are five bottles of fine wine (25gp each).

45. 4 South Minotaur's Passage

The bricks of the walls of this one-room house have been meticulously painted with various scenes of deep gnome life. Each individual brick contains a different scene. Much of the paint has cracked and peeled, and many of the paintings have been vandalized, some in rather obscene ways. The room reeks of the goblins living here, and the straw on the floor looks as if it hasn't been changed in years.

Ten goblins share this one-room house, but four are currently getting drunk in Area 44. The rest are squabbling over a pewter goblet one of them discovered behind a brick.

6 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 2, 1; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

The goblins are angry with one another over who gets the pewter goblet, so they make no effort to work together. They aren't quite foolish enough to attack each other while the characters outnumber them, however.

Treasure: The goblins keep a small amount of treasure hidden in their straw. A search uncovers 13 gp, 59 sp and 39 cp. Also, searching may (secret door check) uncover a narrow but long secret compartment behind one of the bricks. In the very back of the compartment is a black velvet bag, but it cannot be seen by someone looking in; the

characters much reach into the back for it. Inside the bag are 10 small cut diamonds (20 gp each) and a *potion of water walking* (2d6 turn duration). In addition, the pewter goblet is worth 25 gp.

46. Secret Altar

A successful search for secret doors will uncover the presence of this room, which served the head priest and priestess of a forbidden cult as a secret worship chamber for their evil god. A marble idol of a one-eyed gnome rests atop a small altar surrounded by candles and incense. Anyone who removes the idol sets off a trap on the altar.

Fire Trap: 6hp damage to anyone within 5ft. The trigger can be removed by a thief if the base of the idol is checked.

Treasure: The marble idol is worth 50 gp, and three of the candles are especially nice (15 gp each). There is a secret drawer in the altar. Inside is an elaborate ceremonial dagger, the handle and quillons of which are made of gnome finger bones (+2 to hit and damage against humans); a scroll of the clerical spell *cause serious wounds*; and a clerical scroll of *restoration*.

47. 6 South Minotaur's Passage

A dozen straw mats are scattered around this room, but only half as many creatures reside here. The only furniture in the room is a single chair, currently occupied by a she-goblin who is ordering the other female goblins around. Her subordinates are sitting on the floor and mending shirts, pants, and other clothes. A pile of dirty clothes of various sizes lies in a corner.

The goblin in the chair is Voll, who is in charge of the mending of all the Bone Smashers' clothes. She believes she has more power than she does and rules her seamstresses with an iron fist.

5 Goblin Seamstresses: HD 1d6hp; HP 6, 4, 4, 3, 2; AC 8[11]; Atk teeth (1hp); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

These goblins have no weapons or armor, and are defenseless. They cower or run away if attacked.

Voll, Boss Goblin Seamstress: HD 1; HP 7; AC 6[13]; Atk morningstar (1d6) or light crossbow (1d4+1); Move 9; Save 18; AL C; CL/XP 1/15; Special: -1 to hit in sunlight.

Possessions: Morningstar, light crossbow, 10 bolts, *potion of healing*, 36 gp, 62 sp, 31 cp.

Personality: The goblins under her are completely terrified of Voll, who seems to have an uncanny sense of knowing what they are thinking. Despite being of no particular consequence in either looks or personality other than her size (as tall a human), Voll has managed to retain a position of power over others. Voll knows the other goblins will not fight, so she runs to Area 45 first. If those goblins are dead, she heads toward Dogbreath's quarters (Area 61). In combat she attempts to remain at range and fire her crossbow.

Treasure: Two keys hang from pegs on the wall next to Areas 48 and 49. Voll takes any coins the others attempt to collect and keeps it on her, so the weaker goblins have nothing of value on them.

48. Prison

Manacles have been bolted to the wall of this former bedroom, and filthy straw covers the floor. A single goblin slumped against the wall hangs from a pair of manacles, his wrists bloody and raw. He looks to be near death. The bones of a larger creature rests against another wall, still hanging from the manacles where it died.

The goblin left to die here is Ilrog. He tried to take another goblin's wife and killed the two of them when they fought back. He has been here for six days without food or water and is close to death by thirst.

If he is released, Ilrog tries to make it to Dogbreath's room in the hopes that warning him of the characters will gain him a reprieve.

Ilrog has 0 hit points at the moment.

49. Bedroom

The door to this room is locked and the key hangs on a peg in Area 47. Listening at the door may detect the sound of the skittering of vermin trapped inside the room.

The room is barren other than the centipedes inside. A small hole in the wall allowed a few big centipedes to find their way inside, which then bred into the swarm and the giant ones currently residing within. Dogbreath hasn't had the vermin eradicated yet, and he knows the tribe may have to turn to them as a food source if their other food runs out.

Centipede (Swarm)

A centipede swarm is a group of about 5-10 normal (but big) centipedes. The swarm's attack (one attack for the group, as a 1HD monster) inflicts only 1hp of damage, but the poison injected by the centipedes is enough to cause paralysis for 1d3+1 rounds (saving throw). The centipedes can be killed and/or shaken off in 1d6 rounds without rolling to hit (they are virtually impossible to kill with weapons). Anyone helping to kill them subtracts a round from the time required. Fire will dispel or kill a swarm (but would damage the person being attacked, as well).

1 Centipede Swarm: HD n/a; AC n/a; Atk 1 (1hp + non-lethal poison); Move 4; Save 18; CL/XP 1/15; Special: non-lethal poison.

2 Giant Centipedes (small, lethal): HD 1d2hp; HP 2 each; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).

50. 1 North Minotaur's Passage

Unlike the other areas of this dungeon, neither the walls, floor nor ceiling have been inset with marble bricks. Instead, the room is roughly carved of stone and thick, glittering dust coats the floor. Dull gold glitters deeply within the walls in the center of the room, which has been recently mined.

After attempts to carve out the center proved especially difficult, the deep gnomes took a closer look only to discover a thick vein of fool's gold ran through the area. The deep gnomes turned the room into a storage area but otherwise ignored it.

Any items stored here have been removed and buckets full of dull gold rocks are scattered around the room.

Dogbreath is not aware the fool's gold in the room isn't real, so he has the goblins from Area 55 mining the center walls. Six goblins are on duty at the moment.

6 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 2, 1; AC 6[13]; Atk 1 miner's pick (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

The goblins receive a share of the "gold" in the room, so they are more than willing to fight to defend it. One of the goblins first tries to reach Dogbreath to warn him if possible.

51. 3 North Minotaur's Passage

Four narrow beds are spaced evenly along the east wall and a small chest rests at the foot of each one. Two bugbears are sitting at a table in the center of the room, playing a card game. Piles of copper coins are set before the two, though one has a significantly larger pile than the other.

The bugbears are so intent on their game they don't first notice the characters, who can get a surprise round before they notice.

The four bugbears who share this room work to protect the food stores in Area 42. The other two are currently in Area 42. A thief character with an intelligence of 14+ has a 75% chance to notice immediately that one of the bugbears has been cheating, just from

the pattern of the cards.

2 Bugbear Guards: HD 3+1; HP 14, 13; AC 5[14]; Atk 1 heavy mace (1d8+1); Move 9; Save 14; AL C; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Unless a character points out that one of them was cheating at their card game, the bugbears work together, attacking the most heavily armed person first. If the characters mention cheating (whether they actually know it or whether it is a pure bluff), the duped bugbear turns on his companion, attacking him and ignoring the characters unless they directly cause him damage.

Treasure: Each of the chests is unlocked. They contain personal effects such as clothes, but the characters can also find a gold-plated copper medallion in the shape of a star (1 gp), a bullseye lantern, a small steel mirror, a magnifying glass, and 32 gp, 95 sp and 52 cp.

52. 2 Darkmantle Lane

A thick chain has been wrapped around the handle of this room and locked to posts driven into the floor. A six-inch hole in the door near the handle is covered with a piece of thick cloth and smells of rotting meat, as if food were pushed through the hole. The noise from the other side is fearsome, a shrieking sound that chills to the bone.

Trapped in this room are two vargouilles that were living in this section of the dungeon when Dogbreath moved in. Instead of killing the creatures, he trapped them here in the hopes of convincing them to work for him.

Vargouille

Vargouilles are demonic creatures, a horrid head, bearded with small, writhing tentacles, with bat wings protruding from the back. Their bite is deadly, causing permanent hit point loss (saving throw).

2 Vargouilles: HD 1; HP 8, 4; AC 8[11]; Atk 1 bite (1d4); Move 0 (Fly 12); Save 17; AL C; CL/XP 4/120; Special: permanent hit point loss.

The vargouilles are angry at their imprisonment and attack the first creatures they see. Although they are intelligent and can speak, they care only for destruction, especially of their kidnappers. It is possible for a very fast-talking player to convince them to direct their attacks toward the goblins, and see the party as rescuers. In this case, the vargouilles will actually accompany the party as long as the expedition seems to them to be nothing more than an indiscriminate extermination of the goblinoids.

53. 4 Darkmantle Lane

This room is surprisingly luxurious for goblins. Two alcoves on the east hold two beds each and the main part of the room contains a torn, silk-covered couch, a narrow oak table, and four chairs, all of which are sized for small creatures. One of two niches in the wall holds a tarnished silver serving platter, a silver pitcher, and three mismatched teacups; the other contains an assortment of wooden plates, spoons and bowls. Food bubbles in the cauldron in the fireplace on the south wall.

This is the room for the servants of Dogbreath's three wives. The four goblins living here dress in nicer clothes than the other members of their species, though they still smell as if they have never bathed.

4 Male Goblin Servants: HD 1d6hp; HP 6, 4, 4, 3; AC 6[13]; Atk 1 dagger (1d4); Move 12; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

One of the servants carries a *potion of mirror image*, and each carries a *potion of healing*.

Because they live in relative luxury compared to many of the other goblins in the tribe, these servants are regarded with

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contempt and jealousy; they know they can expect no help from the others.

Treasure: The silver platter and silver pitcher are worth 18 gp each. Hidden within the mattresses of the beds are sacks of coins, containing a total of 21 pp, 78 gp, 312 sp, and 64 cp.

54. Silver Springs Alley

From the south wall of this road, water oozes from the mouth of a demon-headed spout and into a foot-wide channel that runs the length of the alley. The channel is six feet deep, but only a faint glistening of water covers the bottom. At the north end, the channel disappears into the wall.

At one time this natural spring fed the channel, which served as the primary water source for the Broken Hammer clan. Minerals have built up behind the spout and slowed the flow of liquid. The water is clean, though the mineral taste is strong. The spout can be unplugged with a bit of effort, but the channel takes three days to completely fill.

One of Dogbreath's personal guards stands outside his room (Area 61) to protect against intruders.

Dogbreath's Guard, Male Hobgoblin: HD 1+1; HP 9; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Possessions: Ring mail, heavy wooden shield, heavy mace, *potion of cure serious wounds*, 25 gp.

The guard does not retreat from the door unless he is being attacked from a distance, at which point he moves into Area 61 to protect his leader.

55. 1 Silver Springs Alley

Instead of piles of straw, the twelve goblins living here have real beds sized for Small creatures, a table and a few wobbly stools. Everything is covered in dirt and gold dust flakes.

These are the goblins who mine the fool's gold in Area 50. Half of them are at work; the other six are resting. These goblins live in better conditions than most thanks to Throll, a particularly charismatic goblin who styles himself the leader of the miners.

6 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 2, 1; AC 6[13]; Atk 1 miner's pick (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

One of the goblins first tries to reach Dogbreath to warn him, if possible.

Throll, Big Male Goblin: HD 1; HP 7; AC 6[13]; Atk 1 miner's pick (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: -1 to hit in sunlight, enchanted flute.

Possessions: Miner's pick, carved bone flute (can cast *charm person* while playing), 15 gp, 32 sp, 41 cp.

Personality: Throll considers himself the leader of the goblin miners, so he doesn't feel as if he should dirty himself with manual labor. Unfortunately for him, the more powerful members of the tribe feel otherwise, so he grudgingly finds himself doing the work he dislikes. More than once, his flute has gotten him out of some of the worst jobs, but he knows he risks death or worse if he is ever caught casting spells on his superiors. The flute doesn't let him take control of anything, since he can't give orders while playing, and the charm effect stops if he ceases to play.

Throll will attempt to use his flute to charm an attacker, thereby gaining a temporary ally while he plays. If his allies are all dead, he pleads for quarter. He offers to tell the characters where his hidden bag of gold is if they allow him to escape.

Treasure: Throll hid a gold *ring of protection +1* he found beneath his mattress, and a ruby pendant (30 gp) he discovered behind a loose stone inside a leg of one of the beds. The other goblins have a small amount of treasure hidden within their mattresses. The characters can collect a pewter dog figurine (10 gp), a black silk cravat (5 gp), a set

of ten ivory buttons carved in the shape of ships (4 gp each), 20 gp, 57 sp, and 31 cp. Throll has been slowly collecting more than his share of the "gold" he mines from Area 50. Inside the leg of his bed is a bag of fool's gold weighing twenty-five pounds. The other goblins also have a five pound sack of fool's gold. All of it is worthless.

56. 3 Silver Springs Alley

A thick chain has been wrapped around the handle of this room and locked to posts driven into the floor. A six-inch hole in the door near the handle smells of rotting meat, as if food were pushed through it. Occasionally, a thick humanoid arm pushes through the hole, and the creature or creatures on the other side lets loose a bone-jarring growl filled with rage.

Inside the room are three hobgoblin bodies next to piles of shattered glass and a broken table. The odor is a nauseating blend of death, rotting food, and excrement.

This room once served a deep-gnome wizard as an alchemy lab. When the Broken Hammer clan was destroyed, he died before finishing one of his concoctions, and over time the brew mutated. When a hobgoblin fighter named Vothraug and some friends found it, Vothraug drank the vial of liquid on a dare. The mutated potion caused him to turn into an amphisbaena, a creature with two heads and two forequarters conjoined in the middle. The conversion made him insane, and he slew his friends before they could escape. The Bone Smashers managed to trap Vothraug inside the room and have kept him locked inside for months. Dogbreath wants to release him on the other tribes, but he hasn't yet figured out a method of controlling the beast. Vothraug scuttles around on his four arms and attacks with two claws and a bite. He has a very slight ability to regenerate damage like a troll, as well.

Vothraug, Hobgoblin-Like Thing: HD 4+1; HP 22; AC 5[14]; Atk 2 claws (1d3) and bite (1d6); Move 9; Save 14; AL C; CL/XP 3/120; Special: Regenerate 1hp per round (lost hit points do not regenerate if caused by fire or acid).

Personality: Vothraug is insane and gibbers in a mixture of Goblin and Common. Any loyalties he once had to his tribe are gone and he now cares only for the destruction of everything.

