

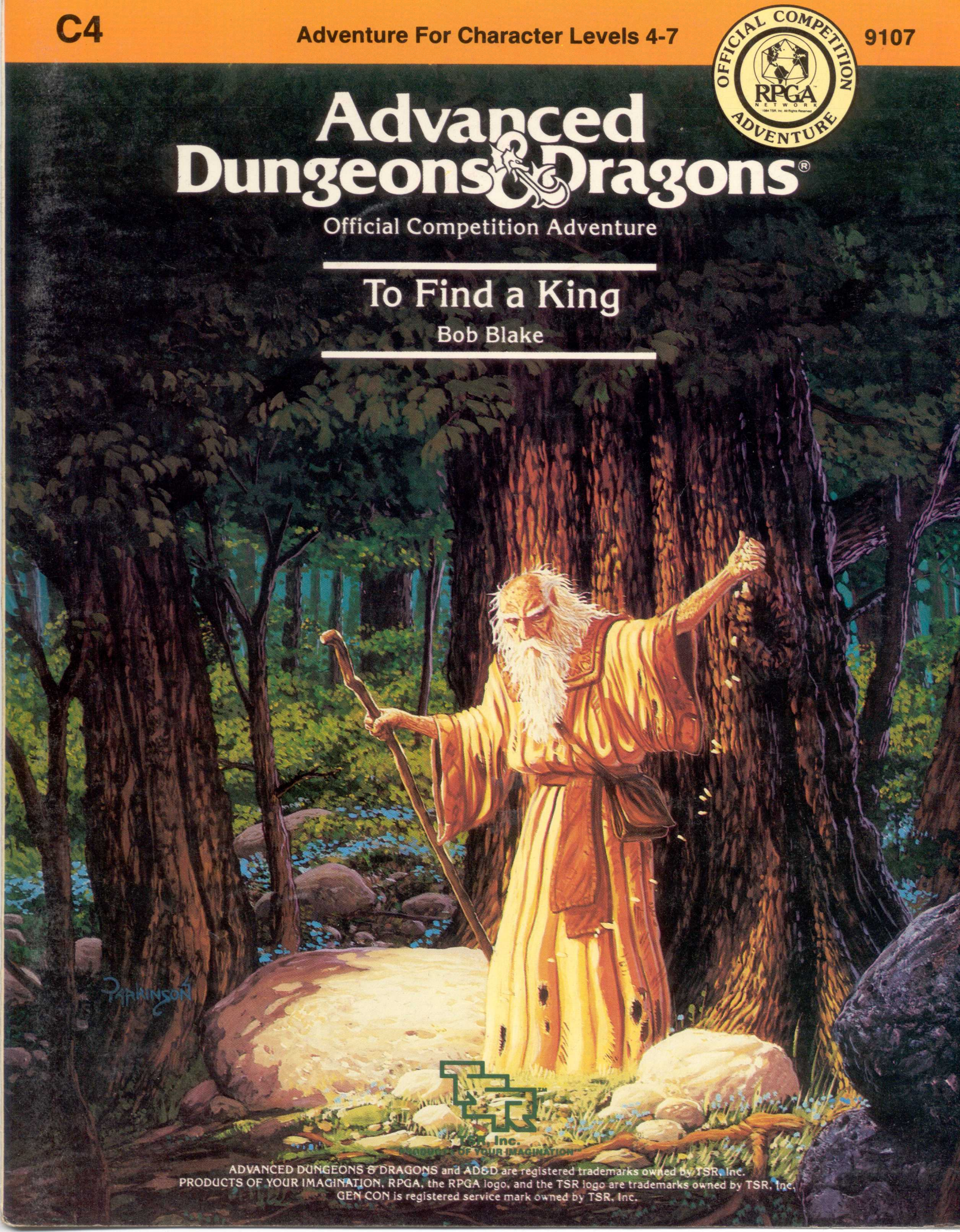


Advanced Dungeons & Dragons®

Official Competition Adventure

To Find a King

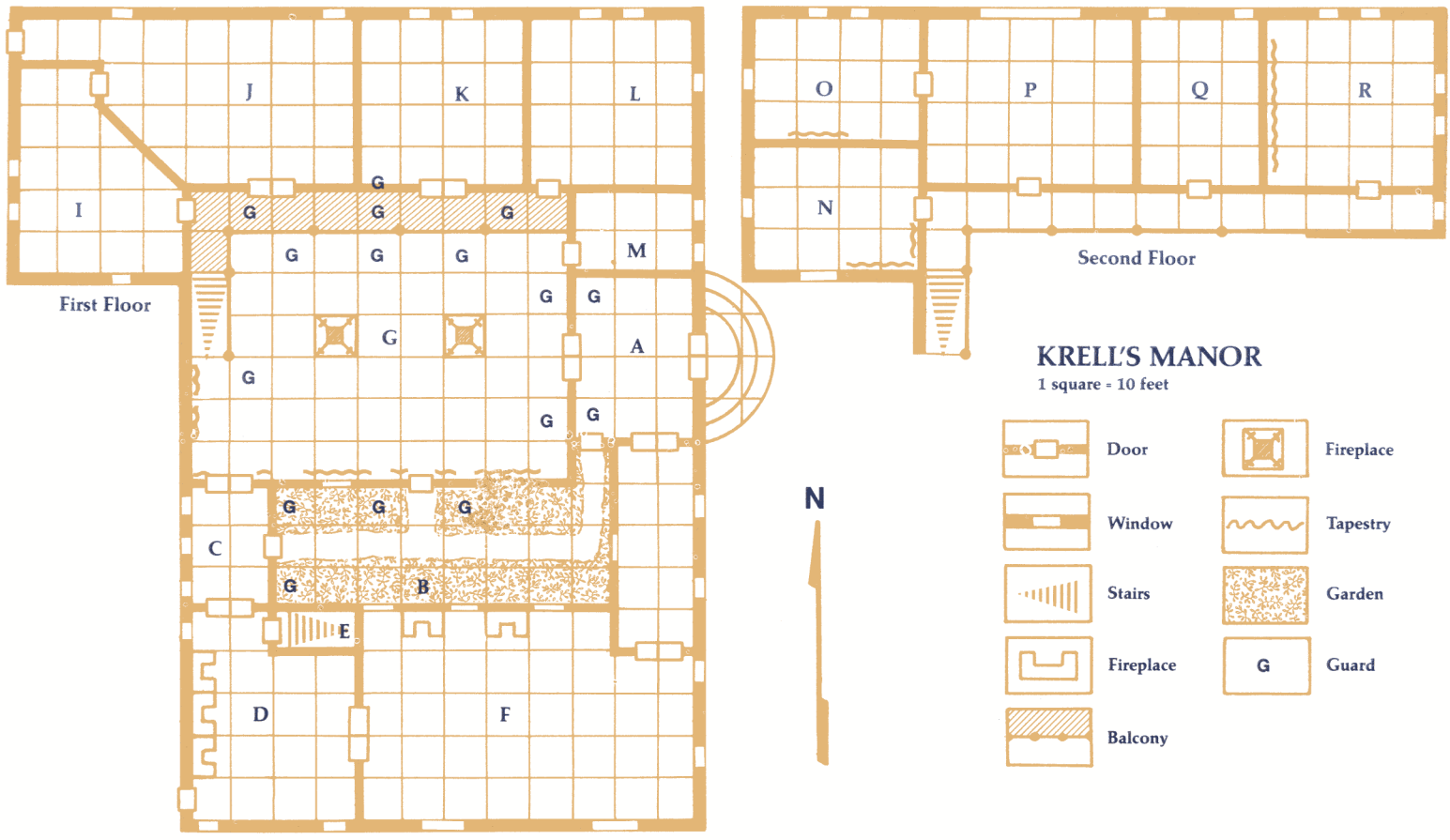
Bob Blake



P. PRINSON

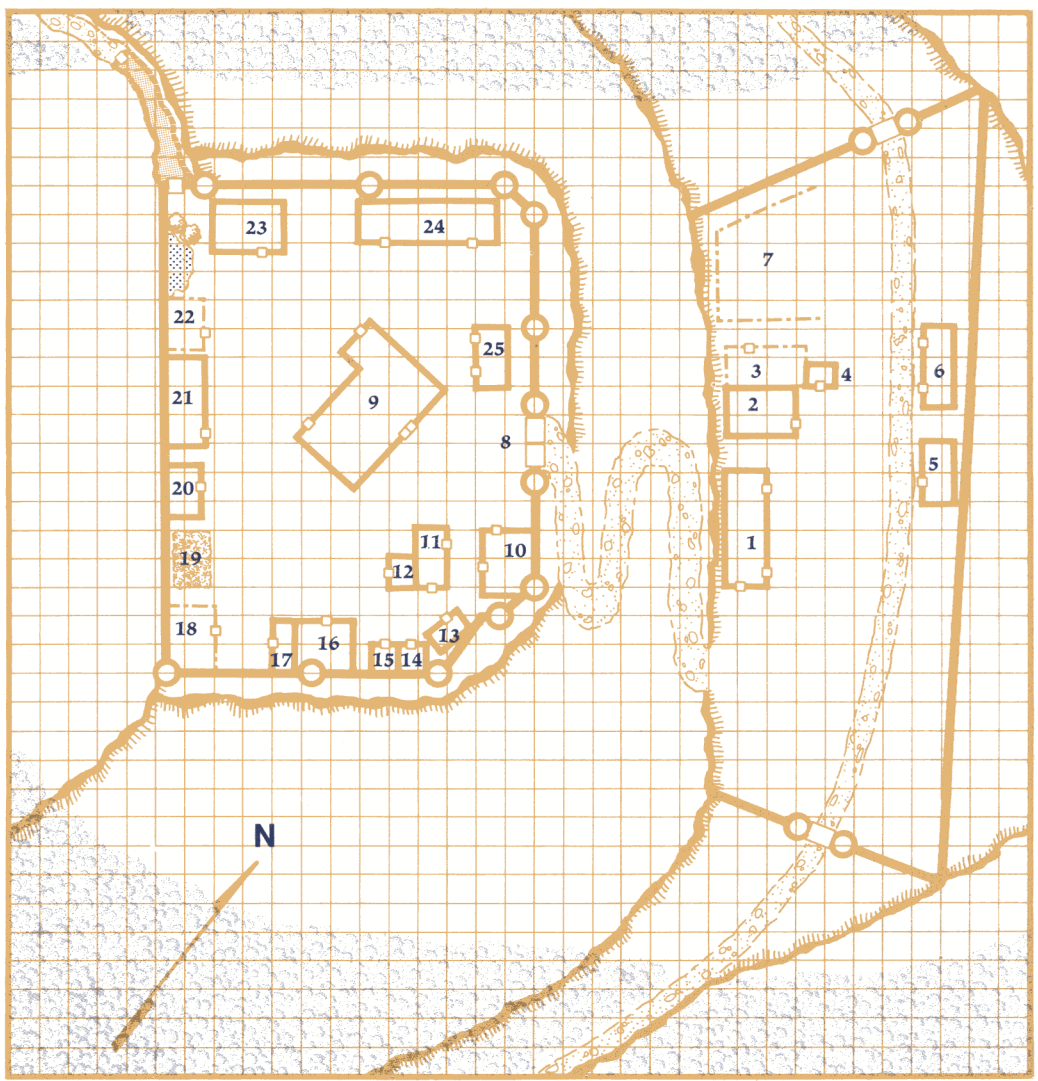


ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc.
PRODUCTS OF YOUR IMAGINATION, RPGA, the RPGA logo, and the TSR logo are trademarks owned by TSR, Inc.
GEN CON is registered service mark owned by TSR, Inc.