Treasure: The three hobgoblin bodies still have their gear on them. The characters can collect three suits of leather armor, three heavy wooden shields, three morningstars, 3 *potions of healing*, and a total of 23 gp, 21 sp, and 66 cp. Vothraug's armor has been torn, but his gear also lies scattered about the room. The characters can collect a heavy wooden shield, a morningstar, a *potion of cure serious wounds*, and 15 gp.

57. 5 Silver Springs Alley

Broken crates and barrels are strewn around the room, and a quick glance confirms nothing of value remains in them. This was once a storage area for basic tools, supplies, and other assorted goods, but the various invaders over the centuries have since destroyed or taken anything of value.

Standing in the corner is an apparently untouched, life-sized statue of a bear carved of wood. A close inspection reveals a myriad of tiny holes in the wood, which can be identified as termite holes if a player asks about termites. The statue is completely worthless, but it appears as if great care has been taken to polish it recently. One of the goblins living in Area 55 believes the statue is a representation of his totem animal, and he has a strange superstition regarding its care. He believes he should spend one hour each day polishing the object and that by doing so, he'll one day transform into the great beast. The goblin is very protective of the statue and has plans to move it into his quarters soon.

58. Privies

Privy seats line the walls of this room, though it appears no attempt has been made to keep sanitation in check and the room smells foul. A water pump is set into the middle of the room, and a rusty bucket rests on its side beneath it. The water pump was once used to flush

the waste properly into the sewer system, but the Bone Smashers don't bother with it.

A secret door behind one of the privies leads into a secret passageway. The deep gnomes living in Area 56 used the passageway to steal goods from the general stores in Area 50. The current inhabitants are unaware of the door.

59. Secret Passageway

This five-foot wide narrow passageway is about four feet tall. Human-sized creatures must crouch to move through, and will suffer penalties to combat (-2 to hit and damage). Only short swords, daggers, and similar weapons can be used in this space.

60. 2 Silver Springs Alley

Three narrow beds, well made but otherwise indistinguishable, stand along the west wall. The beds are separated by red curtains, and footlockers rest at the foot of each. A small painting of a cat lounging on a tree limb hangs above the southernmost bed. Near each bed is a chair and a small end table. One table holds a silver decanter, another a vase of dead flowers.

This room is the home of Dogbreath's harem of wives, Ugra, Ferl, and Krarm. These hobgoblins embody the goblinoids ideals of beauty. They are waited on by the goblins living in Area 53 and watched over by one of Dogbreath's personal guards.

Ugra, Ferl, and Krarm, Hobgoblin Harem: HD 1+1; HP 8, 6, 5; AC 8[12]; Atk 1 bite (1d4); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** None.

Tactics: The three females are non-combatants and hide beneath their beds if combat breaks out. They dislike each other immensely, feeling the others are competition for Dogbreath's attention. If the guard dies and it seems the characters are going to kill them, each pleads for her life, begging them kill the others and spare her.

Harem Guard, Male Hobgoblin: HD 1+1; HP 9; AC 5[14]; Atk 1 heavy mace (1d8); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none.

Tactics: The guard stands by the door inside the room and attacks anyone other than Dogbreath and the goblin servants who enter. He tries to keep himself between the characters and the wives and if possible he maneuvers the characters away from the door in order to allow the females to escape.

Treasure: The painting over Ugra's bed was created by the elven artist, Corodolan Ielvian. The painting, *Restful Repose*, is worth 75 gp. The silver decanter on Ferl's table is worth 15 gp, and the vase on Krarm's table is worth 40 gp. The footlockers contain only clothes and cheap toiletries.

61. 4 Silver Springs Alley

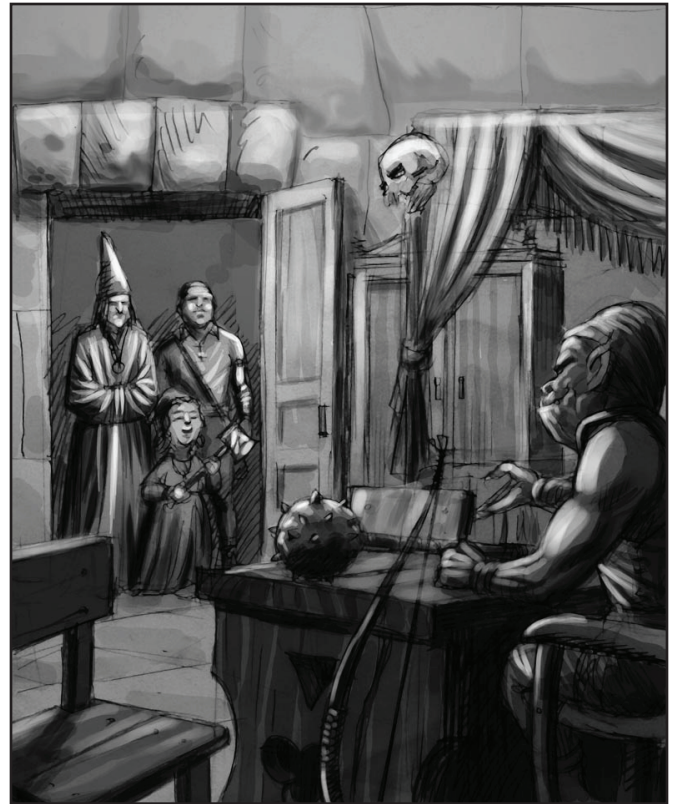
A blue-curtained, four-poster bed made of polished oak rests against the west wall next to a teak wardrobe and matching desk and chair. The furniture is carved with images of fairies, sprites, nymphs and other woodland creatures, but someone has defaced many of the figurines. At least two dozen deep notches are carved into one of the bed posts, and the skull of a goblin hangs from another.

The notches in the bed post reflect the number of creatures Dogbreath claims to have slain, and the goblin head belongs to a member of the Gutswine tribe who tried to destroy the tribe's food stores.

Dogbreath, Ogren: HD 2+4; HP 19; AC 5[14]; Atk 1 morningstar (1d8) or shortbow (1d6); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** Open Locks (25%), attacks from behind as thief (+4 to hit, double damage).

Possessions: Leather armor, morningstar, +1 shortbow, 20 arrows, lockpicks, *potion of cure serious wounds*, *potion of mirror image*.

Personality: Dogbreath was always something of a sickly creature as a youth and was left alone to die by his hobgoblin



mother many times. He always managed to survive and make his way back to the tribe and he soon learned the value of resourcefulness. He killed his mother when he was barely an adolescent and found that his status within the tribe grew with every murder he committed. Despite not having the physical strength of many of his tribesmen, he has maintained control of the Bone Smashers for almost five years through sheer force of will and treachery. Dogbreath demands the utmost respect from his tribe, and he has been known to kill someone simply for being disrespectful. The last individual to feel his ire was a goblin who walked into him, forcing him to dodge the creature. The entire length of Darkmantle Lane had to be scrubbed afterward.

Tactics: If the characters have been cutting a swath through his tribe members, Dogbreath knows his best chance of survival is to parlay with them. His goal is to maintain control of his tribe, but he sees the characters as a means to accomplish his secondary goal: take control of the other tribes. Since the characters have likely eliminated all or most of the Murder Stone tribe, he offers them a truce. In exchange for ceasing attacks on all Bone Smashers, Dogbreath allows the characters to safely rest and recuperate within his dungeon, if they promise to eliminate the leader of the Gutswine tribe on level three. He tries to downplay the fact that he is offering the characters something which they could take themselves, and if they point out that most of his tribe is already destroyed, he tries to bluff them into believing he still has plenty of reserves in hidden chambers. He also offers two fighters from his personal guards (Area 62) to escort the characters, if they still live. Dogbreath will honor his end of the bargain, since he knows any group that can all but eliminate three entire tribes is not one to be trifled with. Only after the characters eliminate the Gutswine does he consider attacking them, and then only if he thinks they have been weakened.

Treasure: The wardrobe contains several plain sets of clothes and sturdy boots, but a chest at the bottom holds a few treasures Dogbreath has collected from slain enemies. Characters can find a blue silk shirt sized for a deep gnome (23 gp), a cloth-of-gold hairnet studded with blue diamonds (35 gp), a costume diadem made of silver and garnets (10 gp), a bag of 25 ancient copper coins (25 gp), and a sack filled with 3 pp, 15 gp, 31 sp.

62. 6 Silver Springs Alley

Three plain beds line the east wall, each one precisely the same distance away from the next. Blankets, though faded and worn, are folded neatly around the mattresses and cloaks hang on pegs above each bed, the creases identical on each article of clothing. Footlockers at the head of the beds look new and are exactly the same distance from each bed.

Atop a table in the center of the room are a stack of wooden playing cards, a few bone dice, a wooden game board, and three wooden bowls and spoons. As with the rest of the room, the games lay in neat piles, and the chairs are pushed precisely beneath the table.

This is the room of Dogbreath's guards, three hobgoblins who prize order and conformity above all else. These hobgoblins are dedicated to their cause, protecting Dogbreath and his wives, and nothing distracts them from their goal.

Only one hobgoblin is here at a time. Another stands outside of Dogbreath's room, protecting him, and another stands inside the wives' room (Area 60).

Dogbreath's Guard, Male Hobgoblin: HD 1+1; HP 9; AC 5[14]; Atk 1 heavy mace (1d8); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none.

Tactics: Since this hobgoblin is off duty, he does not have his shield or weapon at hand. If he hears combat outside his room, he takes the time to don his shield and grab his weapon before joining in the melee. If he is surprised in the room, he can be found sitting at the table, eating a bowl of stew. His sword and shield are within easy reach, so he goes for his weapon first and then dons his shield the next round.

Treasure: The footlockers are unlocked and contain perfectly folded clothes and personal effects. Characters can also collect a crystal wine bottle (15 gp), a ceramic serving platter painted with gold stars (35 gp), and a bottle of a musky cologne gone bad.

63. 7 Darkmantle Lane

A secret door leads into this room. The door is locked and trapped. Anyone who opens the door without properly deactivating it (three bricks pushed in the correct sequence) sets off the trap. Four darts fire from the door, each attacking as a 3HD monster, coated in an alchemical paste that causes paralysis for 3d6 turns unless the victim makes a successful saving throw.

This room looks nearly untouched by the ravages of time. A wooden table near the north wall is covered in alchemical equipment and shelves on the walls hold vials both empty and full. Three comfortable leather chairs near the entrance are covered in a thick layer of dust but are otherwise in excellent condition. A small altar against the east wall holds a stone idol of a one-eyed gnome surrounded by candles and incense, and in the center of the room, gold runes form a ten-foot diameter circle on the floor.

This room was the laboratory and temple of a deep gnome wizard who worshipped a forbidden god. Even the gnomes of the time were unaware of the existence of the building.

Inside the summoning circle waits Wretch, a quasit who was summoned during a ritual centuries ago and then left alone after the Broken Hammer clan was destroyed.

Demon, Quasit

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are 25% resistant to magic, regenerate at 1hp per round, can become invisible at will, and once per day can cast a Fear spell. Their claws are laden with poison that reduces an opponent's dexterity by 1 point (saving throw applies, lasts for 2d6 rounds).

Wretch the Quasit: HD 3; AC 2[17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; **Special:** Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.

If Wretch is aware of the characters outside, he casts his *invisibility* on himself in the hopes they will accidentally cross the summoning circle and release him. If someone can see him, he drops his *invisibility* and pleads with the characters to release him, claiming to be a fey creature trapped inside the circle by evil wizards. If released, he cackles gleefully and *causes fear* in the hopes of removing a few of the characters from the area. He uses his claw attack on remaining characters. If none of the characters are affected by his *cause fear* ability, he casts *invisibility* on himself and tries to escape.

Treasure: Enough alchemical equipment remains on the table to form a complete alchemical laboratory. The three leather chairs are worth 65 gp each, but they weigh 200 pounds. Most of the vials on the shelves are empty. Of those that are filled, thirty-five contain liquids which have gone rancid, but two of the vials contain *potions of levitation*. The vials are labeled in the language of the deep gnomes.

64. Sky Ramp

Thousands of tiny, perfectly-cut yellow topaz gems line the length and breadth of this ramp, which has been painted with a dark blue enamel. Torches along the walls cause the gems to glitter, so that the ramp resembles the night sky. The effect is somewhat disorienting at first. Someone tried to chip out the topaz gems near the top of the landing, but they only succeeded in destroying them.

This ramp descends one hundred feet to a landing, which then turns and descends another one hundred feet to the third level of the Broken Hammer dungeon. The lit torches on the wall allows guards to see anyone coming up the ramp.

Hobgoblins from Area 27 guard the landing to prevent anyone from the Gutswine tribe from sneaking past and causing mayhem.

4 Hobgoblins: HD 1+1; HP 8, 7, 6, 5; AC 5[14]; Atk 1 heavy mace (1d8); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** none. If any creatures try to come up the ramp, one hobgoblin runs to Area 61 to warn Dogbreath, calling out a warning the entire time to alert the rest of the complex. The other three stand and fight. These hobgoblins do not step away from their post, even if combat occurs just outside the entrance. If they are attacked from range, they move out of sight.

Chapter 7:

Broken Hammer

Dungeon Level 3

Level three of the Broken Hammer dungeon was originally used for storage and farming. It has been taken by the Gutswine goblinoids, who live here under the control of Kolumsh, a bugbear sorcerer. The Gutswine tribe is the smallest but also the most powerful of the three tribes. Conditions in the few rooms are more crowded, but they have more than enough food and easy access to the surface through the tunnel that leads to the Silverblossom tree village.

Resting and Retreating From Combat

If the characters escape back up the ramp (Area 64), the Gutswine tribe retreats in order to regroup. Kolumsh knows any group that can make it through the previous two levels is powerful, so he does not take any unnecessary risks. After a couple of hours without any activity from the characters, he sends two scout groups of four creatures to the higher levels, hoping to ascertain the state of the other tribes. Characters on either level run a 20% risk of encountering one of the groups for every ten minutes they spend in the area. He also sends one of his people to the druids for backup. The next time the characters arrive, they find the Gutswine tribe is supplemented by two 4th-level druid guards (see Chapter 9, Area 1 for statistics).

If the characters have not yet engaged them, the Gutswine tribe still becomes aware of the situation on level two one day after the Bone Smasher tribe has been eliminated. Kolumsh sends four bugbears to scout the area. He intends to move the entire tribe to level two, but it takes the tribe an additional three days to organize for the move.

Room Descriptions

65. Sky Ramp

Thousands of tiny, perfectly-cut yellow topaz gems line the length and breadth of this ramp, which has been painted with a dark blue enamel. Torches along the walls cause the gems to glitter, so that the ramp resembles the night sky. The effect is somewhat disorienting at first.

This ramp rises one hundred feet to a landing, which then turns and ascends another one hundred feet to the second level of the Broken Hammer dungeon. The lit torches on the wall allows guards to see anyone coming down the ramp.

Bugbears from Area 67 guard this entrance to prevent anyone from the Bone Smashers tribe from sneaking past and causing mayhem.

4 Bugbear Guards: HD 3+1; HP 15, 14, 14, 13; AC 5[14]; Atk 1 heavy mace (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

These bugbears carry the keys to their footlockers on them. If any creatures try to come down the ramp, the bugbears run to the four main rooms (Areas 67, 68, 72, and 73) to warn the inhabitants.

General Melee

Once combat breaks out, if the bugbears in Area 65 have an opportunity to warn the other inhabitants the characters stand a chance of finding themselves up against about half of the Gutswine tribe. Not all creatures leave their quarters to join the general melee, but those that do not are still aware of the presence of the characters and cannot be surprised. Use this table to determine what creatures arrive each round. Creatures with darkvision that have joined the combat may not be visible to the characters if they attack from range.

Table 8-1: Gutswine Tribe Combat Rounds

- | | |
|-----|---|
| 1 | The four bugbears from Area 65 run for help |
| 2-3 | No one |
| 4 | Two bugbears from Area 67, one bugbear from Area 65 |
| 5 | Two bugbears from Area 67 |
| 6 | Three goblins and two hobgoblins from Area 68, one bugbear from Area 65 |
| 7 | Two hobgoblins and Udok from Area 68 |
| 8-9 | No one |
| 10 | Arthra and Thack from Area 72, one bugbear from Area 65 |
| 11 | Kolumsh from Area 73, one bugbear from Area 65 |

66. Scorpion Road

This wide avenue is the only road on this level. Unlike the roads on previous levels, no carvings or decorations indicate how it came by its name. The marble blocks on the floor are plain and smooth, with few cracks to catch cart wheels.

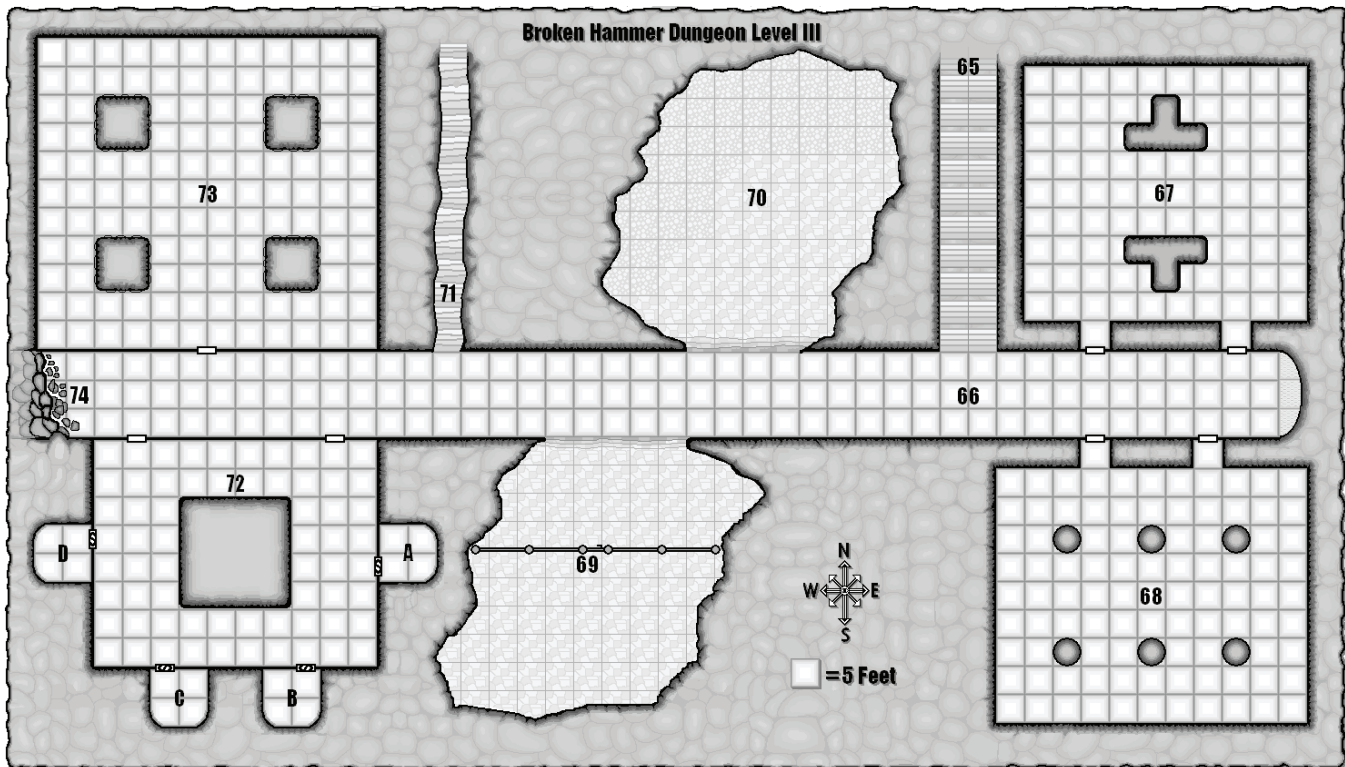
The party can see a red line down the center of the road, dark brown arrows pointing east on the northern half of the road, and more arrows pointing west on the southern half.

67. I Scorpion Road

Each of the corners of this room holds two narrow beds, footlockers, and a small chest of drawers. Three pallets lay on the floor between the two doors, and a single table near the western door is surrounded by four chairs. Stacks of barrels and crates fill the center of the room. None of the furniture is of any particular pattern or style.

The eight bugbears who guard the ramp live here, but only four are here at a time. At the moment two of the guards are sitting at the table playing cards and the other two are sleeping. Three goblin servants are sitting on their pallets, mending clothes or armor.

The four chests of drawers contain only clothes and repair tools for armor and weapons. The barrels and crates hold food and basic supplies.



4 Bugbear Guards: HD 3+1; HP 15, 14, 14, 13; AC 5[14]; Atk 1 heavy mace (1d8+1); Move 9; Save 14; CL/XP 3/60; **Special:** Surprise opponents, 50% chance.

These bugbears carry the keys to their footlockers on them. The two at the table yell to awaken their companions, as they reach for their weapons and shields. The other two scramble to grab their weapons, and spend the next round strapping on their shields before moving toward the combat. If the characters are blocking one doorway, they exit through the other, intending to flank them.

3 Goblin Guards: HD 1d6hp; HP 5 each; AC 6[13]; Atk 1 short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Tactics: The goblins grab their weapons and stand to fight, though they are clearly reluctant to engage the characters in combat. They throw their javelins first and try to stay out of melee if they can, but they won't risk the wrath of their bugbear masters by refusing to fight. If the characters kill the bugbears, the goblins beg for their lives.

Treasure: If the characters pick the locks or smash the footlockers, they can collect the following treasures:

Table 8–2: Bugbear Treasures

Footlocker	Treasure
1	a magic-user scroll of <i>light</i> and <i>web</i> , a magic-user scroll of <i>darkvision</i> , 13 gp, 32 sp, 94 cp
2	a scroll of <i>water breathing</i> , 3 pp, 35 gp, 77 sp, 1 cp
3	a wand of <i>web</i> (18 charges), 42 gp, 57 cp
4	a one-foot tall fertility symbol made of silver (150 gp), 10 pp
5	a portrait of a human family (see below for details), a set of high-quality paints and brushes, 88 gp, 54 sp, 72 cp
6	a magnifying glass, a magic-user's spellbook (see below for spell list), 51 gp, 99 sp, 74 cp
7	a book of short adventure stories written in the language of the deep gnomes titled <i>The Ravenous Spectre</i> , by Silk Silverarm (75 gp), a bag of assorted gems: 3 emeralds (40 gp each), 7 rubies (25 gp each), 5 garnets (15 gp each), and one

8

moonstone (93 gp)

a set of miniature ceramic teacups set in a polished leather case (50 gp for the set), 12 pp

Family Portrait: The family portrait is of the Binton family and shows a human family of a man, woman, and four young children. The portrait was crafted by a dwarven painter named Bennia Brightcolors, who was killed when the Gutswine tribe ambushed her on the road. The name "Binton" is on the back of the canvas. If the family is located (in the nearest city), they are grateful for the recovery of the painting and reward the characters with 200 gp. No one else is interested in the portrait.

Spellbook: **Level One:** *charm person*, *light*, *protection from evil*, *sleep*; **Second**

Level: *invisibility*, *levitate*; **Third Level:** *dispel magic*, *fly*

68. 2 Scorpion Road

In each corner of this room are two narrow beds, footlockers, and a small chest of drawers. A massive four-poster bed surrounded by dark blue velvet curtains dominates the center of the room. Three large chests lie at the foot of the bed and a long, heavily-scarred table rests near its head. Three straw pallets covered in thin blankets lay on the floor between the two doors, and a table near the western door is surrounded by four chairs. None of the furniture is of any particular pattern or style.

The chests of drawers contain clothes and tools for repairing and maintaining armor and weapons.

Eight hobgoblin fighters, Udok, and three goblin servants live here. The hobgoblin fighters take turns guarding the tunnel to the surface, so only four are here at a time. Udok spends much of his time training for battle, and the goblins are usually cleaning, mending, or doing other chores.

At the moment, two of the guards are at the back of the room, arguing over a missing set of dice. The fighters are about to come to blows and the other two hobgoblins are watching with interest. The three goblins are helping Udok train, an endeavor that puts their lives at risk as he swings his weapon in controlled attacks.

4 Hobgoblins: HD 1+1; HP 8, 6, 6, 5; AC 5[14]; Atk 1 longsword (1d8) or longbow (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** None.

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Possessions: Leather armor, longsword, longbow, 20 arrows, *potion of healing*, 2d6 gp, 2d10 sp.

As soon as the occupants of the room become aware of the characters, all arguments cease. The characters have a chance to surprise the creatures, since all of them are distracted and opening the door does not immediately gain their attention. The hobgoblins try to stick close to Udok and follow his instructions. If the characters are blocking the door they attempt to maneuver around behind them by going through the other door.

3 Goblins: HD 1d6hp; HP 6, 5, 3; AC 6[13]; Atk 1 short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

The goblins join the fight, though they are clearly reluctant to engage the characters in combat. They throw their javelins first and try to stay out of melee if they can, but they won't risk the wrath of Udok by refusing to fight. If the characters kill all the hobgoblins, the goblins beg for their lives.

Udok, Male Hobgoblin Leader: HD 3+2; HP 22; AC 4[15]; Atk heavy mace (1d8+1) or short bow (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** None.

Possessions: Chain mail, shield, heavy mace, shortbow, 20 arrows, *potion of berserking* (+2 to hit for 2d6 turns), *potion of cure serious wounds*, key ring with 3 keys, 42 gp, 54 sp, 231 cp.

Personality: Udok believes in orderliness with an almost religious fervor. He demands the strictest obedience from his underlings, not out of a desire for power, but out of a belief that a chain of command is the ultimate sign of power. He is one of Kolumsh's strongest and most dedicated followers, and his loyalty is unquestioned.

As soon as Udok becomes aware of the characters, he takes his *potion of berserking* if possible before moving into melee. He believes a true hobgoblin fights only those opponents worthy of battle, so he shuns spellcasters in favor of fighters, and directs the other hobgoblins to distract the spellcasters. If he is reduced to fewer than 10 hp, he uses his *potion of cure serious wounds* on himself. He refuses to either give or receive quarter unless Kolumsh orders him to.

Treasure: The hobgoblin warriors' footlockers are locked but not trapped. The characters can collect the following treasures from the lockers:

Table 8–2: Hobgoblin Treasures

Footlocker	Treasure
1	jeweled dagger (240gp), 14 gp, 3 sp, 21 cp
2	scroll of <i>magic missile</i> , 19 gp
3	ornate shield, 6 gp, 100 sp, 99 cp
4	20 ft. length of chain, 5 iron spikes, 78 sp
5	thieves' tools, <i>potion of healing</i> , 14 gp, 6 sp
6	scroll of <i>magic mouth</i> , 90 sp, 4 cp
7	<i>potion of darkvision</i> , 69 cp
8	<i>potion of flying</i> , 9 gp, 12 sp

The three chests closest to Udok's bed are also locked, and these are trapped. Anyone who attempts to open one of the chests without the correct key sets off its trap.

The trap releases gas that inflicts 1d4 hit points of damage to anyone who fails a saving throw in the vicinity (about 20x20ft).

Chest A: Breastplate, +1 shield, dagger

Chest B: Spyglass wrapped in a bolt of blue cotton cloth

Chest C: 5 two-pound gold bars (100 gp each), 20 two-pound silver bars (10 gp each), 100 two-pound copper bars (1 gp each)

69. 4 Scorpion Road

This large cave smells of damp earth, moldy hay and dung. A crude fence made of logs separates the northern and southern halves of the room. The northern side contains pegs holding shovels, pitchforks, and other tools, and individual piles of straw covered in thin blankets cover the floor. The fenced-in area is filled with cattle, and the

room echoes from the noise. Dozens of the creatures stand in close proximity to each other. The animals are in poor condition, thin and malnourished.

A dozen goblins live here to protect and care for the animals.

12 Goblins: HD 1d6hp; HP 3 each; AC 6[13]; Atk 1 short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

The goblins know Kolumsh will kill them if their farm is damaged, so they attack without hesitation. They do not go to the aid of others outside the room, since they are forbidden from leaving this cave without permission.

Treasure: These goblins are very poor compared to goblins from other tribes, but each keeps a small pile of treasure in his or her personal sleeping area. The characters can collect a total of 15 sp and 23 cp. The back half of the room holds thirty-seven cattle. If the characters wish to move the animals, this is possible, but noisy. The cattle can be sold for 6 gp each.

70. 3 Scorpion Road

This large cave smells of damp earth and the room is filled with mushrooms of different varieties. A pile of shovels, hoes, and other tools stand next to crates and barrels in the corner. Around the edges of the room, individual piles of straw covered in thin blankets seem to indicate the room also doubles as living quarters.

Twelve goblins farm and live in this cave, which provides some of the food the Gutswine tribe lives on. The barrels and crates contain dried mushrooms.

12 Goblins: HD 1d6hp; HP 3 each; AC 6[13]; Atk 1 short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

The goblins know Kolumsh will kill them if their farm is damaged, so they attack without hesitation. They do not go to the aid of others outside the room, since they are forbidden from leaving this cave without permission.