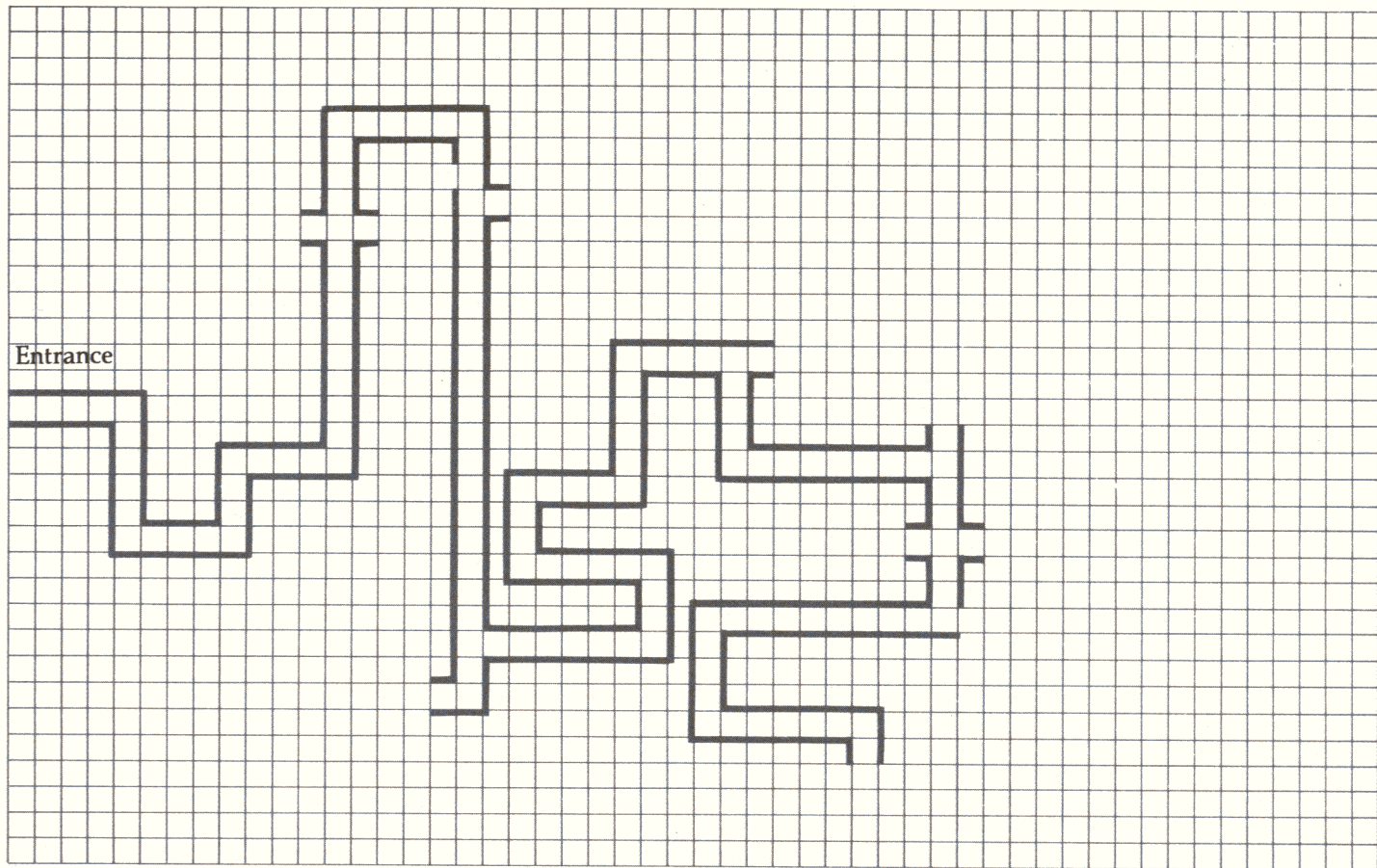


KRELL'S HOLDING
1 square = 30 feet

- Door
- Tower
- Wall
- Path
- Ridge
- Fence
- Water
- Garden
- Forest

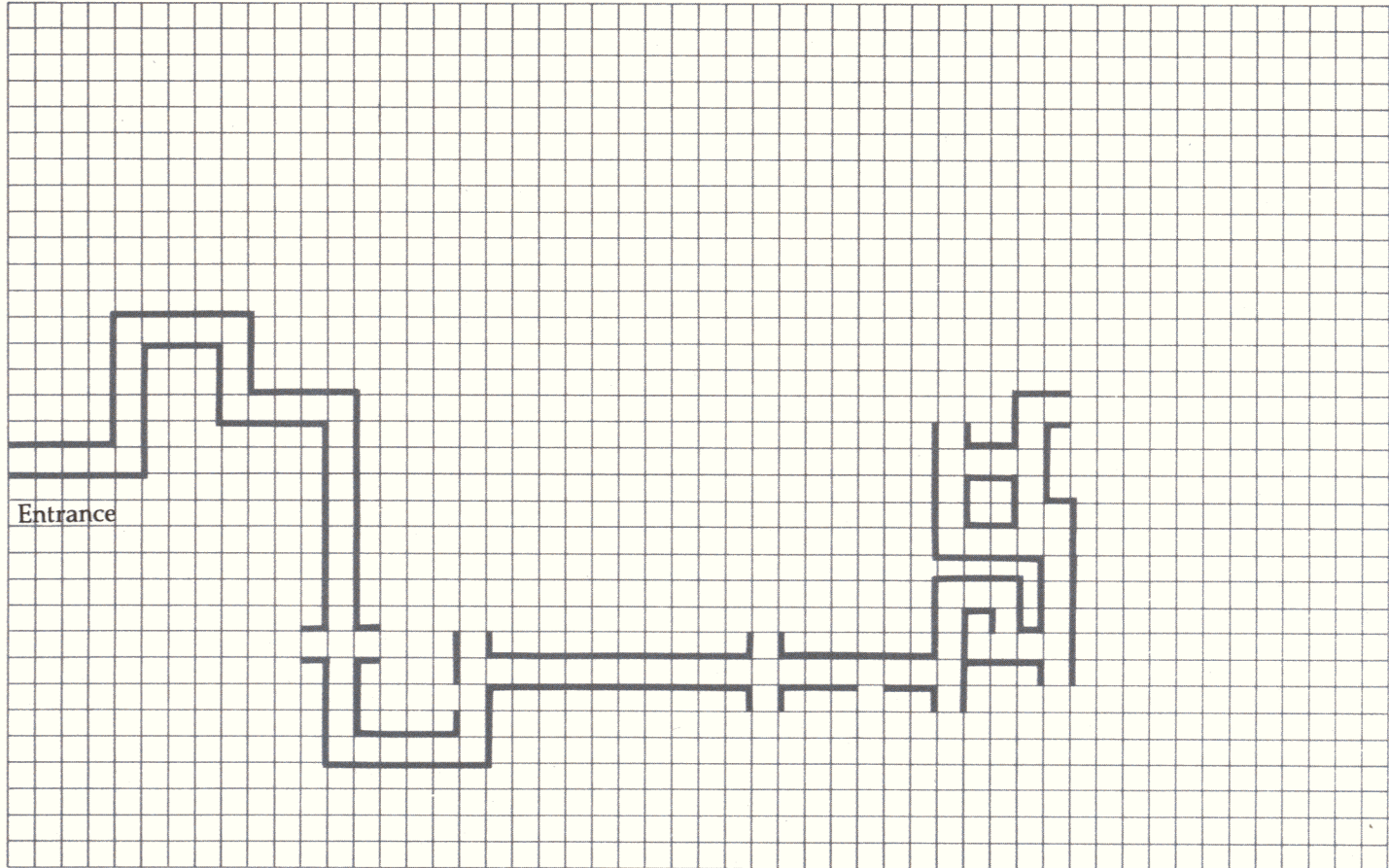


FROST MAN'S MAP (Scenario 4) 1 square = 10'



© 1985 TSR, Inc. All Rights Reserved.

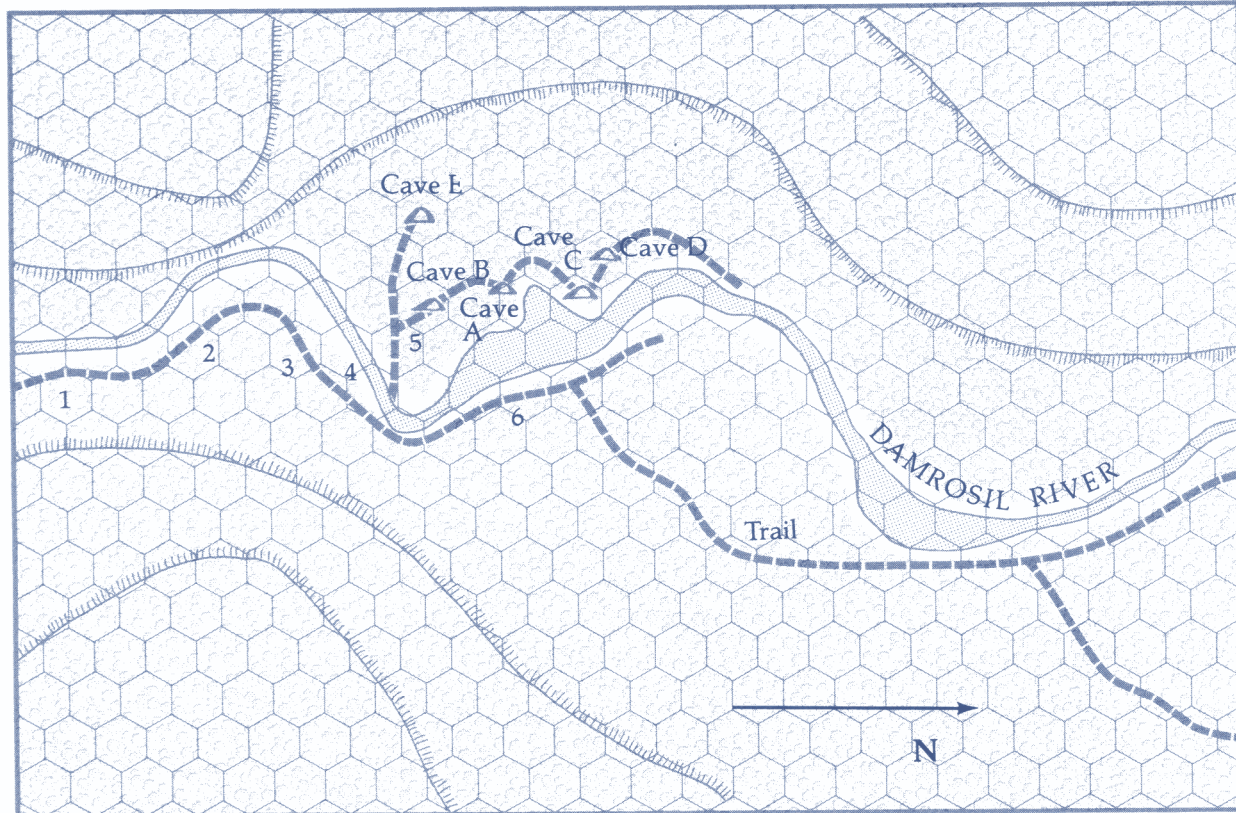
CAVE MAP (Scenario 4) 1 square = 10'






© 1985 TSR, Inc. All Rights Reserved.

EYES OF BERTA WILDERNESS MAP (Scenario 3)

1 hex = .2 miles Numbers indicate trail encounters

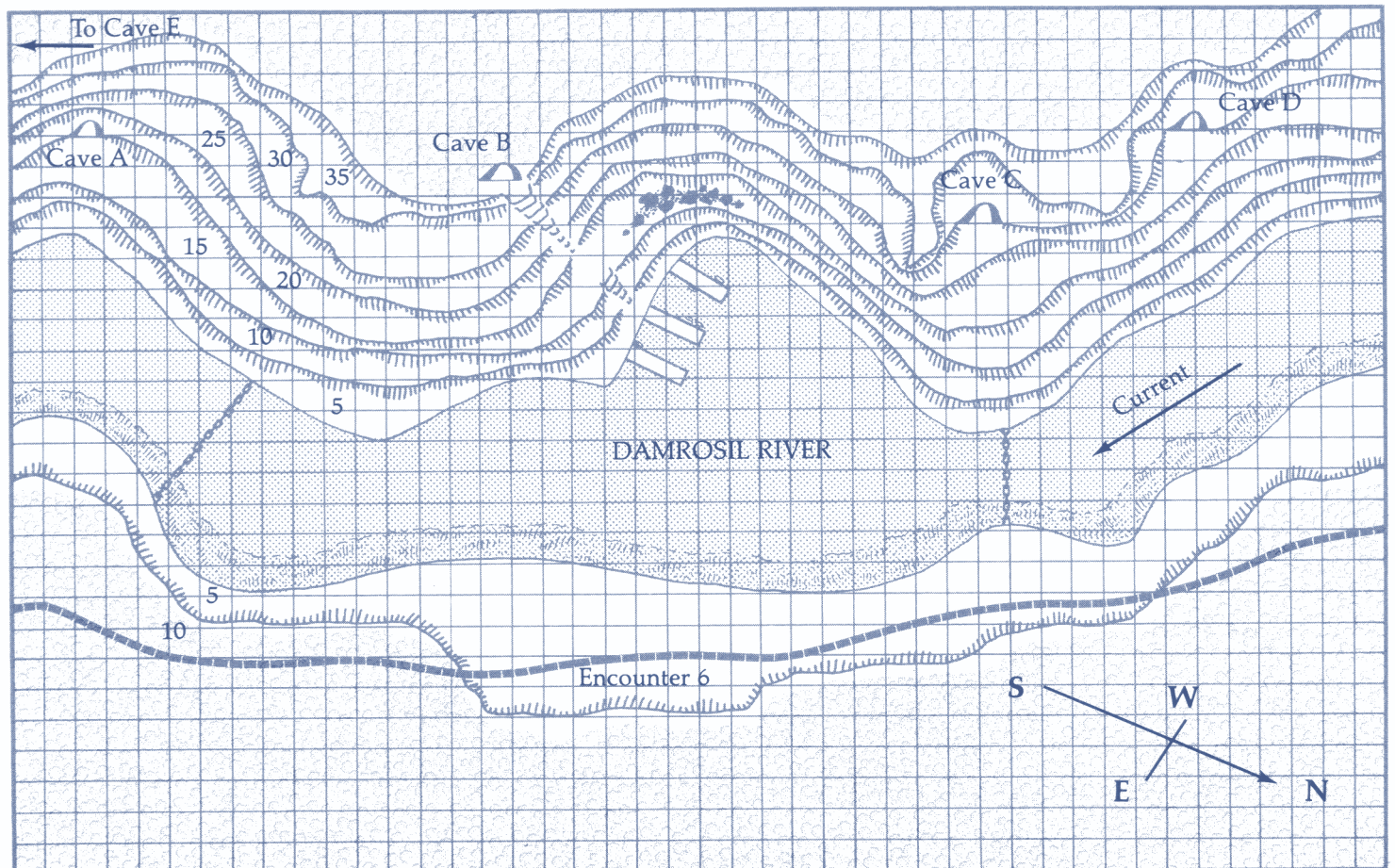


Master Key

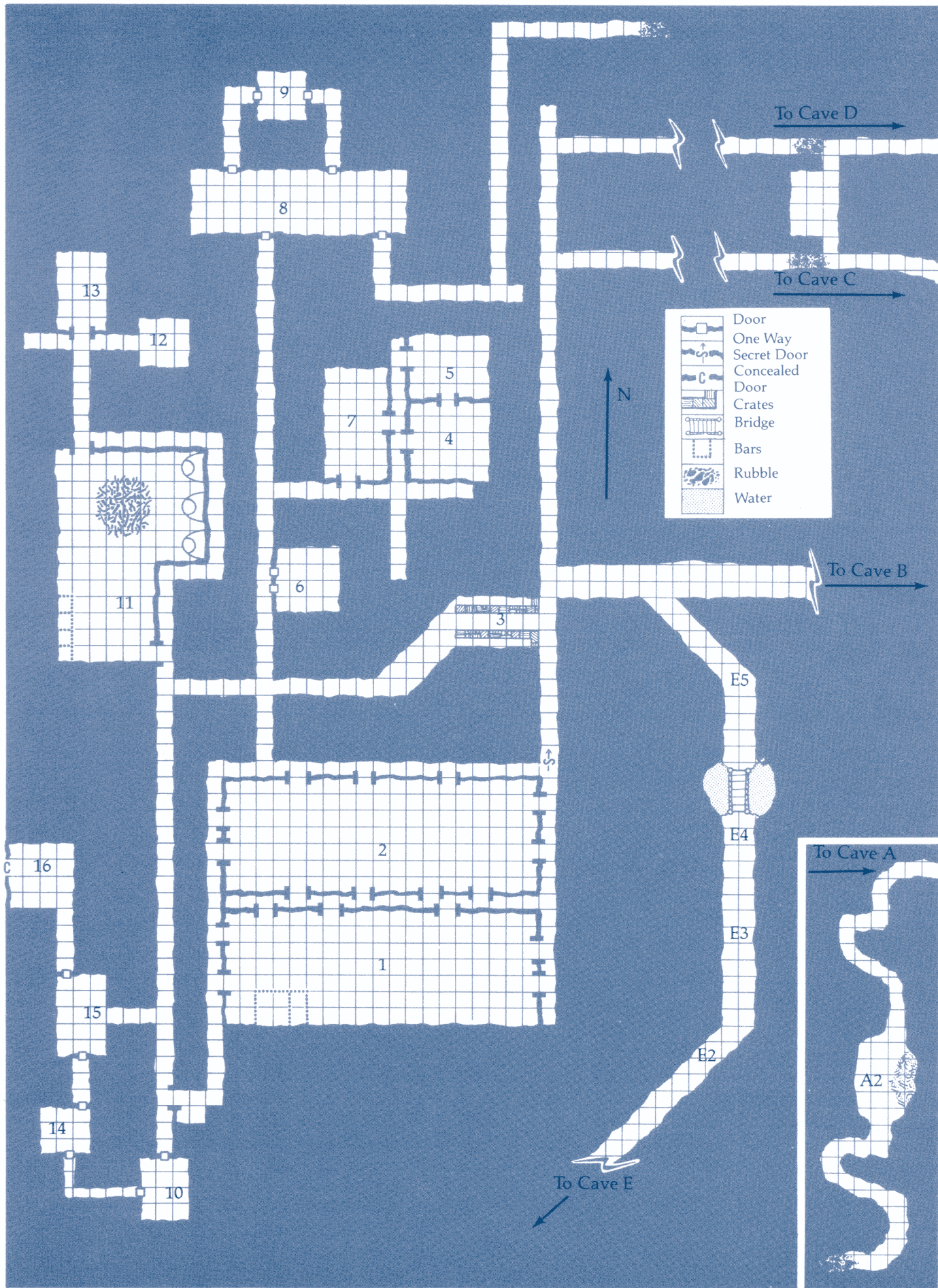
-  Ridge
-  River
-  Trail
-  Cave
-  Rock Outcropping
-  Reeds
-  Chain
-  Steps