Treasure: These goblins are very poor compared to goblins of other tribes, but each keeps a small pile of treasure in his or her personal sleeping area. The characters can collect a total of 14 sp and 36 cp. One of the goblins has hidden a *potion* within a barrel of dried mushrooms, which when imbibed adds toughness to the drinker's skin, improving armor class by 2 points for 3d6 turns. There are 12 uses of mushrooms present.

71. Tunnel To The Surface

This five-foot wide tunnel of dirt and rock ascends gradually for a half mile before it opens to the surface. The tunnel is crude and the footing treacherous. Anyone attempting to run or charge through it must make a saving throw. Failure by 5 or more means the character falls prone 1d6 x 5 feet from the starting point of the run, halting all movement.

Four hobgoblin fighters from Area 68 guard this tunnel, which is also guarded on the surface. See Chapter 9 for details on the Silverblossom tree village and its surroundings.

4 Hobgoblins: HD 1+1; HP 8, 6, 6, 5; AC 5[14]; Atk 1 longsword (1d8) or longbow (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** None.

Tactics: Since this is the Gutswine tribe's only exit from the dungeon, these hobgoblins take guarding it very seriously. One stands twenty feet into the tunnel, and if combat breaks out, heads toward the surface to warn the druids. It takes him four minutes to reach the surface. The other three stand in front and to the sides of the entrance and try to prevent anyone from passing. These guards do not assist any others in combat unless ordered to by Kolumsh.

72. 6 Scorpion Road

A twenty-foot block of stone rises to the ceiling in the center of the room. The marble bricks set into the wall are veined with different colors of minerals, and the runes carved into the stone seem to tell

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a story. Anyone who reads dwarf can puzzle out the story of a lost underground pirate ship believed to hold great treasure, taken from the stronghold of dark, subterranean elves. Whether the story is simply a children's tale or an account of a historical event, the ending leaves the reader to wonder if this famous treasure still sits at the bottom of the underground lake.

Five blemished and overstuffed chairs face each other just inside the westernmost entrance, stacks of water-stained books resting on three of them. Dozens of skulls from various creatures both humanoid and other hang from ropes on the ceiling. Many of the skulls hang low enough to obstruct the vision of human-sized creatures. Enemies are partially concealed against human-sized combatants who are not prone or kneeling. A four-poster bed rests against the south wall, hidden behind the center post, and a chest has been pushed beneath it.

Four different secret doors lead to small rooms that served the Broken Hammer clan as storage for their weapons and valuable artifacts. Arthra, the hobgoblin necromancer who lives here, uses one of the secret rooms (72a) to keep her favorite "pet," a goblin wight she created from a scroll she found.

Area 72b stands open and empty, though the glittering dust on the floor leads one to believe gold or gems might have once been stored here.

Treasure: Inside Area 72c is an armory of ranged weapons and ammunition. characters can find 10 slings, 200 sling bullets, 5 heavy crossbows, 5 light crossbows, 200 bolts, 4 longbows, and 100 arrows. All weapons are sized for small creatures such as goblins, gnomes, etc.

Area 72d is locked and trapped. Anyone attempting to unlock the door without the key (which is long gone) sets off the trap, which is a poison needle; each round for 1d6 rounds, a poisoned character must make a saving throw or suffer 1d6 points of damage.

Inside the room is a single chest. The chest contains a *cloak of protection* +1, 20 gp, 550 gp, 3,000 sp and 5,000 cp.

Arthra, Female Hobgoblin Death-Shaman: HD 2+1; HP 12; AC 5[14]; Atk 1 morningstar (1d8); Move 9; Save 14; AL C; CL/XP 4/120; Special: Spells.

Spells: First Level: *charm person*, *cure light wounds* x2; Second Level: *hold person*

Possessions: Morningstar, scroll of *fear*, scroll of *cure light wounds*, scroll of *hold person*, scroll of *animate dead*, spellbook (Charm Person, Light, Sleep).

Personality: Arthra is articulate and wise for a hobgoblin, but she rarely wastes her time trying to communicate with those she considers lesser beings (almost everyone). She enjoys reading and speaks multiple languages fluently. She has a fascination with death that makes even Kolumsh uncomfortable, since it usually involves very thorough examinations of bodies, sometimes before they have completely died. Her lifelong goal is to become a powerful lich and rule all of goblinkind, though she has surprisingly little ambition to rule as long as she still lives. Arthra stands out from other Gutswine tribe members by the sedate colors she wears, usually plain linens or light blue silks.

Thack, Goblin Wight: HD 1; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 3/60; Special: 50% chance to drain 1 level with hit, hit only by magic or silver weapons.

Tactics: The wight attacks the first living creature it sees, with the exception of Arthra. It focuses on a single creature, intending to kill it and create another wight. It is single-minded and does not make any attempts at tactics, including provoking attacks of opportunity in its quest to kill something.

Treasure: The chest beneath Arthra's bed is not locked and contains only clothes and personal effects. The only object of value the characters can find is a masterwork lyre beneath the clothes.

73. 5 Scorpion Road

This large room is supported by four ten-foot square columns decorated with the heads of different humanoids. The center of the



room is dominated by a canopy bed covered in thick quilts, and three wardrobes of different styles. A long wooden table and four mismatched chairs stand in the southwest corner and four sofas are scattered about.

This room was once a storage area for food and water, but Kolumsh claimed it for himself and his wives when his tribe moved in. Kolumsh's two wives, Neluth and Maura, are non-combatant bugbears.

Kolumsh, Male Bugbear Shaman: HD 4+1; HP 33; AC 4[15]; Atk +1 morningstar (1d8+2); Move 9; Save 13; AL C; CL/XP 6/400; Special: Surprise opponents, 50% chance.

Spells: First Level: *charm person*, *cure light wounds*, *sleep*; Second Level: *hold person*, *web*

Possessions: +1 morningstar, *cloak of protection* +1, *potion of strength*, pair of gold ear cuffs (25 gp for the pair), 12 pp, 87 gp, 43 sp.

Personality: Kolumsh always speaks of himself in the third person and has never been known to show even the slightest bit of fear or self-doubt. He believes he was chosen by his god to unite all the goblinoid clans, because of a vision he had in his youth (though in truth it was a hallucination brought on by bad mushrooms). He began gathering followers, and when his sorcerer powers exerted themselves soon after, he converted some to his beliefs. After numerous defeats at the hands of stronger tribes, many of Kolumsh's followers deserted him. Determined, he started anew, using his magic to "prove" to the others that his is a gods-given right to rule.

Kolumsh knows his tribe would turn on him if he tried to surrender, so he fights to the death.

Elfgutter (Kolumsh's toad familiar): HP6, AC 9[10].

Kolumsh loses 5hp if the toad dies.

Personality: Elfgutter is a horned toad whose taciturn nature matches his features. He usually spends his time sitting on Kolumsh's shoulder, and he is content with his master. He's been known to go off for days if Kolumsh asks too much of

CHAPTER 7: BROKEN HAMMER DUNGEON LEVEL 3

him, only returning once he feels the bugbear is sufficiently contrite, or he's hungry.

Neluth and Maura, Bugbears (2): HD 3+1; HP 15, 14; AC 5[14]; Atk 1 bite (1d4+1); Move 9; Save 14; AL C; CL/XP 3/60; **Special: Surprise opponents, 50% chance.**

Tactics: The two females are non-combatants and try to escape if combat breaks out. They have no armor or weapons.

Treasure: The wardrobes contain treasures Kolumsh has collected from his enemies. Most of the contents of the furniture are worthless to anyone else: bones, scalps and broken weapons make up the majority of the "treasures." In addition, characters can find a short sword, a set of thieves' tools, a gem worth 200gp, and a disguise kit.

74. Collapsed Tunnel

Rubble from the ceiling covers this section of the tunnel. A goblin's bones lie in the heap, crushed by the heavy stones piled atop it. Anyone with darkvision can see that a tunnel exists beyond the rubble, though reaching it would require quite a bit of excavation.

Removing the rubble requires at least eighty man-hours of work.

Chapter 8:

Silverblossom Tree Village — Ground Level

Once the home of the Silverblossom elves, this village has been abandoned for a thousand years. The elves lived in harmony with nature, caring for the ground beneath them and nurturing the trees that held their homes. Their elevated position gave them an advantage against the orcs and goblins who occasionally raided the area, and they spent centuries without any serious threats to their way of life.

When a series of violent murders ran through the village, the elves used all their magic to uncover the responsible party. All their magics pointed to Faelthorn Shurn, a master leatherworker. Faelthorn had a reputation as a gentle elf, patient with children and always willing to lend a hand. He protested the charge, but the elves believed their spells and ordered Faelthorn's death by hanging.

He was hanged on a moonlit night, still protesting his innocence. His anger and despair with the unjust accusation turned him into a foul undead creature known as a hanged man, and he roamed the ground attacking any living being he could, always managing to avoid the archers in the village above him.

In truth, the murders were the work of another, a fey creature known as an insanity witch. Her power grew with each murder, and the killers knew nothing of their actions.

When the deaths continued and then grew more frequent after Faelthorn's death, the Silverblossom elves despaired and considered abandoning their home. Only when an elf maiden caught a glimpse of the insanity witch just before another villager was murdered were the elves able to piece together the truth.

Weeks passed and the fey creature eluded everyone sent to kill her. More murders occurred. Friends and family members turned on one another. Suspicions ran high and everyone was on edge. Still, the insanity witch lived, until the leaders of the village gathered the remaining elves and insisted they needed to leave. Sadly, the rest agreed and they gathered a few possessions and slipped out before the next nightfall.

Without the fear and paranoia she needed to feed, the insanity witch slipped into hibernation to await the next time a group moved into the village.

Silverblossom Tree Village Today

The Druidic Order of Talanis is ancient, and knowledge of the location of the Silverblossom tree village has been passed down through the centuries. When the druids were kicked out of the Three Points Forest, they headed for the village to nurse their anger and resentment. They discovered that the hanged man, Faelthorn, still wandered the village grounds, but instead of destroying the undead abomination, they left him alone to guard against attackers.

The Talanis druids made many plans for revenge against the Three Points, each discarded as impractical, until they discovered the tunnel that led to the Broken Hammer dungeon and the goblinoids living within. They negotiated with the leaders of the three clans, promising great wealth and power in exchange for their help.

In the meantime, the insanity witch, Jalyn, who terrorized the elves

centuries before has recently re-awakened and begun her reign of terror with the druids. Three druids have died at the hands of their companions so far, and tensions are starting to rise as they seek to learn the cause of these mysterious deaths.

Features of the Silverblossom Tree Village — Ground Level

Ancient magic still protects the Silverblossom tree village, making it nearly impossible to find. Characters who approach within a quarter mile of the village by land veer around it, unaware they are even doing so. To stumble upon the village by accident is not impossible, but a character must succeed at a saving throw to overcome the magic. If even one member of a group can overcome the magic, the others are able to follow, but they have a general feeling of unease, as if they're heading toward danger. This feeling of unease disappears once a person enters the village clearing. Those who know of the existence of the village make the saving throw at +2. The magic only affects overland travel.

The clearing in which the tree village resides extends for nearly half a mile east to west and a third of a mile north to south. With few exceptions, the ground is barren of any trees too small to hold a building. The druids have also started to keep the grass cut to prevent enemies from sneaking up on them.

On the eastern edge of the clearing is a cluster of small abandoned houses that belonged to a group of halflings who lived there for a time. Only Faelthorn, the hanged man, still walks those grounds. On the southwest side of the clearing stands a large pond covered in water lilies the elves and now the druids use for a water purifying system. A few small trees are scattered around the clearing, but the most notable aspects are the massive trees in which the village was built.

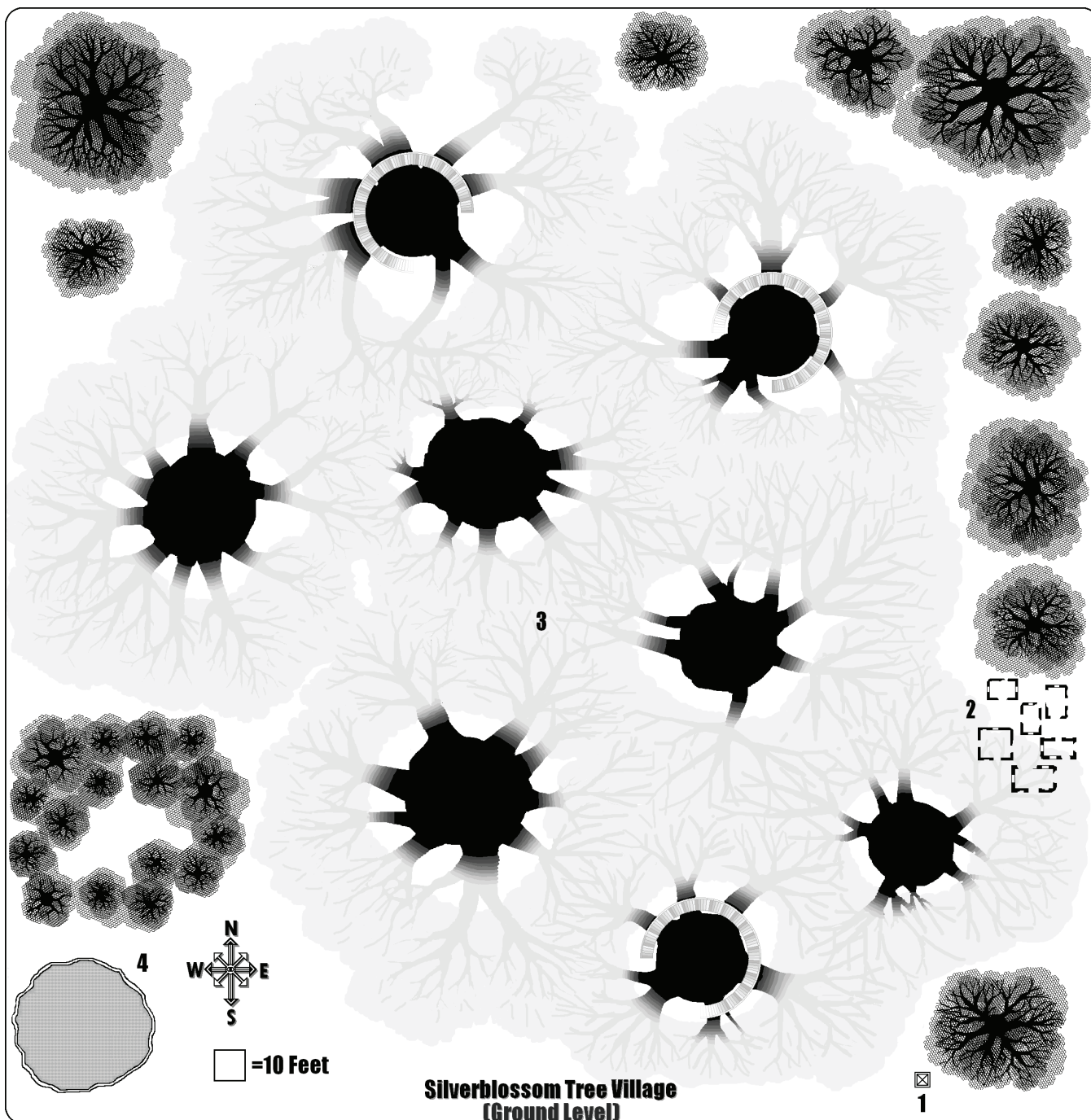
Strangely, no other trees around are as big as the ones here, leading some to suspect magic might have been involved in their growth. The smallest are fifty feet in diameter at the base, and the largest are nearly one hundred feet. The village is one hundred feet up and can be reached by stairs which circle three of the trees. At one time an elaborate lift system was also used to carry furniture, goods, and other large bulky items, but the mechanisms have since rotted or rusted and the Talanis druids have not bothered to repair them.

Area Descriptions

1. Tunnel Exit

The narrow opening is barely wide enough for a human-size creature to squeeze through, but it soon opens to a five-foot wide tunnel of dirt and rock that descends gradually for a half mile before it evens out and opens to the Scorpion Road (Chapter 8, Area 66). The tunnel is crude and the footing treacherous. Anyone attempting to run or charge through it must make a saving throw. Failure by 5 or





more means the character falls prone 1d6 x 5 feet from the starting spot, halting all movement.

Two druids guard the tunnel at the exit point. The tunnel is also guarded at the other end (Chapter 8, Area 71).

Druids (Drd3): HD 3; HP 12, 9; AC 6[13]; Atk sickle (1d6); Move 12; Save 13; AL N; CL/XP 4/120; Special: +2 save vs. fire, druid abilities (First Mysteries), spells.

Spells (3/1): First level: *detect magic*, *faerie fire*, *predict weather*, Second Level: *heat metal*.

Possessions: Leather armor, wooden shield, sickle, *potion of healing*, 4d6 gp, 4d12 sp, 4d12 cp.

2 Wolves: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

These wolves know the following commands: attack, come, defend, down, guard, heel, stay, track.

2. Deserted Huts

Six tiny huts lie in a haphazard pattern on the eastern edge of the clearing. The huts appear to have been hastily constructed, but they have obviously been deserted for a long time. The roofs have fallen in and most of the walls have collapsed, and no furniture or clothes or other signs of habitation remain.

A group of halflings discovered this tree village long after the elves left it and decided to move in once the rest of their people arrived. They built the huts while they waited, but soon after Faethorn wandered over from the west side of the clearing and attacked the halflings. They abandoned the village and their belongings.

Faethorn stays in the vicinity of the ruined halfling village now, wandering aimlessly among the buildings and attacking anything who comes near. He never leaves the village unless someone gets too close to the buildings, but he attacks anyone who comes within fifty feet of the huts and never stops following them until they are dead.

Faethorn, Hanged Man: HD 5; AC 4[15]; Atk 1 rope (drag)

CHAPTER 8: SILVERBLOSSOM TREE VILLAGE - GROUND LEVEL

and 1 claw (1d4+1); Move 6; Save 12; AL C; CL/XP 6/400;

Special: Drags victims close for double attack.

See the New Monster Appendix for a full description of the Hanged Man.

3. Tree Village

The tree village lies in the center of the clearing. Eight trees provide the basis for the small buildings one hundred feet in the air. Stairs built around them provide access to the village at three different points, and rope bridges connect the buildings.

The three sets of stairs are guarded by fighters of the druidic religion. Each stairway has two guards keeping watch at the top.

Stairway Guards (Ftr3): HD3; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Save 14; Move 6; AL N; CL/XP 3/60.

Possessions: Chainmail, wooden shield, 40 arrows, potion of healing, horn, key to footlocker (see Chapter 10, Area 7a), 1d6 pp, 3d12 gp.

As soon as the characters are spotted, one guard retrieves his horn and sounds the alert. The Talanis druids do not join the battle unless the horn is sounded a second time, though they cannot be surprised by the characters if the horn has been sounded. The other two pairs of guards arrive ten rounds after the horn has been blown. See Chapter 10 for details on fighting on the bridges and balconies of the tree village.

4. Pond

The pond is covered in water lilies which work to purify waste water. Pipes beneath the ground deposit wastewater into the pond, where the water lilies purify the water, which is then returned to the tree village through more pipes. Just north of the pond is a small grove of trees. The grove, perhaps two hundred feet in diameter, seems strangely forbidding to any characters approaching it.

This is the grove where Jalyn lived when she was terrorizing the Silverblossom elves and where she returned to hibernate once the elves left. Hidden beneath the fallen leaves is a narrow hole that opens to a four-feet tall, ten-foot diameter cave. The hole is only wide enough for a small creature to enter without squeezing. The bottom of the cave is covered in a thick layer of fresh leaves, and a small pile of treasure glitters in one corner.

Jalyn, Insanity Witch: HD 2; AC 4[15]; Atk 2 claws (1d2) or short bow (1d6); Move 12; Save 16; AL C; CL/XP 5/240;

Special: Madness gaze, magic powers.

See the New Monster Appendix for details on this creature.

Treasure: Jalyn enjoys taking a small token from each of her victims, usually something shiny. Since she hasn't killed in centuries, the treasures she has are very old. The characters can collect a set of five matching pewter rings shaped into snakes biting their tails. The rings are worth 150 gp each, or 1,000 gp as a set. An elf in the party, or a sage, might identify the rings as having once belonged to an ancient elven king, Elderis Thadell, who historians believe went mad and slaughtered his entire family before finally committing suicide by drinking poison. The rings are at least two millennia old. Characters can also find a gold and silver bracelet (200 gp), a short sword with a large ruby set into the pommel (450 gp), and a collection of loose gold coins from various ages (352 gp).

Chapter 9:

Silverblossom

Tree Village

Features of the Silverblossom Tree Village

The buildings are located one hundred feet into the trees and are built around the limbs, so many of the rooms have branches that snake through the floors, walls, and roofs. All of the buildings are made with naturally fallen logs and many of the cornices and railings are carved to resemble forest animals and fey folk. Three-foot wide balconies surround many of the buildings, and rope bridges of a similar width provide access between trees. Each building is named after an animal, indicated by plaques above the doorways.

All ceilings are seven feet high. Unless otherwise indicated, all doors are unlocked simple wooden doors. Instead of windows, numerous six-inch portholes near the roofs provide fresh air to the occupants of the buildings.

Combat on the rope bridges is a treacherous affair. Anyone who takes damage, or who attempts to run or charge, risks losing his footing and falling over the edge. Characters who run or take damage on the bridges must succeed at a saving throw, or the swaying of the bridge may cause them to fall flat. A character who misses the save by 5 or more must make a second saving throw to avoid falling to the ground, taking 10d6 points of falling damage.

The balconies are sturdier than the bridges, but all fighting on the balconies is with a -1 penalty to hit.

Stairway Guards (Ftr3): HD3; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Save 14; Move 6; AL N; CL/XP 3/60.

Possessions: Chainmail, wooden shield, 40 arrows, *potion of healing*, horn, key to footlocker (see Chapter 10, Area 7a), 1d6 gp, 3d12 gp.

Building Descriptions

I. The Hawk

This redwood tree is the home of Teska Treedaughter, a halfling druid who would prefer the Order of Talanis make peace with the Three Points towns. Stairs wrap around the base of the tree to a platform outside of the home.

1a. Storage Room

Stacks of crates and barrels line the walls of this room. Neatly folded linens rest on shelves, and a string of garlic hangs from a hook near the door.

This room holds most of the spare supplies for the Order of Talanis. The crates contain bags of salt and flour, fresh vegetables, and goods for the repair of clothes, armor and weapons.

Treasure: The value of all the goods is 200 gp but the contents of the room weighs a total of 300 pounds.

1b. Sitting Room

Three large burlap bags stuffed with beans and covered with wool blankets serve as chairs in this sitting room. A pile of books and a small potted plant is stacked next to one of the bag chairs, and a bowl of fruits, nuts, and berries sits beside another.

Teska Treedaughter prefers to spend her time here, reading, studying plants or enjoying the company of her dire badger animal companion, Ollath. A successful DC 20 Knowledge (nature) check identifies the plant beside the chair as an Ellerion's Heart, a rare edible plant not normally found in the area.

Teska Treedaughter, Female Druid (Drd4): HD4; HP 14; AC 5[14]; Atk 1 sickle (1d6); Save 12; Move 12; AL N; CL/XP 5/240. **Spells (3/1/1):** First Level: *detect magic*, *detect snares & pits*, *faerie fire*; Second Level: *heat metal*; Third Level: *plant growth*. **Possessions:** Leather armor, wooden shield, sickle, 3 daggers, *cloak of protection +1* (included in stats above), *potion of fly*, *scroll of insect plague*, bag of 5 square-cut sapphires (15 gp each).

Personality: Teska is one of the few druids who does not want to punish the townsfolk of the Three Points for their misdeeds and as such, she isn't very popular with Esira or her followers. She believes the tree village in which they currently reside is an excellent home for them, and she would prefer the Order of Talanis concentrate on the flora and fauna of this forest instead of trying to punish wrongdoers.

If given the opportunity, Teska tries to speak with the characters, asking them to try to resolve the issue without bloodshed if possible. She is loyal to her Order, but she believes they have been led astray by thoughts of persecution. If asked, she tells the characters the reason behind the attacks, and explains that she thinks a persuasive speaker might be able to convince Esira to give up thoughts of revenge, especially if the goblin tribes are destroyed. If the characters agree to help, she offers to escort them to Esira.

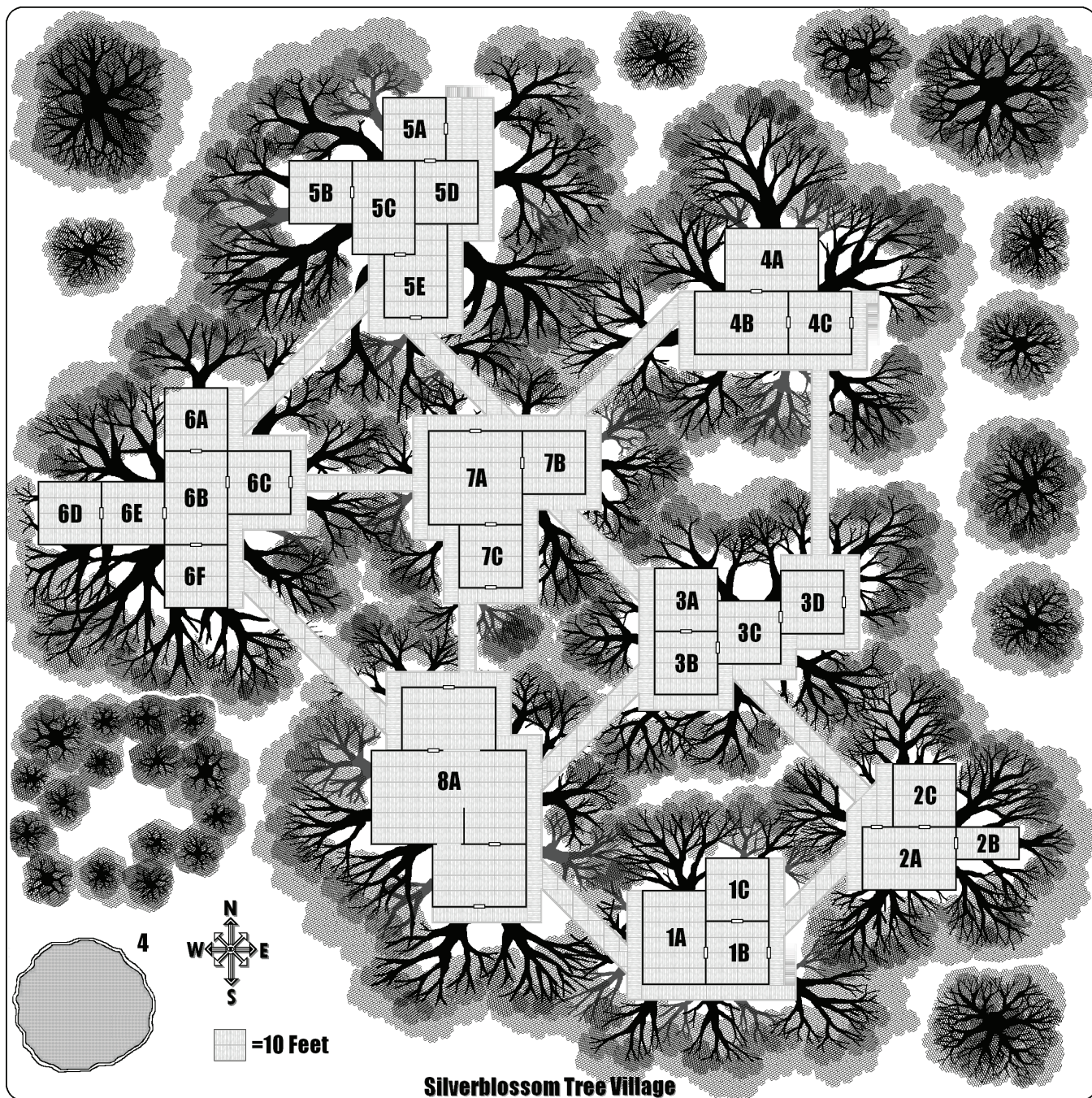
Teska is accompanied by a giant badger named Ollath, who will protect her and can follow basic orders.

Ollath, Giant Badger: HD 3; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; **Special:** None.

Treasure: The potted plant is worth 75 gp, though only someone who can identify it would know that (elves have a 25% chance, rangers a 25% chance, and druids a 100% chance if second level or higher). The six books on the floor all cover various nature topics and are worth 1d10 gp each.

1c. Teska's Bedroom

Two narrow beds and a single footlocker are the only furnishings in this bedroom. One of the beds is covered in a beautiful quilt, while the other has only a bearskin draped across it. Along the walls are



Silverblossom Tree Village

beautiful wooden masks carved into animal shapes.

Teska rarely spends much time in her bedroom, so the austere surroundings do not bother her. The footlocker is unlocked and contains only a few changes of clothes.

Treasure: The twenty masks hanging on the walls are the works of the dwarven carver, Skaldin Gor, and are worth 15 gp each, or 350 gp for the entire set.

2. The Wolf

This maple tree is smaller than most of the others, though still larger than would be expected for its species. The tree is home to a large hive of velvet ants, a form of wasp.