© 1985 TSR, Inc. All Rights Reserved.

DAMROSIL RIVER MAP (Scenario 3) 1 square = 100' Contours are in feet



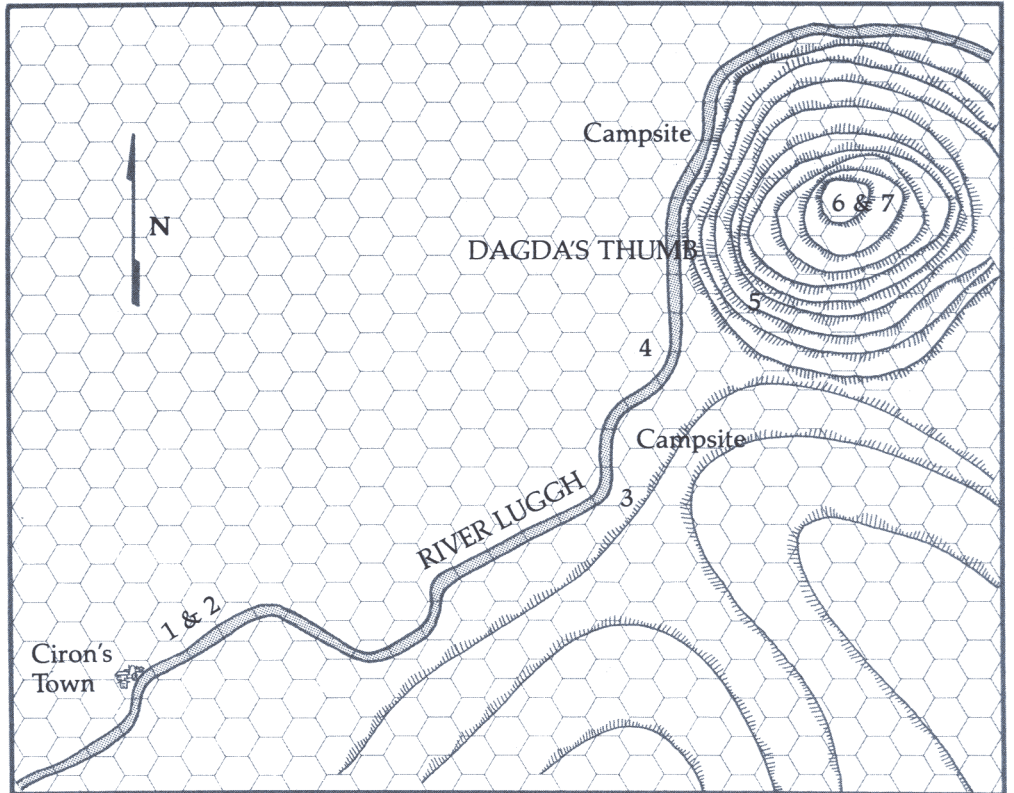
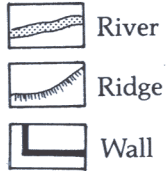
© 1985 TSR, Inc. All Rights Reserved.



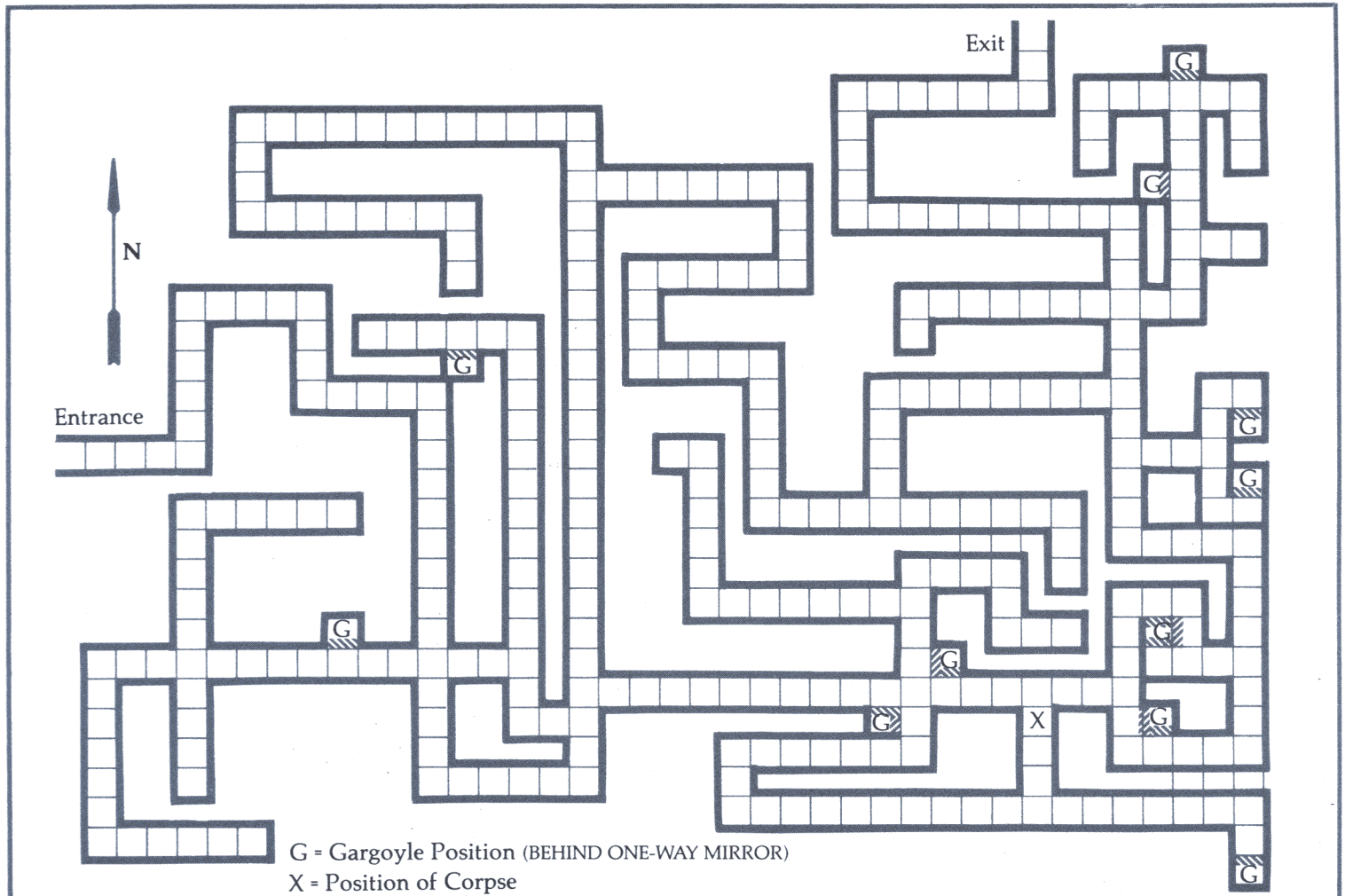
RIVER LUGGH WILDERNESS MAP (Scenario 4)

1 hex = 2 miles Numbers indicate wilderness encounters

MASTER KEY



MAZE MAP (Scenario 4) 1 square = 10'



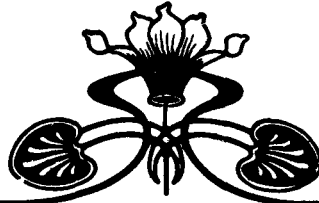
Adventure for Characters Levels 4-7

Advanced Dungeons & Dragons®

Official Competition Adventure

To Find a King

Bob Blake



CREDITS

Editor: Jon Pickens
Graphic Designer: Elizabeth Riedel
Cover Art: Keith Parkinson
Interior Art: Ron Randall
Cartography: Diesel

Special Thanks to: Dave Griggs, Jeff Hartz, Dan Lawrence, Martin Newhard, Terry Primrose, Jim Ronco, Tom Sievers, Edward G. Sollers, Dean VanDrasek, and Rex Zinn

Distributed to the book trade in the United States by Random House Inc. and in Canada by Random House of Canada, Ltd. ADVANCED DUNGEONS & DRAGONS, AD&D, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks of TSR, Inc.

GEN CON is a registered service mark owned by TSR, Inc.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

©1985 TSR, Inc. All Rights Reserved. Printed in U.S.A.

Any questions on this material should be sent, together with a self-addressed, stamped envelope, to "AD&D® Game Questions" at our address below:

TSR, Inc.
POB 756
Lake Geneva,
WI 53147

TSR OK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom



Printed in U.S.A.
ISBN 0-88038-159-0
9107

TABLE OF CONTENTS

INTRODUCTION	2
About this Adventure	2
Tournament Play	2
SCENARIO 1: THE WHEEL OF TIME	3
Players' Background	3
Tournament Notes	4
Loring's Wood	4
SCENARIO 2: LOCKSMITH	10
Players' Background	10
Dungeon Master's Notes	10
The Trail to Krell's Manor	10
The Gatehouse	12
The Manor Grounds	12
Krell's Manor House	13
The Mountain Path	16
SCENARIO 3: THE PERILS OF SYMBOLISM	19
Players' Background	19
Dungeon Master's Notes	19
Damrosil Trail Encounters	19
The Cave Entrances	21
Bugbear Lair	22
SCENARIO 4: DIVINE WINE	26
Players' Introduction	26
Dungeon Master's Notes	26
Lugh River Encounters	26
Ending the Scenarios	30
APPENDIX	30
Tournament Scoring System	30
Tournament Characters	31
Player Maps	Cover

Introduction

This game adventure contains four first round tournament adventures that were originally run at the GEN CON® XVI Convention. They are the first through fourth parts of an extended adventure that has a total of eight parts in all. These adventures can be run separately or together, in either a tournament or a campaign setting. The Dungeon Master (DM) should read each adventure thoroughly before running it for the players.

STOP! If you are a player, please stop reading here. Knowing the details of this adventure will spoil the fun for everyone.

ABOUT THIS ADVENTURE

The encounters in these adventures were originally designed for a team of 10 characters, levels 4-7, of varying classes and abilities. Each encounter has boxed information to be read to the players and unboxed DM notes describing how to run it. Some encounters have a *Tournament notes* section with special instructions for tournament play only. The characters used in the original tournament have been included at the back of the adventure.

AC = Armor Class	#AT = Number of Attacks
MV = Move	THACO = To Hit AC 0*
HD = Hit Dice	Dmg = Damage
hp = hit points	SA = Special Attacks
F = Fighter	SD = Special Defenses
M = Magic-user	S = Strength
I = Illusionist	Int = Intelligence
C = Cleric	W = Wisdom
D = Druid	Dex = Dexterity
T = Thief	Con = Constitution
Ch = Charisma	

This adventure contains the first four adventures in the epic of *THE PROPHECY OF FBRIE*. The first, *THE WHEEL OF TIME*, is a wilderness adventure with a riddle at its end. This part of the search is measured in days, and may require the player characters to stop occasionally for healing—the presence of a cleric on this part of the quest will be critical.

The second adventure, *LOCKSMITH*, requires both speed and careful negotiation by the players, with the possibility of a nasty ambush at the end. It requires that the DM keep track of two separate lines of action simultaneously, as these may intersect at any point in the last part of the adventure.

THE PERILS OF SYMBOLISM requires the characters to quietly penetrate a strongly-held monster lair without tripping the alarms before they are ready to strike.

DIVINE WINE requires the characters to pass a mirror maze after various wilderness encounters and answer a series of riddles to gain their prize.

Treasure and Experience

In campaign play, the suggested compensation for each adventure of the quest is 500 gp (and XP) per character level (less any unusually high expenses), plus whatever treasure and magic the party recovers.

TOURNAMENT PLAY

As tournament adventures, the recommended running time is 3 1/2 hours per adventure. As originally run, achieving the goal was the primary victory condition, with area penetration secondary. Casualties, then expenditure of resources (items, spells, etc.), were used as tie-breakers. At the end of the adventure is a usable scoring system. The tournament also has various conventions, which follow:

1. Players are presented with precreated characters. Characteristics, equipment, spell lists, and magical items are listed. Players may not add to or alter this list.
2. Players may only use the *Players Handbook* during play. Use of the other rule books is prohibited. All personal magical items that the characters start with are known and completely understood by the owners.
3. There are no wandering monsters in tournament play. The random monster tables included here are for campaign play only.
4. Monsters will fight to the best of their ability unless the tournament notes specify otherwise; such monsters will neither check morale nor flee unless noted. Monsters will be fully aware of the capabilities of their weapons, magical items, and spells, and will use these to advantage.
5. Tournament characters do not advance in level between rounds. The pacing of the adventures is such that no time for training is available between the scenarios.