2a. Storage Room

Bolts of cloth in a motley of colors are stacked along one wall, and rows of shelves hold bottles, jars and vials. Crates and barrels line the other walls. A few velvet ants crawl amongst the supplies, and

the sound of thousands of the creatures in the next room can be heard through the walls.

Treasure: Most of the cloth and goods in this room have rotted, but a thorough search of the area turns up a five pound gold statue in the shape of an open book on a stand. Embossed onto the open pages in an ancient form of Elven (25% chance for an elven speaker to decipher, with +1% per point of intelligence) is the phrase: "A wise elf takes nothing from the hands of man without giving in return, as humans are fickle and devious." The statue is worth 300 gp.

2b. Dilapidated Bedroom

The bed in this room lies broken, and mice have taken up residence in the mattress. A small wardrobe rests on its side, its doors broken off at the hinges, and a painting on the wall lies in ruins after apparently being used as a bird perch.

A search of the wardrobe turns up a mismatched pair of boots, a linen scarf, and a pair of cheap copper earrings.

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

2c. Velvet Ant Swarm

Barrels and crates are stacked in the corners of this room, but they are barely visible beneath the mass of crawling, swarming insects covering nearly every square inch of the area. A ring glints beneath an empty crate at the back of the room.

The ring is magical, though it's impossible to reach without irritating the velvet ant swarm. The barrels and crates contain rotting bolts of cloth, rope, and food stuffs long since turned to dust.

The ants in this room may swarm if they are irritated by several people moving around in the room or even a single person shoving the crates around. A single person can get into the room and remove the ring without irritating the swarm. Other means of avoiding the ants are also possible (flying in, for example).

The swarm cannot be killed. It can attack as many as two people at one time, and will hit automatically for 1d2 hit points of damage per round until the ants are cleared off. Even if a person leaves the room, it takes 1d6 rounds to brush the ants away thoroughly enough to stop the damage. If one or more other people help to brush off ants, subtract one from the number of required rounds.

Treasure: Lying on the floor on the far side of the room is a *ring of protection* +1.

The Fox

This oak tree is the home of the druids who guard the entrance to the goblinoid dungeons and their captain, Imrisial Moruskar, an eccentric druidess who believes herself to be a snake.

3a. Imrisial's Room

All the furniture in this room: bed, chest of drawers, sofa, desk, and table share a common theme: snakes have been carved into every square inch of wood. Small snakes adorn handles; large snakes adorn posts and feet. What seems to be almost a hundred real snakes also decorate the room, sleeping on the furniture, even in the bed, draped across the unlit wall sconces, and slithering across the floor.

The real snakes are all very small and are non-venomous. Imrisial can usually be found in this room meditating, speaking with her pets, or eating. She rarely steps out, and she has little to do with the druids in Areas 3b and 3c, even though she is ostensibly in charge of them.

Imrisial Moruskar, Druidess (Drd4): HD4; HP 20; AC 5[14]; Atk 1 sickle (1d6); Save 12; Move 12; AL N; CL/XP 5/240; **Special:** immune to poison, spells.

Spells (3/1/1): First Level: *detect magic*, *detect snares & pits*, *faerie fire*; Second Level: *heat metal*; Third Level: *plant growth*
Possessions: Leather armor, wooden shield, sickle with paralysis poison, 5 javelins with paralysis poison, *potion of protection from arrows* (as per a *protection from normal missiles* spell), *potion of barkskin* (improves AC by 2 points), *potion of fly*, 2 pp, 35 gp, 183 sp.

Imrisial is immune to poison for unknown reasons, and is thus able to use natural poisons on her weapons without hurting herself. Anyone hit by her sickle or javelins must make a saving throw at -2 or be paralyzed for 1d6 turns.

Personality: Imrisial came from a barbarian tribe, but she prefers to pretend that part of her life no longer exists. She now believes herself to be the reincarnation of a snake and is quite frustrated with her inability to shapechange into that creature. She always wears clothes that match the patterns of different snake species and her jewelry is fashioned from the bones of dead snakes she finds in her trips through the forest. Most of the druids find her eccentricities disturbing, especially her need to consume live mice and her habit of speaking with a hiss. If Imrisial is unaware of the characters, she is meditating on her bed (unless the alarm horn has been sounded). She wears her armor, but she does not have her shield or weapons. If aware, she is fully armed and armored, and as soon as she hears the characters nearby, she will drink her *protection from arrows* and *barkskin* potions. Imrisial has a trained and highly

intelligent giant viper that is her familiar/pet, and it will follow simple commands.

Vangorth, Giant Viper: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; AL N; CL/XP 6/400; **Special:** *poison causes convulsions for 1d6 turns and deals 1d6 points of damage if saving throw is failed.*

Treasure: The chest of drawers holds a golden sickle (200gp) and a box of dried rare plants that are worth 50gp to an alchemist or herbalist. Hidden in a secret chamber is also a *pearl of spells* that allows the owner to cast a first level spell once per day. The spell must be cast into the pearl beforehand. The pearl is usable by a magic-user or cleric only.

3b. Druid Guards' Bedroom

Three beds rest against the walls of this room, with footlockers at the head of each. A makeshift dartboard on the south wall holds a half dozen darts and hangs next to a framed slate used to keep track of the scores.

Some of the druids who guard the hole leading to the goblin dungeons live here. At the moment, only two druids and their wolf companions are here, and they are currently resting in their beds.

2 Druid Guardians (Drd3): HD 3; HP 12, 9; AC 6[13]; Atk sickle (1d6); Move 12; Save 13; AL N; CL/XP 4/120; **Special:** +2 save vs. fire, druid abilities (First Mysteries), spells.
Spells (3/1): First level: *detect magic*, *faerie fire*, *predict weather*; Second Level: *heat metal*.

Possessions: Leather armor, wooden shield, sickle, *potion of healing*, 4d6 gp, 4d12 sp, 4d12 cp.

2 Wolves: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** None.

Tactics: The druids are wearing their armor but do not have their shields or their weapons at hand unless three rounds have past since combat began in Area 3c.

3c. Druid Guards' Bedroom

Three beds rest against the walls of this room, with footlockers at the head of each. A table in the center of the room holds several decks of playing cards and an equal number of small stacks of copper coins.

Some of the druids who guard the hole leading to the goblin dungeons live here. At the moment, only two druids and their wolf companions are here, and they are currently resting in their beds.

2 Druid Guardians (Drd3): HD 3; HP 12, 9; AC 6[13]; Atk sickle (1d6); Move 12; Save 13; AL N; CL/XP 4/120; **Special:** +2 save vs. fire, druid abilities (First Mysteries), spells.
Spells (3/1): First level: *detect magic*, *faerie fire*, *entangle*; Second Level: *charm person or mammals*.

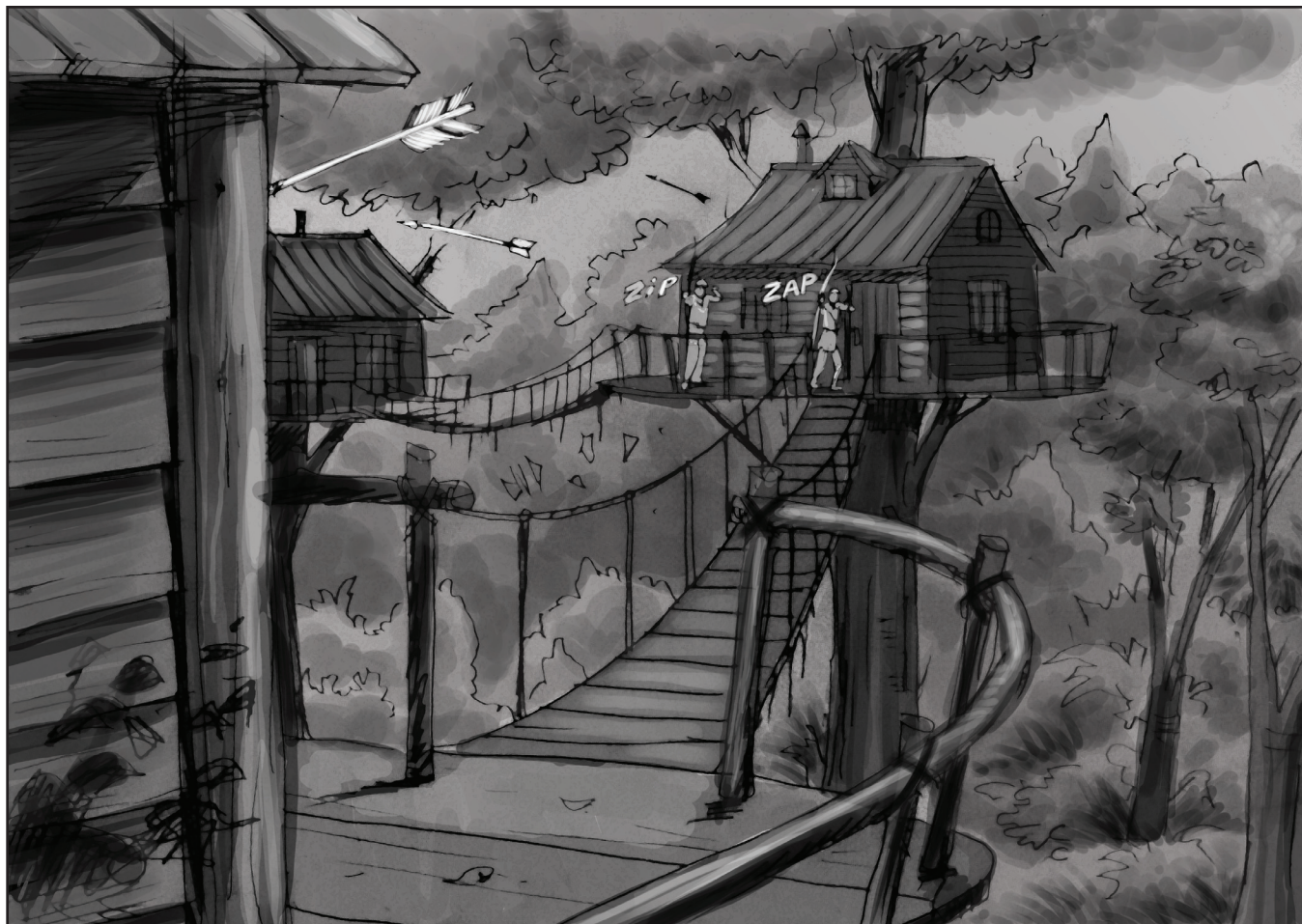
Possessions: Leather armor, wooden shield, sickle, *potion of healing*, 4d6 gp, 4d12 sp, 4d12 cp.

2 Wolves: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** None.

3d. Kitchen

Six stools are stacked on a large round table made of a single slice of a tree that fills most of the room, making it difficult to move around. A countertop on the west wall is stacked with dirty dishes, piles of vegetables, a hardened loaf of bread, and a cage of ten field mice. A light heat comes off the porcelain tiles surrounding the wood stove.

Only a three foot wide gap exists around the table, so characters of human size must move at half speed through the area, and cannot run or charge.



4. The Bat

This oversized hickory tree is the home to only one person, a halfling nature-priest named Rildar Vene, whose work in trying to find cheap forms of resurrection makes him very popular with the Order's leader. Rildar worships the halflings' god of nature, and is not a druid (nor, technically, a cleric). Stairs wrap around the base of the tree to a platform outside the home.

4a. Rildar Vene's Bedroom

The most notable aspect of this room is the ivy growing along the ceiling, all four walls and starting to creep along the floor. It is obvious the ivy has been carefully cultivated and the effect resembles being inside a giant plant. A woven mat lies in the center of the room next to a low table. A bowl that looks to have been made from a piece of driftwood sits on the table next to a stack of parchments and an open book that shows drawings of different plants.

Most of the parchments are notes on different plants and animals, but one is a response from Esira regarding the order's plans to set the goblinoid tribes on the Three Points. The letter is written in the halfling language.

Rildar,

I've decided your plan will work well. I've already sent Berian to communicate with the one called Kolumsh. He controls the third level. I'm sure we'll be able to convince all three tribes of the benefits of this plan. The Three Points will learn a harsh lesson.

In nature's defense,

Esira

Rildar Vene, Halfling Male (Clr5): HD 5, HP 22, AC 6[13], Atk short sword (1d6), Save 11; Move 12; CL/XP 6/400. **Spells:** First Level: *cure light wounds* x2; Second Level: *bless, hold person*;

Third Level: *locate object*

Possessions: Leather armor, shield, short sword, scroll of *remove disease*, scroll of *speak with plants*, scroll of *charm animal*, scroll of *neutralize poison*, 61 gp, 95 sp.

Personality: Rildar Vene doesn't like to think of himself as a fanatic, but his zealotry about nature rivals Esira's. The only reason he became a nature priest was because he wanted to be able to resurrect animals killed by cruel and thoughtless people. After learning of the prohibitive cost of such spells, he became obsessed with researching cheaper methods of casting resurrection spells. When the leaders of the Three Points had the Order of Talanis thrown out of the forest, it was Rildar who convinced Esira to contact the goblinoid tribes and organize raids against the three towns. The halfling is sixty years old, with black hair peppered with gray. He is short even for one of his race at just under three feet tall.

Treasure: Rildar has very few valuables and most he keeps on him. The book on the table is titled, *The Encyclopedia of Flowerage*, by Wylenna Mestlos. The book is worth 100 gp.

4b. Kitchen

Someone has set empty crates, barrels, and stacks of wood on and around the wood stove in this kitchen, and a scratching sound behind the stove door would indicate a family of mice has set up home inside. The only food in the room seems to be a small pile of tubers and greens and a bottle of wine on a countertop.

Rildar doesn't use his kitchen much, and one of the druids from Areas 3b or 3c usually brings him food.

4c. Laboratory

The first thing someone notices upon entering this room is the odor of dead animals emanating from a table near the western door. A group of dead forest animals—a squirrel, two rabbits, and a field

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

mouse—lie rotting on the table. Another table holds alchemical equipment and a dead squirrel that appears to be smeared in black oil and covered in gem dust. Shelves hold books, pots, and jars filled with herbs and chemicals.

Rildar Vene has spent decades looking for a way to cheaply bring creatures back to life. So far he hasn't come close to succeeding, but he continues his efforts with a feverish intensity.

5. The Snake

This redwood tree is one of the largest most people will ever see, easily spanning almost one hundred feet in diameter. The tree's five rooms are the homes of the Order's four acolytes and their guardian, a half-elf named Berian. Stairs wrap around the base of the tree to a platform outside the building.