Scenario 1: The Wheel of Time

PLAYER'S BACKGROUND

Two hundred years ago the people of the kingdom of Pellham rose in revolt against the oppressive monarchy of King Alendus II. Mobs surged through the streets of the capital city of Widdershin, forced their way into the palace, and ransacked it. Everything of monetary value was carried away and all else burned.

The monarchy was replaced by a council, which is currently headed by the seneschal Gwydion. However, that the council is now floundering is no secret, and this has resulted in a groundswell of popular opinion for the return of the monarchy. A strong individual is needed now to pull things back together, but there is one big problem: who will be king? Certainly not Gwydion nor any of the council!

Perhaps the answer lies in a packet received from a religious sect known as the Brothers of Brie. Several old manuscripts were enclosed, the most important of which is the following prophecy:

WITH SIX HANDS OF LORING THE
LOST UPON THE WHEEL OF TIME,
AT THE MOMENT BAZEL MOUNTS
HIS CHARIOT TO DO BATTLE WITH
THE SEVEN DAUGHTERS, THE
DEAD KING SHALL RISE TO SEIZE
THE TRIAD WITH HANDS THAT
CANNOT GRASP AND EYES THAT
CANNOT SEE. ALL WARDS BROKEN
AND THE MYSTIC BARRIERS
PIERCED WITH MATING SWORDS,
THREE SAINTS AND SINNERS WILL
STRUGGLE IN THE DUST, BOTH
AND NEITHER TO TRIUMPH, AND
WHILE THE SUNDERED EARTH
SPEWS FORTH THE DREGS OF CEN-
TURIES, A NEW ORDER SHALL
COME UPON THE LAND.

Only three elements of the prophecy are recognizable in this day and age. "Loring" was the twelfth king of Pellham. "Bazel" and "The Seven Daughters" are heavenly constellations that periodically move toward one another as if going to battle.

Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper

lineage of the dynasties is remembered. But there is one king still held in reverence by one and all, Llywelyn the Just. Llywelyn! Of course! The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of its fulfillment?

Gwydion has selected your group to investigate and to recover Llywelyn if possible. Working closely with scholars from the Brothers of Brie, you decide that the first leg of the quest should be to determine if indeed it is time for the return of Llywelyn. The exact nature of the "Wheel of Time" is not known, but it is felt to be a druidic device used to determine the timing of astrological events. Loring must refer to Loring's Wood, a small forest northeast of Widdershin, so that is where the quest begins. You may travel by boat as far as the small stream that empties into the River Damrosil from Loring's Wood, but from there you must travel into the forest on foot, as the creek is unnavigable. You are to find the Wheel of Time as soon as possible and deduce, if you can, its operation, to prove that the time of which the Prophecy speaks is at hand.

DUNGEON MASTER'S NOTES

LORING WOOD RANDOM ENCOUNTER

Die Roll	Encounter
1	1-3 black bears
2	1-12 wild boars
3	2-20 ogres
4	2-5 owl bears
5	1 giant skunk
6	2-20 wolves
7	2-8 giant spiders
8	3-30 stirges

*A standard patrol consists of 10 light horsemen in ring mail and shield. All are armed with longsword and hand axe, as well as three javelins.

Horsemen (10): AC 6; MV 9"/24"; F0; hp 5 each; #AT 1; THACO 20(2); Dmg by weapon

Light warhorses (10): AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; Dmg 1-4/1-4

They are led by a sergeant in chain mail.

Sergeant: AC 4; MV 9"/24"; Fl; hp 8; #AT 1; THACO 20; Dmg by weapon, but otherwise armed as his men.

Note that NPCs, caravans, and pilgrims most likely head in the direction opposite the party's course.

The map is scaled at 1 hex • 1 mile. Thus the party will cover about 20 hexes in a day (5 off the trails), subject to any special delays specified in the text. This does *not* include most normal encounters, which are too brief to significantly delay a day's march.

Time frame: The party is not sure how long the adventure is. They search Loring's Wood until they find the Wheel of Time or decide it isn't there. Do not actively discourage the party from resting for a few days for healing if they want, but should mention that the number of days they take to find the Wheel is significant in determining who wins the tournament.

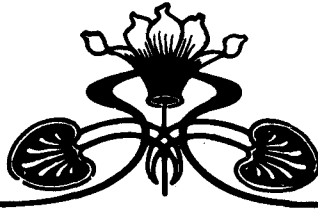
Spell Recovery: Spell casters can replenish or modify their spell selections at the beginning of each day. Keep track of the number of days the party takes. The best team finds the Wheel of Time and determines the meaning of the two light beams in the fewest number of days.

Off-trail movement: If, during the adventure, the party tries to move cross-country off the trails, mention the thick underbrush and difficult ground they will encounter. If they persist after a third turn, they become lost and eventually circle to the point they left the path, after losing half a day. In tournament play, there are no random encounters.

Weather: The weather is always clear and sunny unless otherwise noted in the text (*call lightning* does not work).

Forest Animals: For tournament purposes, small forest animals do not have any significant information for the party. Let the players have as many such encounters as they want, but try to use as little of their time as possible.

Start: Play starts with the party on the forest path. They have left the boat that brought them up the Damrosil and have moved inland. The time is early morning. Game animals and their signs are plentiful.



LORING'S WOOD

1. CREEK CROSSING

The forest path you have been following turns toward a creek that is about 15 feet wide. Here, a huge tree trunk spans the water, its ends buried in the brush and trees on each side. The path continues on the other side, winding further into Loring's Wood, and the paving stones of an old road can be seen there.

The old road is an ancient trade route through Loring's Wood. The characters remember this fact if the players ask. No further information about it is available.

The "log" is actually a treant.

Treant: AC 0; MV 12"; HD 10; hp 40; #AT 2; THACO 10; Dmg 3d6/3d6; SA animate trees; SD never surprised

There are two more here, one at each end of the bridge.

AC 0; MV 12"; HD 10; hp 35 (far bank), 50 (near bank); #AT 2; THACO 10; Dmg 3d6/3d6; SA animate trees; SD never surprised

Long ago, the treants were warped by evil magic. Now evil themselves, they intend to ambush the party as it crosses the creek.

If the party crosses here, the treant on the far bank automatically gains a surprise attack at +4 "to hit" against one character who crosses the bridge. The one on the party's side then suddenly attacks the rear of the party the same way.

Simultaneously, the "bridge" rises, dumping all the characters on it into the creek, which is four feet deep. The treants are intelligent, and try to make their ambush as complete as possible. Thus, an unwary party might find its front and back members surprised, and the central ones thrown into the water!

Tournament notes: If the druid asks what type of tree the log is, the treant looks like an oak tree unless the druid comes within melee distance to make a careful examination. At close range, he discovers the ambush and the treants attack without surprise.

Attempts by lightly armored characters to jump the creek result in them missing the opposite bank and falling into the water. The stream banks are too muddy to provide good footing.

The treants do not animate trees in the tournament. If the party tries to avoid this encounter by finding another crossing, the treants follow and attack two turns later without surprise.

Remember that fire-based attacks against treants are at +4 "to hit" and the treant saves at -4. Fire damage dice are at a +1 bonus.

If the party tries to run from the treants, the base chance for evasion depends on the movement of the slowest character in the group:

9" or less.....30%
12".....50%

Add +10% if the evading group has less than 6 characters. Add +30% if the group leaves the trail.

The treants receive free blows each round a disengaging group fails to evade.

2. THE FIRST FORK

After leaving the creek, the trail winds through the forest. Occasional ancient paving stones reveal that you are still on the old trade route.

Be sure to announce whenever a party has come to the end of a day. Eventually, they reach the first fork in the path. An examination of this area reveals that the old road lies along the right path.

2a. THE LEFT PATH

The left path leads deeper into the forest. The foliage is quite thick, completely blacking sunlight and the air is still and musty-smelling. On all sides, huge, ropy vines hang from the trees, some tightly stretched. A vague feeling of uneasiness hangs over each of you, as if your small band is being watched.

A party that specifically studies the vines realizes that some of them are actually strands of spider webbing. A party that takes the hint and returns to the fork avoids this encounter.

This is the lair of an ettercap. A party that continues runs afoul of the snares of the ettercap. Have each character roll 4d6. Those who roll their dexterity or less on 1d20 avoid the snares (these, with the aid of a springy sapling, jerk the victim feet-first into the air, to hang upside down and defenseless). If six or more characters fail

their rolls, only five are snared, lowest dexterities first. Snared characters are whipped upward, to hang six feet above the forest path. It takes a combined strength of 17 to pull a character down far enough so the snare rope can be cut. A snared character in light armor (less than ring mail) and armed with a cutting weapon may free himself from the snare in four rounds.

Meanwhile, the unsnared members of the party are surprised by three giant spiders.

Spiders, giant (3): AC 4; MV 3"*12"; HD 4+4; hp 12,15,20,25; #AT 2; THACO 15; Dmg 2-8; SA poison, webs

The surprise round the spiders shoot webs at random party members. Treat the attack as short range missile fire, counting all characters as AC 10 (base "to hit" is a 5), modified by dexterity. Characters struck are out of the fight unless freed (this takes 10 rounds unless the webs are burned). After the surprise round the spiders close to melee and attack.

The party may try to set fire to the webs the spiders are using for movement. Handle this situation in the following manner:

1. Roll 1d20 for each spider. On a roll of 11 or better, the spider has jumped off the burning web to safety with no damage.
2. If the roll is 10 or less, the web is burned out from underneath the spider, which falls to the ground, taking 1-6 points of damage.

The actions of the ettercap depend how the spiders are doing. If they are losing badly, the ettercap will avoid the party altogether. If the spiders are doing well, the ettercap will sneak out and start binding the snared characters, approaching from behind with some of his web material. One character will be bound in two rounds. A snared character may attack at a -3 penalty the first round and -5 the second, but will be helpless thereafter. Also, all defensive benefit from dexterity or shield is lost. Once all snared characters are firmly tied, the ettercap will kill them one at a time at random, using its claws and bite (twice normal attacks; automatic hits for maximum damage).

Ettercap: AC 6; MV 12"; HD 5; hp 24; #AT 3; THACO 15; Dmg 1-3/1-3/1-8; SA poison

If reduced to 8 hp or less, the ettercap surrenders and start wheedling and whining for the party to spare it. If questioned, it pleads ignorance, but tells the party to look for the



mad hermit (the ettercap knows what will happen when they reach encounter 5, and expects them to die there).

2b. THE RIGHT PATH

The old road leads straight south through Loring's Wood. You notice that there are fewer game animals about, and their signs are quite scarce. Here and there it looks as if something large has broken down trees and flattened the vegetation. Deep, muffled croaking is occasionally heard through the dense foliage ahead. Suddenly, the path opens into a clearing, revealing a cave opening in the side of a small hill to the left.

The cave is the lair of a two wyverns.

Wyverns (2): AC 3; MV 6"/24"; HD 7+7; hp 42,50; #AT 2; THACO 13; Dmg 2-16/1-6; SA poison tail

The wyverns are presently watching the party from the vantage point of a 60-foot-tall oak tree on the right side of the clearing. They swoop to attack if the party enters their lair, or when the party attempts to leave the glen.

3. THE STONE CAIRN

Beyond encounter 2 the party comes to the point where the trail from encounter 2a rejoins the old road (2b).

The forest path twists and turns, rises and falls as it negotiates increasingly rougher terrain. The forest growth is

thick, though it is not difficult to see clearly some distance into it.

As you round the shoulder of a small hill, a beautiful glen opens before you. It is approximately 100 yards in diameter and covered with a thick turf of lush grass. The perimeter is ringed with stately beech trees that must be at least 300 years old. Near, but not exactly in, the center of the glen is a copse of smaller beeches, whose branches have grown together to form a leafy canopy above a small cairn of rocks.

Three paths leave the glen, heading northwest, northeast, and southwest.

The party may bypass the cairn and exit on the other side of the glen with no apparent ill effects. If they choose this course of action, proceed to 4. If they investigate the copse and cairn more closely, read the next paragraph.

Set amid a drift of leaves, the cairn has been built in the form of a 5-foot high truncated cone, the 10-foot diameter base tapering to a top 2 feet across. There is a shallow depression in the top of the cairn that holds a clear, watery liquid.

The bard's legend lore ability does not identify the cairn nor the liquid, which has a musty odor. The liquid is magical. Drinking from this basin will befuddle the mind of the imbiber to the extent that he will forget who he is, who his friends are and why he is in this forest. A saving throw vs. spells (at a -2 penalty) is applicable. A *dispel magic* cancels this effect, though a deep sleep results

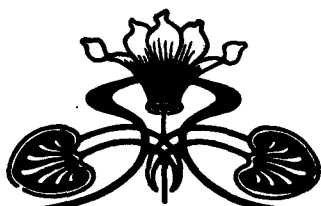
that lasts 24 hours. If the party searches in the leaves near the base of the cairn, they find the remains of a lyre. Atop the instrument is an oddly proportioned leather glove in perfect condition. The glove is odd in that it is half again as wide as a normal man's hand and monogrammed with the letter "L." If it is moved, the portion of the lyre revealed shows no sign of rot or disintegration. A *detect magic* reveals that the glove is magical, but not the lyre. The glove belonged to Loring the Lost, though it is vital you make NO mention of him at this time. Loring was the twelfth king of Pellham and also a bard. He drank from this same basin and wandered away to who-knows-where. (He is encountered in a later adventure in this series.)

4. THE FORD

The path continues to a fork. The left branch has paving stones from the old trade route while the right winds off into the forest in the general direction the party has been traveling. The players must decide which way to go.

The circuitous woodland track leads once again to the stream, and it's apparent that the stream must be crossed in order to continue. There is no log bridge this time, but rather a simple ford.

The water is only a few inches deep and the bottom is hard-packed and sandy. There is no problem for the characters here at all, though the description is included for parties who wish to take elaborate precautions.



5. THE MAD DRUID

Onward you travel, the path leading deeper into the forest. The terrain here is quite rocky, and those with sharp ears can hear a deep, melodious chanting coming from somewhere ahead. A faint path can be seen winding away in the opposite direction from the chanting. A strong wind has sprung up, as the tree tops sway violently back and forth.

If the party takes the faint path, they travel through the forest until they come to another ford. Once they cross the ford they eventually come to encounter area 8. Otherwise, proceed with the following encounter.

Tournament Note: Once the party disturbs the mad hermit here, they have few options—the hermit uses the trees he controls to force the characters into a quicksand trap. This part of the action must flow rapidly and smoothly—do not let play slow down here.

Cresting a rocky rise, the chanter can be seen amidst a group of trees. He is an ancient creature, his cracked and weathered features making him appear much as a tree himself. He is clad in thin bark, and apparently has no concern for appearances as his garment is tattered and his straggly dirty-gray beard and hair are tangled and unkempt. He has not seen you, though his chanting has quickened its pace and the whole forest now seems alive and mimics his movements.

The party is now free to take any action they wish, including going back to the other path.

The man is Eveyd, a 315 year-old half-elf druid.

Eveyd: AC 10; MV 12"; D 12; #AT 1; THACO 14; Dmg 1-6; S 10, Int 16, W 18, Dex 10, Con 12, Ch 15

He owns the *Gem of Silvanus* and a quarter staff. His spells are:

First level: *animal friendship*, *entangle*, *faerie fire* (x2), *pass without trace*, *speak with animals*

Second level: *barkskin* (x2), *feign death*, *cure light wounds* (x2), *warp wood*, *heat metal*

Third level: *call lightning*, *neutralize poison*, *tree*, *protection from fire*, *stone shape*

Fourth level: *call woodland beings*, *hallucinatory forest*, *dispel magic*, *plant door*, *protection from lightning*

Fifth level: *pass plant*, *control winds*, *commune with nature*

Sixth level: *cure critical wounds*, *wall of thorns*

Seventh level: *transmute metal to wood*

Eveyd has cast *barkskin* on himself to give him AC 9, as well as *protection from fire* and *protection from lightning*. He has also cast *hallucinatory forest* to double the number of apparent trees. Notice that the player druid can walk through these phantasmal trees, but the others cannot, even if he tells them they are not real.

Eveyd has lived alone in this same forest since a young man. Unfettered by the obligations of society, he has devoted his talents to the art of animating trees.

Trees: AC 2; MV 3"; HD 2; hp 8; #AT 1; THACO 16; Dmg 1-8

This is accomplished by the chanting, and his power is such that all trees within the sound of his voice are thus affected. He has a telepathic link with them, thus being easily warned of intruders. There are literally hundreds of trees here that he may command, but they will only attack if the party attacks them or Eveyd first.

Eveyd's advanced age makes him a link with the past, and his telepathic abilities enable him to pick up on the thoughts of all beings, thus he knows the party's quest. He knew Loring, and knows of the Wheel of Time, but remembers neither with fondness. Loring accosted Eveyd, desiring the location of the Wheel, and Eveyd reluctantly gave the information, for while he had no connection with the druids who at that time maintained the shrine, he was loathe to tell of its whereabouts to a stranger, and a human at that. So he directed him to the magic pool (area 3), and Loring never found the Wheel. The remembrance of these events enrages Eveyd, and his wrath now falls on the characters.

"By root and branch! Beset again am I by fools, but not by one but (fill in the number of live characters in the party) this time. I know ye seek the Wheel of Time, and ye will fare no better now than did the hapless Loring. Duped was I then, but never again! My true friends will aid me in your utter annihilation that I may be left in peace."

The trees begin to move even as the strange creature finishes his tirade. Escape the way you came is impossible, but a small gap in the closing circle of writhing, menacing trees remains open.

The animated trees force the players in the direction of the gap. Deciding to stand and fight is futile, for even if Eveyd is slain his trees ruthlessly attack to slay the invaders. The ring of trees continue to close and force the party into the next encounter area.

If Eveyd is attacked, the trees hold off the party while he casts *warp wood* (if appropriate), then *heat metal* on one attacker's armor. When it has reached maximum temperature, he casts *transmute metal to wood*. The now-wooden armor spontaneously bursts into flames, doing damage equivalent to a direct hit with four flasks of flaming oil for a total of 12d6 damage. (Tournament note: any magical metal armor fails its saving throw if this happens in tournament play.)

Eveyd then casts *wall of thorns*, such that a rectangle is formed around himself, each end being 10 feet long and each side 20 feet long. Each wall thus formed is 10 feet high and 2 feet thick. If forced into melee, he uses the *Gem of Silvanus* rather than his staff. If he has taken 50% or more damage, he casts *plant door* to escape to his forest, then free. Eveyd will *feign death* if it appears that he will die before he can escape.

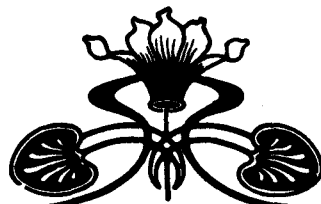
The *Gem of Silvanus* is a walnut-sized stone composed of compressed wood fibers whose use is restricted to druids. Anyone touched or struck in melee by this object is polymorphed into a tree of the wielder's choosing. A saving throw vs. polymorph is allowed, but half-elves save at -1 and elves at -3, being more susceptible to the effects.

6. THE MARSH

You manage to escape the closing ring of trees through the small gap in their line. The reason for the gap is now apparent—a low bluff and a shear drop of 15 feet onto flat ground awaits as the trees move in!

The flat ground is quicksand, and the morass is too wide to jump to the other side. There is no way the party can avoid being forced from the bluff, though those with the ability to levitate will be able to escape the quicksand and see the coming rescue.

It's not really the end, of course, but be as dramatic as possible in the description of



this scene. Any hurried attempts the party makes to extricate themselves prove fruitless. Ropes thrown at the animated trees are broken and thrown back, shrubbery along the edge pulls out by the roots, etc. Finish this quickly, as the only purpose of this section is to lead smoothly into the next encounter. It should *not* waste the party's time or resources.

As the party sinks into the morass, you hear shouting from the direction opposite the bluff. Many colorfully dressed men are running up to the far edge of the quicksand. They are the last thing you see before you go under.

7. THE GYPSIES

The party is rescued from the quicksand by friendly gypsies and is taken to their camp. Those who sank in the quicksand awaken to find themselves once again on dry land, their clothing has been removed and hung from trees to dry, and their equipment neatly piled nearby.

Looking around, many people can be seen. They are dressed in bright, almost gaudy, clothing and from the many wagons, you surmise that they are nomadic gypsies. There are close to 50 men, women, and children busily engaged in everyday tasks. They pay you little heed, except for two standing nearby. The most commanding figure is a bear of a man, 6 feet tall and you'd guess 220 pounds, dressed in a bright yellow, satiny shirt, black pants and heavy leather boots. A vibrant green scarf fits snugly about his head and a gold loop dangles from his left ear. He is clean-shaven except for a bushy black moustache, and his breath reeks of garlic. Upon his shoulder sits a magnificent parrot, with a little hat of the same green material as his master's scarf.

By his side stands a wizened, hunch-backed old crone of indeterminate age who is clad in black homespun. The black shawl she has pulled over her head hides most of her features, though you spy a few wisps of steel gray hair, and her beak of a nose dominates her face. You are particularly struck by the intensity of her eyes, like glittery, polished obsidian chips that dart nervously, missing nothing.

"Ah, good! They're finally coming around," says the man. "Esmerelda, gather the other women and cook some food. These strangers are cold and hungry, and that's a fact. Shoo now! Go! Go!" The old crone acknowledges the command with a nod and a "Yes, Mikhale," then goes to do his bidding.

Mikhale turns his attention back to you. "Well, my friends, and a near thing it was. We came up on that quicksand just as the last of you were going down. I don't know what trouble you're in, but I'll suffer no man, or lady for that matter, to drown in a slimy bog. Four of our lads dived in and pulled you to safety and, as you were unconscious, we brought you here to our humble camp. Rest yourselves now, while we build up the fires and feast. If you need anything, simply ask."

This is a band of gypsies who really did happen along at the right time. His story is true, as far as it goes. The party finds, however, that some of their items are missing (the items are *only* missing if the character lost consciousness):

- 1) Lyman dagger, all money
- 2) Silevran potion of healing
- 3) Jenelle shield, all oil
- 4) Tremblaine nothing
- 5) Arwyn sandals
- 6) Brutelle all money, torches
- 7) Dugal all arrows +2, tinder box
- 8) Ringo net, gem, wine skin
- 9) Glynnis all money
- 10) Berta nothing

The gypsies will also have burned two (2) charges from the *wand of lightning* in an attempt to figure out what it is, so subtract these if applicable. If Mikhale or any of the other gypsies are confronted about these missing items, he shrugs his shoulders and states that obviously they were lost in the quicksand. Actually, the items have been removed from camp and buried in the forest. The party may search if they wish, but they never find them. After they have finished eating it is full dark and Mikhale engages them in conversation. The parrot is sitting on his shoulder, attentive but quiet.

"Feeling better now? Good! None the worse for wear, I see. I've been itching to ask you about the map you've made. I see that you have come into this wood

from the west, and we from the east. Interested in seeing what we've mapped?"

The map that Mikhale produces is accurate, though he's left out some important details. If the party wishes to purchase a copy of the gypsy map, it costs them 100 gp, or a magical item. It shows the road from this point to area 8, the tunnel, and beyond to the edge of Loring's Wood. Mikhale continues:

"You know, I could not help but overhear that madman with the funny trees shout something about Loring and the Wheel of something-or-other. I and my small band are searching for the Wheel of Fortune, once the pride of our clan but lost long ago by my great-great uncle Lenard, the gods curse his soul!" he mutters, spitting on the ground.

"Ever since that luckless day we have been vagabonds, unwelcomed and unwanted. Our search may never end, but I and my sons and their sons shall never turn from our task. But perhaps I can aid you. We passed a highly decorated wooden wheel set in a shrine on our journey from the east. If this be your wheel, you need but follow the pathway toward the rising sun and you shall have an end to your troubles. Good night, weary travelers, and may Dagda watch over you. I and Bluebeard must be off to bed." With that he leaves you and climbs into a gaily decorated covered wagon, leaving Bluebeard on a perch by the curtained opening.

There is not much else to be done here. The gypsies all turn in for the night, leaving the party to their own devices, though there are six guards left to watch the wagons. If the party tries to investigate the woods they are warned away by the guards. The party must not find the secret trail to area 9 at this time. If the party wishes, they may talk with Bluebeard; he even flies over to them if they whistle and offer some food. This way they can talk and not be overheard.

Bluebeard's normal vocabulary consists of these four phrases, "Birds can't talk," "Won't say," "Tell your fortune?" and "How are you fixed for blades?" As long as he is questioned normally these are all the words he knows. Have fun with this! If the monk uses her speak-with-animals ability, or the druid a *speak with animals* spell, Bluebeard



volunteers some very interesting information:

1. Bluebeard has seen the secret path to the west that starts in the woods beyond the gypsy camp, and will suggest the party go that way.
2. A few miles to the west is a large circle of standing stones guarded by a huge black lizard.
3. Mikhale forgot to mention that there are two mountain giants on the eastward path.
4. Bluebeard saw nothing of any circle or wheel when they passed through on the east road.

Proceed to area **8** if the party chooses to follow the path to the east, or area **9** if they follow Bluebeard's advice and take the secret path to the west.

8. A MOUNTAIN CAVE

The way becomes broader as you head steadily eastward, and eventually the remains of the old road are discovered; more of the major route that once passed through Loring's Wood, long ago abandoned. The terrain is quite hilly and rocky, the foot hills of the mountains that can be dimly seen far away. There is a booming noise like thunder, though the sky holds no hint of a storm.

The crumbling paving stones swing in a wide curve around the foot of a hill. Before you, the road runs straight through a narrow defile, heading sharply upwards. About 150 yards ahead you can make out the mouth of a cave, perfectly circular and highly carved, framing two gigantic figures. The thunder is their laughter, as they are engaged in some game, which you must have interrupted, for they stop, peer down at you, then say, "Step aside, ants, or suffer the consequences!" Stooping over, they each retrieve huge boulders from the roadside and hurl them down the narrow canyon. The stones bounce off the sides of the canyon and gain speed as they bear down on you.

The two mountain goats are just passing through, camping here only for a short while to scout out the country.

Mountain goats (2): AC 4; MV 12"; HD 12; hp 50, 60; #AT 1; THACO 9; Dmg 4d10; SA hurl rocks up to 20" for 2d8

Mikhale and his gypsies bribed their way through this pass with a wagonload of wine, but didn't see fit to warn the party. Who knows? If the party is destroyed the gypsies might be able to talk the giants out of their loot! The giants do not negotiate with the party. They hurl boulders until the party is close enough to melee (two volleys at least), then strike with their massive fists.

If the party vanquishes the giants, they find the cave to be the entrance to a tunnel on the old road, nothing more. The only thing of value in the giants' possessions is a faded map that shows the beginning of the secret trail at area **7**. Alternately, the party could go to the gypsy camp. The gypsies are gone, but the ranger or druid are able to find the secret trail if the area is searched.

Characters who follow the road east travel for half a day before leaving the forest. It takes half a day to return to the tunnel entrance where they met the giants.

9. THE CIRCLE OF STONE

Travel through the thickets of the secret path is difficult, but not impossible. One striking thing is that all normal forest sounds have ceased. In fact the silence is oppressive, much like the feeling just before a violent storm strikes. Through the wild tangle, tall stone shapes rise among the trees, and from amidst these emanates a dim, though definite, white glow. A tell-tale thump and the swish of a heavy body moving through leaves and forest debris is your only warning before a huge form, blacker than the pit, with evil yellow eyes rears in front of you and opens its gaping maw. Black dragon!

The monster is an old black dragon.

Black dragon: AC 3; MV 12"/24"; HD 8; hp 48; #AT 3; THACO 12; Dmg 1-4/1-4/3d6; SA acid breath

He is not exactly guardian of the shrine, as his evilness does not permit him to enter it, but this is his territory and he defends it. After his initial acid attack, he takes to the air and swoops in twice more, using its breath weapon (48 points of damage, save for half). Determine the victims randomly, but assume only one per breath unless the party deliberately closes ranks. After using his three breath attacks he attempts to land (for 3d6 damage) on a random character, who may dodge by saving vs. death, modi-

fied by dexterity bonus if applicable. The dragon then engages in melee to the finish.