5a. Living Room

A broken sofa stands upright against one wall of this living room. All but one of the four chairs are covered in draped clothes, books and sheets of parchment. Another pile of clothes sits next to a basket of sewing supplies.

The clothes, unadorned and made of common materials, are all in various states of cleanliness and are worthless.

Treasure: The ten books in the room all discuss subjects related to various types of plants and are worth 2d6 gp each. Most of the parchments contain notes from the books, but one of the parchments is a druidic scroll of *passplant*.

5b. Collapsed Room

From the doorway, the flooring in here appears rotten and unstable. A closed and padlocked chest against the wall on the western side seems on the verge of falling through the floor. Any weight greater than thirty pounds causes the floor to collapse and send everything in the room plummeting a hundred feet to the ground. Only a section of flooring nearest the walls about one foot in width is safe to walk on. Anyone attempting to walk around the edge of the room must still make a saving throw to avoid stepping onto an unsafe section of the floor. Failure by 5 or more means the character's foot breaks through the flooring, and he must make a second saving throw to avoid falling through and taking 10d6 points of falling damage. If someone falls through the floor, everyone within five feet of the character must make a saving throw or meet the same fate.

The chest is large enough that any attempts to move it without first securing it will cause it to break through the floor, which anyone within five feet of it can see. Ropes can be attached to the carry rings on either side of the chest, and it must be moved out of the room before it can be opened, since it sits firmly against the wall.

Treasure: The padlock is rusted shut, but it can be broken. Inside the chest are a stack of ten books, a scroll case, a wooden box, and a cloth sack. Six of the books are empty journals; the others are titled *The Drover's Almanac*, *A Manual on the Adult Bronze Dragon*, *A Gazetteer of Dwarven Weapons*, and *A Treatise on Talismans and Charms of the Second Century*. Each of these books is worth 3d6 x 10 gp. The scroll case contains five divine scrolls: four of these are *cure light wounds*, but the fourth is a scroll of *restoration*. The wooden box holds three potions of *cure light wounds*. The sack contains an assortment of ancient coins: 75 gp, 240 sp, 2802 cp.

5c. Acolytes' Quarters

Six thick woven mats covered in blankets are stacked neatly in one corner of the room. A wood-burning stove set into the eastern wall gives off heat, and something bubbles in a pot on the stovetop. A counter next to the stove holds a neat pile of wooden plates, bowls, mugs and spoons, along with a tray of freshly-cut vegetables and bits of raw meat.

The insanity witch, Jalyn, has started enchanting the druids to kill their companions, and two of her first victims were acolytes. Anyone examining the mats notices a significant quantity of blood on the

bottom two.

The four remaining acolytes have the day off and are studying at the moment. Each is accompanied by a wolf.

4 Acolytes (Drd1): HD 1; HP 5, 4, 4, 3; AC 7[12]; Atk scimitar (1d8); Move 12; Save 15; AL N; CL/XP 2/30; Special: +2 save vs. fire, spells.

Spells (1): *faerie fire*

Possessions: Leather armor, scimitar, sling, 10 sling bullets, scroll of warp wood (50%) or obscuring mist (50%), 3d6 gp, 5d6 sp, 5d6 cp.

Wolves (4): HD 2+2; HP 10; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

5d. Berian's Bedroom

A thick featherbed messily covered in several quilts rests against the wall next to an iron-bound footlocker. A stack of parchment sheets are held down on the footlocker's lid by a black rock. A small desk near the door is covered in more parchment sheets, and an ink vial lies on its side on the desk, a trail of dried ink running down several of the pages to a pool on the floor. Someone tried to clean the mess with a piece of cloth and succeeded only in smearing the ink across the top of the desk.

Berian, Male Half-Elf (Drd4): HD4; HP 15; AC 5[14]; Atk 1 scimitar (1d8) or sling (1d4); Save 12; Move 12; AL N; CL/XP 5/240; Special: spells.

Spells (3/1/1): First Level: *entangle*, *purify water*, *faerie fire*; Second Level: *heat metal*; Third Level: *Poison*

Possessions: Leather armor, scimitar, sling, 10 sling bullets, scroll of *dispel magic*, scroll of *obscuring mist*, key to footlocker, 4 pp, 74 gp, 22 sp, 78 cp.

Personality: Esira put Berian in charge of the acolytes despite the half-elf's lack of experience and knowledge, because he once expressed the opinion that bear meat was tasty, not realizing the ancient druid was nearby. Esira thought to punish the flighty and absent-minded half-elf with the responsibility. As it turns out, while Berian is a terrible teacher, he rather enjoys the job, though his acolytes are less than pleased with his teaching style. Berian can rarely be bothered to clean up after himself, and even his wolf, Indi, often seems bothered by the general disarray and messiness of his quarters.

Indi, Wolf: HD 2+2; AC 7[12]; HP 12; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.

Treasure: The footlocker is locked and trapped. Anyone opening it without the key sets off the trap. Inside is a set of *pipes of the sewers* wrapped in a bolt of green cotton cloth, a viola and a lute.

Poisoned Dart Trap: Fires 1d6 darts, which attack as a 2HD monster. The darts are coated with a sleep poison; failing the saving throw not only means that the victim falls asleep for 2d6 turns, but a second saving throw must be made or the sleeping character dies at the end of the sleep.

5e. Classroom

Rows of potted plants sit in neat lines on shelves around this class room, and a lectern faces several narrow wooden stools, which surround the bones of an animal.

The animal bones are those of a black bear. Most of the plants of the shelves are used for healing remedies, while others are herbs commonly used for cooking and tea.

6. The Badger

This oak tree is the home of the Order of Talanis's leader, an elderly elven woman named Esira, and her private guards.

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

6a. Guard Room

A narrow bunk bed rests against the north wall, and footlockers stand in the corners. Stacked on a small table in the center of the room are wooden dishes and cutlery, and two stools are pushed beneath the table.

Two fanatic guards, druidic worshippers, share this room, though only one is here at a time. The other guard stands watch in Area 6c to protect against intruders.

Guard female human (Ftr3): HD3; HP 18; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Save 14; Move 6; AL N; CL/XP 3/60.

Possessions: Chainmail, wooden shield, 40 arrows, potion of healing, 1d6 pp, 3d12 gp.

If the guard has not already joined combat in one of the other rooms, she is lying in meditation on her bed. Her weapon is within reach, and she is fully armored. She tries to reach Esira if possible.

Treasure: The footlockers contain clothes, toiletries, and other items of no particular value, but in one of the footlockers the characters can find a bag of twelve wooden ornaments in the shapes of leaves, animals, and plants worth 10 gp each. The other footlocker contains a bag filled with a variety of semi-precious stones: 10 moss agates (4d4 gp each), 5 tiger eye turquoise (4d4 gp each), 5 citrines (2d4 x 10 gp each), and 2 silver pearls (4d4 x 10 gp each). The average total of all the gems is 600 gp. In addition, the characters can collect a total of 35 gp, 210 sp, and 610 cp.

6b. Living Room

Four overstuffed chairs, a fainting couch, three end tables and a bookshelf fill this crowded living room. Torches near the north and south doors lick flames up the walls, but the flames give off no heat.

When not meeting with the other Talanis druids, Esira can usually be found here, either sitting on the floor near Daonisdhe or reading on the fainting couch.

Esira, Druid Leader (Drd6): HD 6; HP 26; AC 3[16]; Atk 1 sickle (1d6); Save 10; Move 12; AL N; CL/XP 7/600; Special: shape-shift, spells.

Spells (3/2/2): First Level: *detect magic, detect snares & pits, faerie fire*; Second Level: *heat metal, obscuring mist*; Third Level: *call lightning*

Possessions: Bracers of defense AC 3[16], *potion of invisibility, potion of levitation, potion of cure serious wounds*.

Personality: To call Esira fanatical about nature would be a massive understatement. She has lived one hundred years without stepping foot in a city, and believes no punishment is too severe for one who desecrates nature. She is more than willing to parcel out the judgment she feels others are too weak-minded to commit to. Esira is a frail, sickly woman, her black hair faded to a dull gray and the skin of her face stretched taut across her bones. Her green eyes spark with intelligence and wisdom, and—when she speaks of those who desecrate the forest, more than a hint of madness—and her druids follow her words and deeds with a zeal usually reserved for deities.

Esira will most likely attack in her grizzly bear form, and if she is wounded will shift into a bird to escape and heal, gathering allies to fight off the intruders.

Esira (Grizzly Bear Form): HD 6; HP 26; AC 3[16]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 10; AL N; CL/XP 7/600; Special: Hug for additional 2d6 damage when hits with both paws.

Daonisdhe, Black Bear: HD 4+1; HP 21; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: Hug for additional 1d8 damage when hits with both paws.

Treasure: The two torches on the walls are *everburning torches* (as per *continual light*, but burning with a cold flame). The bookshelf

contains four books, three scrolls, and a pile of loose parchment sheets. The language in the books and scrolls is in an ancient form of Elven (25% chance +1% per point of intelligence for an elven speaker to decipher). The four books are works of fiction and are worth 5d6 gp each. The three scrolls are non-magical and combined contain a complete epic poem, *The Brooding Giant*, by the elven bard, Helolitia Star Runner. Because so many of Star Runner's works have been lost through the ages, the poem is quite valuable (250 gp) to someone who recognizes it. An elf or a ranger has a 25% chance +1% per point of intelligence to recognize the value of the work.

Most of the sheets of parchment are blank, but one contains a note from Rildar Vene (Area 4a), the halfling cleric whose idea it was to set the goblinoid tribes against the Three Points.

Esira,

I know the goblins and their ilk are a disgusting blight on the land, but I have a better plan: make them work for us. If I know you, you're ready to blast me out of my tree for writing that, but hear me out.

What do goblins love most of all? Destroying humans, right? Let's convince them to attack the Three Points, and we'll have solved two problems at once. They should easily be able to cause a lot of damage before the villagers kill them all.

And if by some chance the goblins win, I'm sure we'll be able to finish off any survivors. Then, the Three Points will be no more, and we'll have demolished the goblins with less risk to our own lives.

The letter continues with details of how Rildar plans to convince the goblinoid tribes to join them before he signs off with

*In nature's defense,
Rildar*

6c. Sitting Room

Ten plain wooden chairs are arranged haphazardly in a circle in this sitting room, as if a meeting were held here recently. Five side tables hold oil lamps made of clear blue glass and a sideboard near the western door holds a crystal decanter and wine glasses on a silver serving tray.

One guard is on duty in this room to protect Esira against intruders.

Esira's Guard, (Ftr3): HD3; HP 18; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Save 14; Move 6; AL N; CL/XP 3/60.

Possessions: Chainmail, wooden shield, 40 arrows, potion of healing, horn, 1d6 pp, 3d12 gp.

Tactics: If the guard is aware of the characters, she has her bow drawn and readied. She attacks the first enemy to enter before she moves into the next room to protect Esira. If she is unaware, she is sitting in a chair near the western door reading a book. She stands and draws her longsword, yelling to warn Esira and the other guard. She tries to block the door, to give the others time to prepare.

Treasure: The five glass oil lamps are worth 35 gp each. The crystal decanter is worth 50 gp; the four wine glasses are 15 gp each; and the silver serving tray is 25 gp.

6d. Esira's Bedroom

Instead of a bed, the floor of this bedroom is covered in two piles of fresh leaves. The room smells of wet fur, and a pile of fish bones, nut shells, and insect carapaces rest beside the leaf piles. An ancient wardrobe and matching chest of drawers stand at opposite ends of the room. A few sets of plain, unadorned clothes are neatly folded atop the chest of drawers.

Someone pushing aside the piles of leaves can see a dark stain that tarnishes the floor. It looks suspiciously like old blood. The blood stain is centuries old.

This is Esira's bedroom, which she shares with Daonisdhe, her black bear animal companion. Esira enjoys few of the trappings of civilization, so she sleeps on the floor, usually in bear form.



The wardrobe and chest of drawers contain rotting clothes and shoes left over from the Silverblossom elves. Esira hasn't bothered to look inside them since she moved in.

Treasure: There is a hidden cabinet inside the chest of drawers. Inside the cabinet is a thin leather-bound diary, a gold link necklace with a silver oak leaf pendant (75 gp), and a small, flawless emerald (150 gp). The diary's script is faded in many places, and the language, an ancient form of Elven, is difficult to understand but can be puzzled out (automatically) by an elvish speaker. Most of the entries discuss the owner's personal relationships and are of no particular interest, but two entries are notable:

Faelthorn dies tonight. I'm not sure how I feel about [illegible]. The magic was pretty sure, but how could he [illegible] guilty? He was always very kind, and he swears he knows nothing of [illegible] ers's death. Star Runner says evil always hides behind a [illegible] sweet as honey, but I wonder if that's always the case.

An elf or ranger will be able to guess that Star Runner is likely Helolitia Star Runner, a famous bard whose works have been lost for centuries.

The second entry comes five days later.

They haven't stopped. Lilies On The [illegible] says she saw something, a small fey creature with glowing [illegible], just before Duibollo died. It was standing in the doorway of Duibollo's house. The Silver Sentries are going to search for it. My thoughts are with them. I wish I could help in [illegible] way.

That was the last entry in the diary.

6e. Study

An oak desk sits in the middle of the room, a chair pushed beneath it. Playful nymphs and dryads are carved into the legs of the desk,

and small animals and insects are carved into the chair. The furniture is covered in dust, as if it hasn't seen much use.

Esira rarely uses this room, preferring to conduct her business in the living room or sitting room.

Treasure: The three desk drawers are locked and the locks appear to have rusted shut. They are, in fact, so rusty that they can be broken open by hand. Two of the drawers contain crumbling bits of parchment, dried ink vials, and old quill pens, but the third contains a silver-handled letter opener in the shape of a tree (50 gp) and an empty spellbook.

6f. Kitchen

A wood-burning stove is set into a wall covered in ceramic bricks, but the stove is cold and doesn't appear to have been used in a long while. Strings of dried fruits and vegetables hang from pegs in the wall, and a countertop near the stove is covered with dirty dishes and bits of wild vegetables. The washing tub in the center of the room is full of dishes and foul water.

Neither Esira nor her guards care to keep this room cleaned and what remains are several days' worth of rotting vegetable meals. Esira eats only vegetables, grains, fruits, and nuts and refuses to allow the wood stove or any type of fire to be used in her tree.

7. The Bear

This narrow hickory tree is the home to the rangers who guard the stairs and bridges of the Silverblossom Tree Village.

7a. Guards' Room

Four sets of bunk beds are pressed head to foot on the west wall of this room. Eight footlockers peek out from beneath the bottom bunks, and longswords and composite longbows hang from hooks near the northern door. A round table in the center of the room has

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

seats for four people. A board game sits on the table, surrounded by empty wooden mugs and a half-empty bottle of wine.