Safe for the moment, you now have the opportunity to examine the stones. The tall ones form a rough circle, and enough of them have lintels bridging the tops of two uprights that it is possible to imagine that all the monoliths were once so capped. The hub of the circle is dominated by a huge stone disc, deeply carved with symbols and runes and mounted horizontally on carved representations of serpents. In the center of the disc is a pinnacle about 10 feet tall, topped by a crystal. Emanating from this crystal are two brilliant beams of light, though the source of the illumination is not visible. The vivid shafts of coruscating (sparkling) light strike the rim of the disc at two distinct and separate points.

This, of course, is the Wheel of Time. The crystal acts like a prism to refract beams of light. The conjunction of the constellations Bazel and the Seven Daughters occurs every 40 years. It results in an extremely bright light, bright enough to activate the crystal. The other light source is the moon, whose orbital eccentricities result in its light striking the crystal from different angles. These two light sources are refracted so that concentrated beams strike the rim of the Wheel at different points. The timing of events is accomplished by measuring the circumference of the Wheel between the points. The measuring device in this case is the magic glove the party should have picked up in area **3**.

Six glove widths exactly measures the circumference between the two light beams, thus proving this part of the Prophecy. If the players do not have the glove, they cannot verify the time, even though they may guess at the proper method. Even with the glove, they must state that they are using it as a ruler to measure the distance between the beams at the rim of the Wheel to succeed.

If the party fails to find the glove, then it isn't time for Llywelyn to return (though you can always introduce the glove into other adventures if desired). If the players can't figure out how the glove works, but wants to continue the quest, always send a learned NPC scholar back to the Wheel with them—the conjunction can be assumed to last several weeks in this case.



Scenario 2: Locksmith

PLAYERS' BACKGROUND

You have completed the first task in the quest to restore the lost king, Llywelyn, to the throne of Pellham. In Loring's Wood, you found the Wheel of Time and proved that the time spoken of in the Prophecy was at hand. Now the seneschal Gwydion has summoned you again for another task that, if successfully completed, hastens the return of good King Llywelyn.

Lord Krell, also known as Krell the Robber Baron, has sent word by trusted messenger to Gwydion that he has in his possession a set of keys, from antiquity. If the council is interested in them, he is prepared to sell.

Krell has justly earned both his titles. He is a robust fighter who honed his craft early in raids against orcs and hobgoblins to the south and east, and single-handedly slew the dragon Hoarfrost in the wintry wilds of the Caspan Mountains. The hoard of the dragon was vast, and allowed Krell to build both a fortified manor house on a plateau overlooking the only pass through the mountains south of Widdershin, and a gatehouse astride the main road at that point. As he controls the traffic, Krell also exacts a toll for passage. Some think his fees are outrageous, hence his second title.

The seneschal has done very little to hinder Krell in his business dealings, as Krell has on more than one occasion thwarted invasion attempts through the pass and has never molested a tax collector.

The purchase of these keys has been approved, and you are to go to Krell Manor to settle the matter by the time of the new moon, a fortnight hence. The keys, lost for centuries, are believed to be the ones used to seal Llywelyn's tomb; how Krell came by them is unknown, but it is obvious he does not know their value as he has asked the ridiculously low price of only 10,000 gp for the set. According to Gwydion, each key should be a foot long and sparingly bejeweled, three of silver, three of gold and three of iron.

Gwydion has entrusted to you a small chest containing the 10,000 gp in gems and jewelry. You are to time your journey to arrive at Krell's stronghold at the time of the new moon, seal the bargain and return with the keys.

DUNGEON MASTER'S NOTES

Unknown to the seneschal, Krell has sent out more than one messenger in an effort to sell the keys. He has been contacted by another interested party. He has agreed to meet with them as well, and on the same day! Krell really does not know the significance of the keys, though he is smart enough to realize that they are obviously a set. He keeps them in a velvet bag sealed with a braided gold wire, and does not open it for inspection—caveat emptor! He has, in fact, removed and hidden one of the iron keys. Once the deception is discovered, he sells the remaining key for another 10,000 gp.

It must be emphasized that Krell's stronghold is very strong. There is no hope for the party to go in and take the keys by force. While it might be possible to slay Krell himself, the 100 or so troops and other retainers at the manor can easily overwhelm anyone daring to use force!

A key feature of this adventure is the delay assessed against the party when they choose a course of action that slows them down. Keep careful track of the *number of turns* the party is delayed. The more the player party is delayed, the longer start the evil party has to make its escape. Delays are specified in the encounter key. It is imperative that you keep an accurate tally of delays.

Time and Movement: The map is scaled so that a character mounted on a light horse can move 3 hexes in one game turn, while a character on foot can move 1 hex in a game turn.

Horses: For tournament purposes, all characters are assumed to be mounted on light warhorses.

Warhorses, light: AC 7; MV 24"; HD 2; hp 12; #AT 2; THACO 16; Dmg 1-4/1-4

Campaign note: Random wilderness encounters occur only if the party wanders off the main road, or takes more than a day to complete this adventure.

MOUNTAIN RANDOM ENCOUNTER TABLE

Die Roll	Encounter
1	1-6 brown bears
2	2-8 hill giants
3	1-6 griffons
4	20-50 merchant caravan
5	6-9 NPC party
6	patrol
7	10-40 pilgrims
8	2-20 wolves

THE TRAIL TO KRELL'S MANOR

1. THE GRIFFONS

It is the last morning before the night of the new moon. You expect to reach Krell Manor at noon, in another two hours of easy riding. The road twists and turns through the mountains, getting steeper all the while. For some time, a group of six black-cloaked horsemen has been visible on the road about a half mile ahead. As they ride behind the intervening shoulder of a wooded slope, your observation of them is suddenly interrupted by shrill cries from above.

There is effectively no surprise here, as the two griffons are closing to the attack.

Griffons (2): AC 3; MV 12"/30"; HD 7; hp 27, 35; #AT 3; THACO 13; Dmg 1-4/1-4/2d8

The griffons are not in league with the evil faction. This is simply an unfortunate encounter for the players. The party has time for one missile attack (two if they don't arm for melee). Anyone who attempts to ride in pursuit of the horsemen is attacked by a griffon in preference to other targets.

2. HAZARDS OF THE TRAIL

The mysterious horsemen are now out of sight, and you continue your winding journey to Lord Krell's manor. The road becomes rougher as you travel, and the lead horse shies away from a small slide of hand-sized rocks clattering down the steep slope to your right.



The trickle of rocks is the danger sign of an impending rockslide trap. If the party halts and sends a character able to find traps ahead, a trip wire is found mere inches in front of the lead horse. A dwarf can verify new construction upon close examination of the rocky slope. A ranger who looks for tracks notes that a horse with a broken shoe has recently passed here.

If the slide is triggered, the front two ranks of the party are hit by the falling rocks and boulders. Each rider or mount involved takes 2d8 damage (9 points of damage in tournament play).

The mounted group ahead of the characters are representatives of an evil faction that is intent on getting into Llywelyn's tomb. Krell has agreed to meet with them today as well, figuring first come, first served. While the party was engaged with the griffons, the evil party stopped and hastily rigged the deadfall.

3. KRELL'S GATE

The road continues up into the mountains, climbing a little more gently now than before. As you crest a small rise, Lord Krell's manor is visible on a plateau overlooking the pass. One hundred feet below, a fortified gatehouse, much like a castle, spans the road and completely fills the pass to a height of 40 feet. Numerous men-at-arms can be seen walking its crenelated battlements, and more wait before its oversized portcullis.

When the characters approach the guards near the portcullis, read the following.

Ten men, clad in chain mail and tunics of black and crimson, each armed with a halberd and a club, and a large fellow toting a two-handed sword, stand guard. As the guards snap to attention, their

leader strides to the center of the road and stops, legs wide spread and sword held firmly in front of him. "Greetings, travelers. State your business at Krell's Gate."

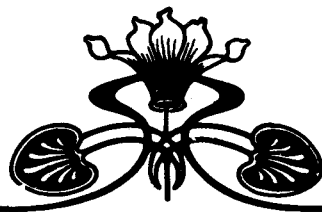
If asked if another party has arrived, the sergeant says that another group rode through six hours ago. (If any players ask how far the other party was ahead, tell them the other party should be less than an hour ahead.) This gatehouse is quite well fortified.

Gate Guard:

Sergeant: AS 3; MV 6"; F4; hp 34; #AT 1; THACO 15; Dmg 1-10+3; S 17; Int 12; W 11; Dex 15; Con 16; Ch 8

The sergeant is in scale mail with a two-handed sword +2

Heavy footmen (10): AC 5; MV 6"; F0; hp 6 each; #AT 1; THACO 20; Dmg 1-10 or 1-6



The footmen have scale mail and shields, halberd, and club.

On the battlements:

Leader: AC 4; MV 9"; F3; hp 20; #AT 1; THACO 18; Dmg 1-6

The leader wears chainmail and has a military pick.

Heavy crossbowmen (20): AC 5; MV 9"; F0; hp 6 each; #AT 1; THACO 20; Dmg 1-4/1 or 1-6

They wear chainmail and have crossbows and short swords.

At each portcullis:

Leader: AC 4; MV 9"; F3; hp 17; #AT 1; THACO 18; Dmg 2-8

The leader has chainmail, shield, and broadsword.

Light crossbowmen (20): AC 5; MV 9"; F0; hp 5 each; #AT 1; THACO 20; Dmg 1-4 or 1-8

They have chainmail, light crossbows and military forks.

Reserves:

Heavy footmen (30): AC 5; MV 6"; F0; hp 6 each; #AT 1; THACO 20; Dmg 1-10 or 1-6

The footmen have scale mail, halberds, and clubs.

Light horse leader: AC 4; MV 9"/24"; F2; hp 15; #AT 1; THACO 20; Dmg 1-6 or 1-8
The leader has banded mail, shield, javelins, and longsword.

Light horsemen (20): AC 6; MV 9"/24"; F0; hp 5 each; #AT 1; THACO 20; Dmg 1-6 or 1-8

The horsemen have ring mail, shield, javelins (3), and longsword.

Horses: AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; Dmg 1-4/1-4

The party now has three options:

OPTION 1: ATTACK. The description of the defenses at the gate area should be sufficient to deter such action, but if they decide to fight anyway, have the gate guard retreat into the gatehouse as the portcullis is lowered, while the bowmen pepper the party with quarrels. Krell is expecting them, but he brooks no violence or high-handedness from them, even if they are agents of the High Council. The sergeant tells them that he will deal with them when they learn better manners. Assess three turns' delay and rerun encounter 3.

OPTION 2: FOLLOW THE NPC'S. The guards exact a toll of 10 gp per person and open the gate. You may describe the interior of the gatehouse to them (buildings 1 to 7). After leaving the gatehouse, the party should be told that they see no one ahead of them. If a ranger noted the broken horse-shoe mark at the rock slide and checks again, tell him that no such mark is apparent in the tracks on the road. Announce the periodic passage of turns. Penalize the party one turn each turn they say they will proceed with the chase. There is nothing at *Point E* at this time, as the evil party is still in the manor. When the player characters decide to give up and return to the gate, assess half the number of turns delay for the return trip. (If they decide to return after only one warning, they lose only one turn.) Rerun encounter 3.

OPTION 3 SEE KRELL. The guards let the party through the portcullis (you may describe the interior of the gatehouse to the players, buildings 1 to 7), then open another that opens onto a path up the mountainside to the wide plateau and the manor house proper. Go to building 8.

THE GATEHOUSE

1. Cavalry Barracks. These are quarters for the light horsemen (detailed in encounter 3) when off duty.

2. Stable. There are 40 light horses kept in the gatehouse.

Horses (40): AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; Dmg 1-4/1-4

Twenty of them are stabled here at any given time.

3. Corral. Another 20 light horses are kept here, ready for immediate action.

4. Smithy. The blacksmith is mainly occupied with shoeing the horses, though he is quite capable of making minor repairs to armor and putting a keen edge on a sword.

5. Storage. This building contains fodder and tack for the horses.

6. Foodstuff Storage. Also, the sergeant-of-the-guard maintains private quarters here and keeps a strongbox to hold the tolls he collects. It presently contains 500 gp in assorted coins.

7. Yard. Exercise and training area for both cavalry and foot soldiers.

KRELL'S MANOR

All the action in this part of the adventure occurs in just a few rooms of the manor house, though all rooms are detailed for completeness. Likewise, the rest of the buildings on the plateau are included to give the party an idea of Krell's holding. Remember, this is Lord Krell's personal property, and visitors cannot simply wander around.

8. Inner Barbican. Two 30-foot-diameter by 30-foot-high towers connected by a 20-foot-wide by 30-foot-long by 20-foot-high building are set in the curtain wall that totally surrounds Lord Krell's holding. This fortification, once serving the same function as the gatehouse, is manned by 20 heavy footmen led by a captain.

Heavy footmen (20): AC 5 (scale mail and shield); MV 6"; F0; hp 6 each; #AT 1; THACO 20*; Dmg 1-10 (halberd) or 1-6 (club)

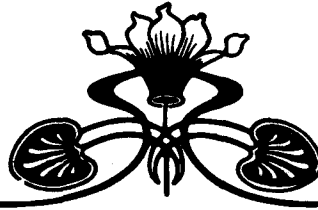
Captain: AC 3 (banded mail and shield); MV 6"; F3; hp 18; #AT 1; THACO 18; Dmg 1-8 (battle axe)

They do not look for much trouble since the guards on the road do not allow anyone access to the path without proper clearance.

The captain asks the party to state its business. If the party decides to fight their way in, for some reason, go to **OPTION 1**; if they state that they are emissaries from the Council of Widdershin to see Lord Krell, they are passed through the gate and escorted to the manor house proper (9).

9. Manor House. This is the most imposing structure on the plateau, and houses Krell and his more intimate associates. It is a two-story stone building, and itself well fortified, reflecting Krell's military background. After the party has cleared the barbican, they will enter the manor through the double doors in the front. (See the *Key to the Manor House* for further details.)

10. Guard Barracks 1. The ground floor of this two story building is a common area, while the upper floor provides sleeping quarters for up to 20 men. Their commander has a small corner of the ground floor to himself. All guards are presently in the mess hall.



11. **Guard Barracks 2.** See building 10.

12. **Temple of Dunatis.** Hendrik, the local cleric, conducts organized worship of this minor god once a month.

13. **Armory.** Weapons of all types may be found here, enough to equip 300 men.

14. **Armorer's Quarters.** The forge and anvil dominates this small building. The armorer is capable of making any type of armor, though he specializes in chain and scale mail.

15. **Bowyer/Fletcher.** Few of Krell's troops use regular bows, so this fellow is more adept at the making of crossbows and quarrels. There are 30 light crossbows and 600 quarrels here now.

16. **Stable.** Six heavy warhorses are kept here as mounts for Lord Krell and his companions.

Warhorses (6): AC 7 (2 if barded); MV 15"; HD 3+3, hp 12, 14, 16, 17, 17, 20; #AT 3; THACO 16; Dmg 1-8/1-8/1-3

17. **Blacksmith.** Normal smithy work is carried on here, including all kinds of metal repair (except to armor), shoeing horses, and making and repairing tack.

18. **Corral.** Four medium horses and four mules are kept here because of their brutish nature. They attack anyone who comes up to the fence.

Horses, medium (4): AC 7; MV 18"; HD 2+2; hp 8, 9, 11, 16; #AT 3; THACO 16; Dmg 1-6/1-6/1-3

Mules (4): AC 7; MV 12"; HD 3; hp 14, 15, 15, 17; #AT 1 or 2; THACO 16; Dmg 1-2/1-6

19. **Vegetable Garden.**

20. **Storage.** This building holds foodstuffs and normal clothing for the men.

21. **Storage.** This area is for animal feed and bedding.

22. **Livestock Pen.** This area contains 40 sheep.

23. **Servants Quarters.**

24. **Guard Barracks 3.** Same as building 10.

25. **Guard Barracks 4.** Same as building 10.

KEY TO THE MANOR HOUSE

9a. Foyer

You are led up the graceful, curved steps to the double doors which open into a large chamber. There are two guards here. Each wears a black surcoat over his armor with a crimson panther emblem on the left breast. The room is lit by six oil lamps, one on either side of each door and one in the center of the west and north walls.

Guards (2): AC 5 (scale mail and shield); MV 6"; FO; hp 6 each; #AT 1; THACO 20*; Dmg 1-10 (halberd) or 1-6 (club)

The party is met by Carruthers.

Carruthers: AC 9; MV 12"; F4; hp 30; #AT 1; THACO 18; Dmg 1-4 (dagger); S 13, Int 16, W 15, Dex 15, Con 16, Ch 16

He is a man in his late 60's. His build is slim, though he sports a slight paunch. He wears his gray hair long, making no attempt to cover his receding hairline. He is clad all in gray, with the crimson panther emblem sewn to his tunic.

Carruthers is Lord Krell's most faithful adviser, having been a member of Krell's father's household. When Krell came into his own, he brought Carruthers along with him. He is quite shrewd and totally loyal. With strangers he assumes the mein of a menial servant. He asks the party to wait while he announces their arrival to his lord. If the party decides to wait for his return no delay is assessed.

The characters may try to force their way into Krell's presence at any time. The guards do *not* attack unless the party draws weapons or displays obvious hostile intentions. If the party is taking pains not to start a fight they get in to see Krell (9g) this way with no further delay.

The party's arrival has placed Krell in an awkward situation, as he has just sold the keys to another group (the black-clad horsemen). Upon hearing Carruthers' message, they offer Krell an additional 5,000 gp to delay the party while they make their escape through a rear exit. Never one to turn down gold, Krell and Carruthers hatch this subterfuge.

Realizing that these adventurers cannot be kept simply waiting for very long, it is made to appear that Krell is enraged at being interrupted. Krell cuffs Carruthers on

the face hard enough to draw blood, and Carruthers delays the party as long as possible.

After a minute, you hear shouting and the sound of a blow. "You doddering old fool! I told you I was not to be bothered now. Get out!" A thoroughly cowed Carruthers comes back into the foyer and says, "My lord respectfully asks that you take the air in the garden and refresh yourselves from your journey with meat and wine. He is engaged in some urgent private matters, and will be with you shortly. Please follow me."

If the party follows Carruthers, go to the garden 9b.

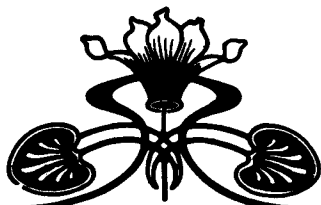
9b. **The Garden.** It is a beautiful place, with gravel paths running through a well-kept lawn and many rosebushes and flower beds. There are four stone benches, a finely carved fountain, and four guards. There are windows in the south wall that allow the characters to look into the mess hall (9f) and see all the troops eating. The windows in the north wall looking into the Great Hall (9g) are covered by heavy crimson draperies. The party cannot see in here.

Carruthers leads the party here, and immediately a magnificent repast is brought to them. But the subterfuge continues. One of the characters spots a piece of paper under a wine ewer. It says, "Krell means to sell you false goods, but I know where the real keys are. Leave the garden by the west door and I will take you to them, (signed) Carruthers." Shortly after, the four guards in the garden are summoned into the Great Hall, leaving the party alone in the garden. There is no delay for this.

If the party chooses to follow these instructions, go to 9c; if they enter the Great Hall, go to 9g; if they decide to sit and wait, tell them a turn has passed and they are still waiting, though a servant comes in bearing more food and drink. Each turn they wait is another turn of delay. After four turns, they are summoned to the Great Hall.

9c. **Hallway.** This is simply a hallway between the kitchen and the Great Hall. If they meet Carruthers here after eating (see 9b), he takes them into the kitchen (9d).

9d. **Kitchen.** All the cooking is done in the three fireplaces, and there are two tables and two cabinets used for preparation and storage respectively. There is also a stairway



down to the cellar (9e); Carruthers leads the party here if he is with them. The half dozen servants in the kitchen know nothing of value.

9e. Cellar. The party is led here by Carruthers (see 9b) to play out the charade he and Krell have set up. Muttering vile epithets, Carruthers rummages around in an endless jumble of boxes, crates, etc., in search of the keys, which, of course, are not here. Carruthers makes occasional exclamations of triumph (every second box) and digs frantically in something, only to come up empty-handed. Assess the party 1/2 turn for each box, crate, etc. they let him examine. Round up any fractional turns. When they leave, take them back to the garden (9b).

9f. Mess Hall. There are two fireplaces and four 50-foot-long tables. Presently there are 50 guards (AC 5 scale mail and shield); MV 6"; F0; hp 6 each; #AT 1; THACO 20*; Dmg 1-10 (halberd) or 1-6 (club)) taking a meal.

9g. Great Hall. Immediately inside the door is a 40-foot-long table, head end to the west. Sixteen upholstered wing benches are spaced around the table, and three finely-wrought gold candelabras sit upon it at 10-foot intervals. The remains of a meal can be seen amidst the rich plates and silverware. Beyond the table, slightly left and right of center are two 10-foot-square fireplaces. Each is covered by a chimney, hung by chains from the ceiling and fitted with a 10-foot-square smoke collector. Between them hangs a circular, ironbound wooden chandelier, the light supplied by eight lit oil lamps around its rim. A stairway up along the west wall provides access to the second floor rooms and balcony, and there are four shields (one a *shield* +2), 3 spears (one a spear +3), a light crossbow, a case of four *quarrels* +2, a *bastard sword* +1 and a *javelin* +2 hanging on the walls.

There are six guards on duty, located at the points denoted by "G."

Guards (6): AC 5 (chain mail); MV 9"; Fl; hp 7 each; #AT 1; THACO 20; Dmg 1-10 (halberd) or 1-6 (short sword)

Three more guards, armed with short sword and light crossbow (Dmg 1-4), stand on the balcony.

Lord Krell (see the *Major NPC* section) sits at the head of the table. He is a slim man, about 6 feet tall with a thin, aristocratic

face, piercing blue eyes and a high, rounded forehead underneath wavy, light brown hair. He sports a thin, well-trimmed mustache the same color as his hair, though sprinkled with gray. While witty and very charming, he is a rogue, constantly seeking to better his position in life. He is dressed in black and crimson, the colors of his house. The wide sleeved tunic he wears hides the *bracers of defense AC 2*, which he always wears when not armored. He wears a *ring of telekinesis* on the third finger of his right hand.

If the party tries to cut their way in, or if fighting breaks out as a result of the negotiations, suggested tactics for Krell and his friends are given later. Otherwise, Krell addresses them:

"Greetings to you, emissaries of the Council of Widdershin. I am Lord Krell, at your service. Please be seated and we will talk."

Make small talk as desired until someone brings up the subject of the keys (no delay is assessed here).

"I am truly sorry you have journeyed so far for nothing. The antique keys have been sold to someone else who made a more generous offer, which, as I am a man of business, I could not refuse. I regret any inconvenience this has caused you and the Council. But stay and dine with me; you are welcome to stay at Krell Manor for as long as you'd like."

The dinner offer should appear bogus to the party, as it is obvious that a group of people has just finished eating. If they accept the offer, penalize them three turns. If they want to leave, let them; the only place they can go is back to the road. If they refuse the meal and press Krell for details concerning who purchased the keys, he tells them that they were a group of five, all clad in black, who arrived shortly before the party. He does not tell how much was paid, though he laughingly tells the characters he was well paid to delay them. For a small fee (100 gp) he tells the party which way they went.

If the party pays the bribe, Krell tells them that their competition left hurriedly by a back exit that opens onto a rough mountain path. This path eventually joins the main road some distance to the east.

If one of the characters is very astute and inquires if they took their horses on the path, Krell tells them, "No, their half-orc lackey took all the horses down to the junction to meet them there. The rest chose the mountain path once I told them of a small cave thereon recently occupied by a young dragon that I had not had time to deal with. There is no cave or dragon, but apparently their greed got the better of them, as I thought it would. They will be some time at their search for it, so I have no doubt that you could catch them."

The party now has two choices. If they decide to follow the evil party down the path, go to encounter 4; if they decide to ride to the junction, go to *Point E* of the mountain path.

Melee in the Great Hall

ROUND 1:

The room guards interpose between Krell and the party. The balcony guards fire at enemy spell casters.

Krell shouts for aid, using his *ring of telekinesis* to disrupt a party spell caster by raising him 20 feet and dropping him for 2-12 (2d6) points of damage. Doors open on the main floor and balcony. Laisir (**room 1**) and 5 guards (**room j**) emerge.

ROUND 2:

The guards and Laisir fight. Krell telekinetically *shield* +2 and *spear* +3 to himself.

Hendrik (**room q**) arrives on the balcony and casts a *silence* spell on an enemy spell caster.

Marbuul (**room r**) arrives on the balcony and casts *charm person* on a different spell caster.

ROUND 3:

The guards, Laisir, and Krell fight.

Hendrik casts *light* in the eyes of the nearest fighter threatening Krell. Marbuul *slows* as many of the party as possible.

ROUND 4:

Fifty guards arrive from the mess hall (**room 9f**).

Krell, Laisir, and guards fight.

Hendrik uses *hold person* against a spell caster.

Marbuul uses *magic missile* to advantage.

Notes: If player characters get to the balcony, the balcony guards fight to protect Hendrick and Marbuul. If hard pressed, Hendrick fights to the death, but Marbuul



drinks his potion of *polymorph self*, turns into a bird, and flies out a window.

If the party fights and loses, they are delayed a total of six additional turns. If they win and either Krell or Carruthers is alive, the penalty is two turns plus the time spent fighting (round fractions up).

Private Quarters (for non-tournament use)

Rooms **9i** through **9r** are not entered by the party during tournament play as the guards prevent such action.

9i. Bathing Room. This area is dominated by two large pools, one 30-feet-by-15-feet filled with cold water and another 18-feet-by-15-feet with heated water. Both are 3 foot deep. Ten pegs to hold clothes are driven into the west and north walls, and there is a table stacked with crimson towels set against the north wall. The room is vacant.

9j. Lower Guard Room. The room is furnished with three tables, twelve chairs and nine bunkbeds. There are five guards here now.

Guards (5): AC 5 (chain mail); MV 9"; FI; hp 6 each; #AT 1; THACO 20; Dmg 1-10 (halberd) or 1-6 (short sword)

They are clad in the crimson and black livery of their master.

9k. Library and Study. A 12-foot-by-20-foot crimson carpet covers the floor along the north wall. Upon it sits an oaken desk and chair of fine workmanship. The east and west walls are lined with 8-foot-high bookshelves, packed with bound volumes and scrolls.

9l. Laisir's Room. The living quarters of the captain of Lord Krell's personal bodyguard, Laisir (see **9g**). He is readying for duty, so he is fully armored.

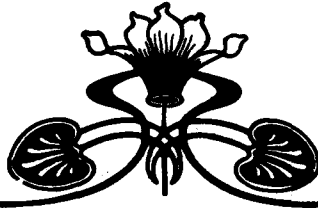
9m. Treasure Room. Here Lord Krell keeps the most valuable goods liberated from merchant caravans and private adventuring, including bolts of silk, spices, craft work, manufactured goods and works of art.

9n. Guest Bedroom. This serves as the quarters for VIPs who must spend more than one day doing business with Lord Krell. The room is furnished with a comfortable, four-poster bed and an armoire (standing closet). A small fireplace in the west wall provides heat.

Second Floor

9o. Krell's Bedroom. The accouterments are similar to those in **9i**, only more opulent. A bed, a dresser, and a cabinet sit against the south wall, a fireplace in the west wall, and an overstuffed chair in the northwest corner. A false bottom in the middle drawer of the dresser provides a hiding place for Krell's *chain mail* +1, potion of *heroism* and potion of *invulnerability*.

9p. Living Room. Krell privately entertains important guests here, as well as Hendrik, Marbuul, and Laisir. A couch occupies the southwest corner, a large table sits in the northwest corner, and a desk, flanked by two large candelabras, and chair rest against the east wall. A 20-foot-long picture window provides a stunning view of the barracks.



9q. Hendrik's Quarters. The room is lavishly furnished with tapestries and draperies lining the west wall. Shelving and a cabinet, separated by a table and one chair, on the east wall contain private papers and various books and scrolls of a religious nature. There is no bed, but a pile of cushions in the northwest corner serves that purpose.

9r. Marbuul's Quarters and Laboratory. The sparse furnishings here consist of three long tables and a small bed. Shelving in the northeast corner holds many jars, bottles, and boxes of ingredients for Marbuul's experiments.

THE MOUNTAIN PATH

The adventurers are fairly close to the NPC party if they have played well up to this point.