These are the barracks for the guards who protect the outer stairways. Six guards are on duty at the three stairways, so only two are in the room at any one time.

Guards, (Ftr3): HD3; HP 18; AC 4[15]; Atk 1 longsword (1d8) or longbow (1d6); Save 14; Move 6; AL N; CL/XP 3/60.

Possessions: Chainmail, wooden shield, 40 arrows, potion of healing, horn, 1d6 pp, 3d12 gp.

Tactics: If caught unaware, the two guards are sitting at the table playing the board game. They are wearing their armor, but their weapons are hanging on the wall.

Treasure: The eight footlockers are locked and mostly contain clothes and repair tools for armor and weapons. In addition, the characters can collect the following treasures:

Table 10–1: Guard Treasures

Footlocker	Treasure
1	scroll of <i>fireball</i> , a <i>Manual of Intelligence</i> , 5 pp, 24 gp
2	gold serving spoon (80 gp), Tiny-sized, ruby-studded animal collar (50 gp), 65 sp
3	nothing
4	scroll of <i>silence</i> , 15ft radius, 13 gp, 90 sp, 32 cp
5	nothing
6	set of four crystal candle holders painted with various flowers (100 gp for the set)
7	1,300 cp
8	bag of 25 blue crystals (1d6 gp each; 87 gp average total)

7b. Kitchen

The smell of freshly-baked bread fills the air, and a loaf of steaming bread rests on the counter of this kitchen. A pot of stew boils on the wood stove and a tray of fresh vegetables sits next to the bread. Bins along the south wall hold various vegetables, and a shank of meat hangs from the ceiling.

7c. Sitting Room

Large tapestry pillows in a variety of designs and colors dot the floor of this room. A book lies face down next to one pile of pillows, and a foot-tall, unfinished wooden carving of a horse rests beside another pillow. A series of ten paintings on the walls depict a deity and her worshippers engaged in various tasks, such as building a temple, feeding the hungry and fighting undead armies.

Treasure: The ten paintings are by an unknown artist, but they are well done. The entire set is worth 100 gp, though a worshipper of the deity (any Lawful-aligned deity from the GM's campaign world would fit) might pay 200 gp for the set.

8. The Deer

This beautiful redwood tree was struck by lightning at some point in the distant past. Many of the larger branches are burned or dead, and the building housed within its branches sustained some fire damage.

8a. Burned Out House

All of the rooms in this house are open to each other through burned holes in the walls. The furniture that remained when the previous occupants left include a bed, footlocker in one room, a sofa and several chairs in another, and a dining table and chairs in another. A half-burned portrait on one of the walls shows an elven family, but neither the artist's name nor any identifying marks on the family remain to indicate who they were. None of the furniture was left undamaged by the fire that tore through the house.

The center of the house sustained the greatest amount of damage, and years of water and weather have taken their toll on the burned flooring. Any weight greater than thirty pounds causes the floor to collapse and send everyone standing near the hole plummeting a hundred feet to the ground unless they make a saving throw to avoid falling through. Anyone who falls takes 10d6 points of damage.

Chapter 10: Conclusions

Smugglers Foiled

If the party foils the smuggling operation run by Brallorn's circus, the Senelast Clan will continue to try to kill Lord Craldan in order to gain access to his mines. If they learn who was responsible for the loss of their valuable goods, they might send assassins after the party. They could prove a thorn in the characters' sides for a long while.

The Three Points Forest

Lawful characters may feel the druids should have their land returned to them, but the druids are no longer interested. Instead, they demand the Three Points villages make an active effort to rebuild the forest, with the druids overseeing the project. The Three Points elders agree to the demand, so long as the druids promise never to return there to live.

If the characters do not negotiate a peaceful resolution between the two factions, the arguments over grazing rights continues for years among the three villages.

The Broken Hammer Dungeon

Several of the more scholarly villagers in the Three Points want to study the dungeon, while others want it closed off permanently to

prevent others from entering. A few would like to move in. The debates could draw on for months if the characters stay out of the discussion.

The druids are willing to leave their entrance to the dungeon open if the villagers make a pact to protect the surrounding forests. The dungeon can become an easy way for the people of the Three Points and the druids of the Silverblossom tree village to visit each other.

If the characters wish to claim a part of it for their own domain, both the druids and village elders agree, so long as they do not try to claim the entire dungeon for themselves. The druids also require the characters to sign the same pact to protect the surrounding forests.

The Silverblossom Tree Village

So long as most of the druids and their allies live, the Order of Talanis claims the Silverblossom tree village for itself. They allow others to live with them, but only if they subscribe to their belief system.

If the druids are dead, the Three Points elders have no interest in the village, especially since it cannot easily be found by overland travel. The party can claim the entire village for themselves, though the elders are not willing to allow them both the dungeon and the tree village.

Descendants of the original Silverblossom elves still live and might want to lay claim to it if they learn of its existence.

New Monster Appendix

Hanged Man

Hit Dice: 5

Armor Class: 4[15]

Attacks: 1 rope and 1 claw (1d4+1)

Saving Throw: 12

Special: Dragging

Move: 6

Alignment: Chaotic

Challenge Level/XP: 6/400

A hanged man is an undead creature resembling a zombie, with pale skin pulled tight over its bones. Its head hangs at an odd angle, seemingly unsupported by a broken neck. A rotted noose and several feet of rope hang from its neck and trail off behind it. Its eyes have no pupils.

A hanged man is the restless corpse of an evil person that was hanged, or the spirit of one wrongfully accused of a crime and hanged. It is a malevolent and vengeful creature that attacks living creatures on sight. Hanged men are usually encountered near the area where they were killed or in cemeteries, mausoleums, or graveyards where their body was laid to rest. They prey on the living and are found near civilized areas where their food supply is plentiful. Its lair is either its final resting place or a secluded and overgrown area near the place of its death. Its lair is always scattered with the remains of its victims, including any treasure a former meal happened to be carrying. Hanged men do not speak, but they can utter choked gurgles, gasps, and strangled moans.

Combat

A hanged man attacks primarily with its rope, which has foully become an extension of the hanged man itself. The creature uses its rope to capture victims and draw them in, where it rips and tears them to shreds with its filthy claws. The hanged man throws his rope to magically entangle a victim. If the attack hits, the rope latches onto the opponent's body. This deals no damage, but drags the opponent 10 feet closer each subsequent round unless the victim breaks free, which requires a saving throw at -3. If the victim is drawn all the way to the hanged man, the hanged man can make two claw attacks per round against that victim with a +4 bonus to hit. The rope can lash out as far as 40ft, even though it seems to be only five feet long or so when it is at rest. The rope itself has an armor class of 0 [19], and has 10hp. If the rope is severed by "killing" it, both the rope and the hanged man are reduced to dust.

From the "Tome of Horrors II" by Necromancer Games, page 91.

Insanity Witch

Hit Dice: 2

Armor Class: 4 [15]

Attacks: 2 claws (1d2) or short bow (1d6)

Saving Throw: 16

Special: Madness gaze, magic powers, silver or +1 weapon to hit
Move: 12

Alignment: Chaotic

Challenge Level/XP: 5/240

An insanity witch resembles a small elfin creature with unkempt hair. Its eyes glow with an unnatural red light and it gibbers in a low voice.

Insanity witches are fey creatures of Chaos that thrive on fear and paranoia, normally dwelling in the wilderness, but very destructive if they decide to attack civilized settlements for whatever strange motives drive their decisions.

Insanity witches prefer dark clothes and rarely bother with shoes. They stand three feet tall and weigh about twenty-five pounds. They understand speech, but it is rare to hear them speak anything but nonsense. They require at least sixteen hours of sleep a day, else they slip into long hibernations.

Combat

The gaze of an insanity witch is touched with madness – anyone meeting the creature's eyes must make a saving throw or attack the nearest ally, not stopping until the friend has been killed. Once the target has died, the victim is freed from compulsion but remembers nothing of the slaying, and it is possible to fall prey to the witch's gaze again. Characters who make their saves only remember seeing two tiny red lights that filled them with rage. Once a character has made a saving throw against an insanity witch's attack, he is immune for twenty-four hours. The compulsion to kill, if the character is restrained, lasts for 24 hours.

The witch has other powers: once per day, the creature can create *confusion* (as per the spell), *detect law*, *polymorph self*, and cast *suggestion* (as per the spell), all at 8th level of ability. Moreover, whenever her actions cause a death, she gains one day's worth of these powers. An insanity witch will often have 1d4 days worth of powers stored up from past murders.

An insanity witch feeds on the fear and paranoia caused by the murders her victims commit. If the witch loses access to a steady stream of victims, she slips into a hibernating sleep. If more than ten days pass without a murder, the witch goes into hibernation, which can last indefinitely. The insanity witch becomes aware if new victims have moved into her surroundings, but she can patiently wait months or even years before waking, giving the victims time to settle in and become comfortable with their new surroundings. Hibernation lasts a minimum of ten days, regardless of other circumstances.

Violet Fungus

Hit Dice: 3

Armor Class: 7 [12]

Attacks: 1 to 4

Saving Throw: 14

Special: Poison

Move: 1

Alignment: Neutrality

Challenge Level/XP: 5/240

The violet fungus is a tall mushroom growing as tall as seven feet, with one or more tentacle-like growths. These tentacles cause flesh to rot with a successful hit (although a saving throw will negate the effect). The rot can be stopped with a cure disease spell, but if it is not stopped within 2d6 turns, the victim will die. The fungus can move from place to place, but slowly; they are often found growing with shriekers.

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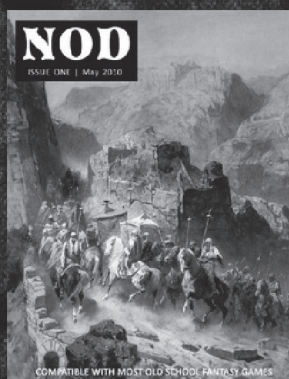
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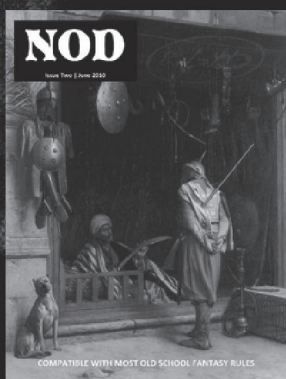
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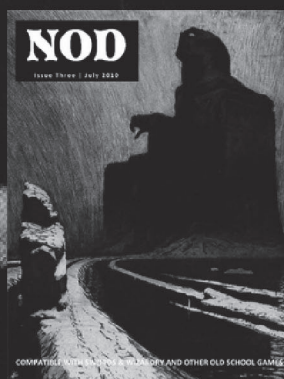
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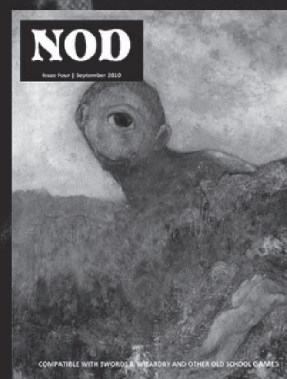
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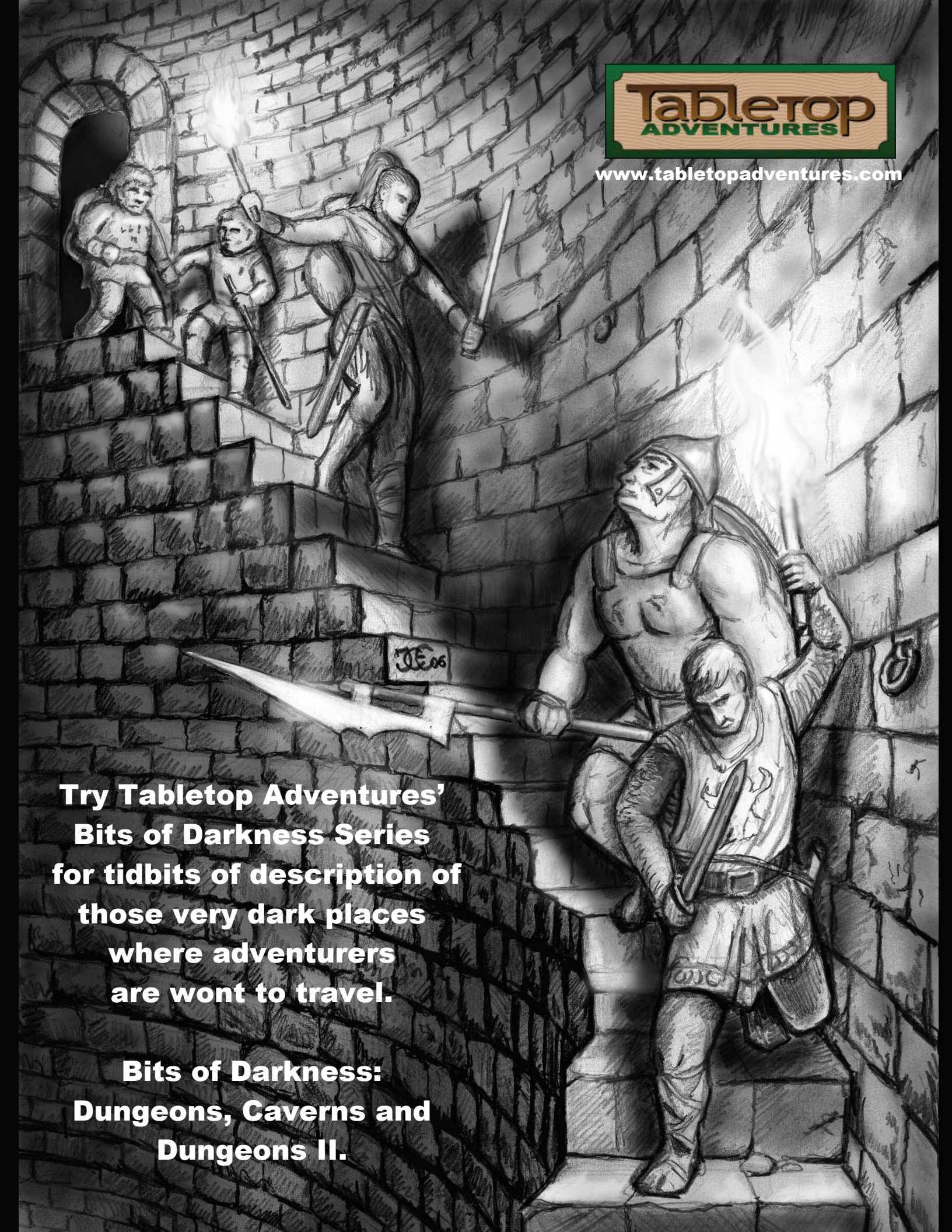
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