4. THE TUNNEL

A guard party of 30 footmen, assigned by Lord Krell, escorts you to the fortified rear gate of Krell Manor. As the heavy iron gates are unlocked and opened, ahead of you stretches a tunnel through the mountainside. The guards close the gates behind you. Walking down the tunnel, you see a glow ahead of you. The light is not coming from the outside, however. The door at the end of the tunnel is tightly closed and a small glowing orb hangs in midair before it.

The glowing ball is a *delayed blast fireball*. The evil party (see the *Major NPC* section), figuring that Krell would not be able to delay the characters long, is covering its own retreat. Pyros waited near the tunnel exit until he heard the gates close at the other end and the approaching footsteps of the party. He then cast the *delayed blast fireball* from a scroll, a *wizard lock* on the tunnel exit door, then a *dimension door* to retreat his group.

Tournament notes: The fireball explodes four rounds after the party reaches the door, and its blast entirely fills the tunnel (which is 15x15x140). Running back to the manor is futile, as the gates are now locked from the other side and no one can open them in time. A *detect magic* reveals the door has been enspelled, and a *knock* or *dispel magic* breaks the *wizard lock*. Once this is done, the door opens on the first push. Any char-

acter who is still in the tunnel when the fireball explodes takes 50 points of damage (25 if a saving throw vs. spells is made).

The Pursuit

The evil party stops at *Points A, B, and C* to set traps (detailed later) to slow the characters. At this point, total the number of turns the party has been delayed. A party pursuing along the mountain path is ambushed at *Point D* if it starts with 4 or more turns of delay. A party taking the main road is ambushed at *Point D* if it starts 7 or more turns behind. At 6 turns, both groups reach *Point D* simultaneously; at 5 or fewer turns delay, the player characters can set up an ambush of their own. Party movement begins when they exit the tunnel or the north gate of the gatehouse. See the *Delay Table* for how long certain actions take in this pursuit situation.

Delay Table

Action	Turns
Move 1 hex along path	1
Detect and remove a trap	1
Bypass trap by going off path	2
Set a trap (evil party only)	3
Triggering a trap	3

Use the *Evil Party Table* to determine the position of the evil party on any turn.

Evil Party Table

Turns Delay	Evil Party Position
0	A; two turns left on trap
1	A; one turn left on trap
2	A; trap completed this turn
3	1 hex beyond A
4	B; three turns left on trap
5	B; two turns left on trap
6	B; one turn left on trap
7	B; trap completed this turn
8	1 hex beyond B
9	2 hexes beyond B
10	C; three turns left on trap
11	C; two turns left on trap
12	C; one turn left on trap
13	C; trap completed this turn
14	1 hex beyond C
15	2 hexes beyond C
16	3 hexes beyond C
17	D
18	D; ambush prepared

Setting Traps: If the evil party is interrupted while setting a trap (including the turn of completion), the trap is not set.

Detecting Traps. The traps have multiple tripwires. Each tripwire must be found and removed independently, though for tournament purposes each such attempt is successful (the point here is to discover if the characters are intelligent enough to try to avoid multiple trapping). A *find traps* spell, properly used, gives away the game fairly quickly!

Point A

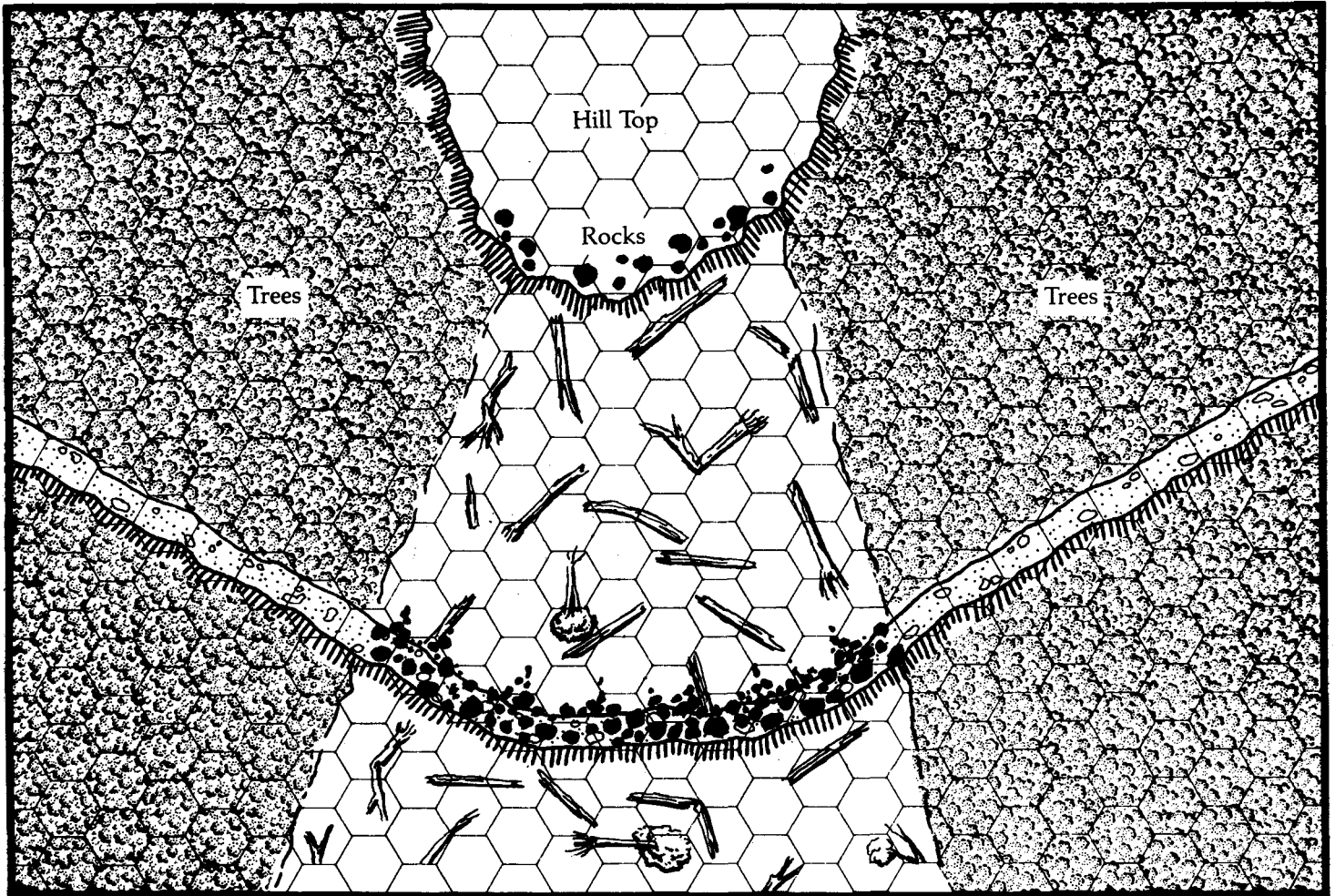
The party is moving through heavily wooded hills. At this point, Ara Iligen has used *major creation* from a scroll to create a combination of two "Malaysian mantraps" (scythe blades attached to bent saplings) and a spiked-wall-and-snare trap. Note that there are three trip wires beyond the mantraps themselves. The first rank of characters must make three dexterity checks (roll their dexterity or lesson 1d20); if any of the checks are failed, the traps are triggered. The characters in the second rank are hit by the mantraps for 16 points of damage; those in the front rank are impaled on the spiked wall for 30 points of damage. No saving throws are allowed in either case.

Point B

The party has passed the crest of a hill and continued down a defile which climbs another hill ahead. Ara Iligen, behind them under *improved invisibility* when they pass, casts *fog cloud*. Describe it so that the party thinks it is a *cloudkill*. The rest of Ara Iligen's party have set an avalanche of rocks and logs at the top of the far hill, connected to another set of three trip wires in the defile. If the characters run down the path away from the *fog cloud*, they have no chance to avoid the trip wires and are struck by the landslide, each taking 24 points of damage (12 if save vs. death is made, modified by dexterity). If they ignore the cloud and look for traps ahead, they pass the trap with the usual delay. They trip the avalanche if they do not look for traps.

Point C

The trap here is more devious than the previous two. Ara Iligen has used *minor creation* and *major creation* spells and Pyros has used a *dig* spell. It starts as a simple pit filled with spikes. When the victims step on the doors over the pit and fall in (taking



10 points of damage), larger spikes snap over from the sides to impale the character from above (doing 15 more points of damage). Then three logs, their limbs roughly trimmed to 6-inch spikes, suddenly drop from the overhanging trees to swing over the pit, making rescue very dangerous. A rescue fails if the rescuing character takes damage from the logs. The rescuing character must roll his dexterity or less on 4d6 for each log. Each log does 1-12 points if it hits. Trapped characters cannot escape the pit by themselves. The logs hang by ropes from branches above the pit. The ropes may be cut if a character climbs or levitates up to them, and there is no limit to the number of rescue attempts that can be made.

Point D

Part of the hillside has fallen away, forming a rock slide across the path. It is possible to climb over it, though difficult. The hill above the path is covered by large boulders and trees. Anyone standing atop the hill has a clear view of the path in both directions, but has good cover from anyone on the path. In other words, this is a perfect ambush spot!

IF THE NPCs ARRIVE FIRST The evil party stops here to set up an ambush, figuring the characters are close behind. While they are waiting, they open the bag they bought from Lord Krell. Examining their treasure, they find they've been tricked—one of the iron keys is missing. Krell still has it, though the evil party will think he sold it to the player characters. They wait in ambush for the party, figuring to kill them, get the key, and go back to their masters.

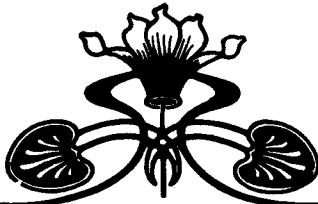
IF THE PLAYER CHARACTERS ARRIVE FIRST (by taking the road to the junction point and working their way back): The party receives a description of the area, along with a strong hint that this would be an ideal place for an ambush. If they decide to do so, have them detail their plan of action. An ambush results in one free surprise round and first round initiative for the ambushing group.

The opposition appears on the path in the following order: Rendar, Ovak Nar, and Pyros; followed four rounds later by Ara Iligen and Blackleaf. The players must spring their ambush within two rounds. After the surprise round, Ovak Nar casts

hold person on the nearest character for Rendar to kill. Pyros casts *fireball* if a group of characters is available, otherwise he uses a *magic missile* against a spell caster. Ara Iligen, under the cover of his *invisibility*, runs away, but Blackleaf casts *haste* on himself and *fire arrow* on seven arrows to fire at the party at the rate of four per round. He continues firing arrows under the *haste* spell until attacked. If victory seems a dim possibility at this point, he also beats a hasty retreat into the woods.

If the party wins, they find a velvet bag, unopened, on the body of Ovak Nar. It is heavy, and feels like it contains keys of the correct length. If the party doesn't open it and look inside, the adventure is over. If they choose to see what they've won, they find that one of the iron keys is missing. Further searching does not produce the missing key, of course, but they find a 5,000 gp necklace around Blackleaf's neck, if he is slain.

They might figure out what has happened and go back to Krell Manor to get the other key. Krell is expecting one of the groups back in any case, and sells the remaining key for an additional 20,000 gp, or 10,000 gp and two magical items.



The Ambush Area

The hill has a steep, forested slope, scarred by the slide that has partially buried the path. The top of the slope is strewn with boulders and trees; the area of the slide is littered with large rocks and logs; the path itself is clogged with boulders and rubble; and the lower slope continues the slide area.

Normal movement is one hex per 3 inches—half this if moving off the path or through the slide area. The terrain affects missile fire and saving throws as follows (because of cover and concealment):

TERRAIN EFFECTS

In Forested Slope	+2 AC	—
Stationary in Slide Area	+2 AC	+1 Save
Stationary on Hilltop	+7 AC	+3 Save

The Evil Party's Ambush Plan

Rendar and Blackleaf are hiding in the boulders above the path. Ovak Nar, Pyros, and Ara Iligen are hidden in the rocks and trees above. Pyros has cast *shield* and Ovak has *blessed* Rendar and Blackleaf. Blackleaf has *hasted* himself and Rendar. In the surprise round, Pyros casts his best *fireball* spell to encompass as many as possible, especially opponent spell casters. Ara Iligen casts a *color spray*. Ovak Nar casts a prayer. Blackleaf uses his *flame arrow*, firing four arrows per round at enemy fighters, while Rendar will not fire, but engages in melee with anyone trying to break through. Once these initial routines are completed, continue the action as befits the situation. The evil party gets initiative on the first normal round.

It is possible that the entire party may perish here. At this point, decide if and how the adventure can be continued. At worst, the quest has failed, though new characters can be hired to get the keys. On the other hand, Krell may have the characters returned to Widdershin for resurrection (for a hefty profit!). The High Council might be able to secure the keys from the other interested party by other means.

Point E

If the party arrives here without first going to the manor, there is nothing here. If they have spoken with Lord Krell, you may tell them that the mark of a broken horse shoe can be seen in the dust enroute, if they ask. The party finds the evil party's half-orc lackey with six horses at the road junction, waiting for his masters.

Lackey: AC 9; MV 24" (horse); F1; hp 7; #AT 1; THACO 20; Dmg 1-6 (short sword)

Whether he is slain or allowed to escape is of little importance. The party might guess from the horses that the evil party is still on the mountain path.

MAJOR NPCS

Krell's Holding

Lord Krell: AC 0; MV 12"; F10; hp 71; #AT 3/2; THACO 9; Dmg 1-6+4 *spear* +3; S 16, Int 13, W 15, Dex 16, Con 15, Ch 17

He has bracers of defense AC 2 and a *ring of telekinesis* on his person; *chainmail* +1, a *potion of heroism*, and *potion of invulnerability* in his room; and a *spear* +3, *four quarrels* +2, *javelin* +2, *shield* +2, and *bastard sword* +1 on the wall in the Great Hall.

Laisir: AC -1; MV 12"; F7; hp 60; #AT 3/2; THACO 10; Dmg 1-8+6; S 18/76, Int 11, W 9, Con 17, Dex 16, Ch 12; *plate mail* +1, *shield* +1, *longsword* +2

Hendrik: AC 1 (plate mail and shield); MV 6"; C4; hp 31; #AT 1; THACO 17; Dmg 1-6+3; S 16, In 11, W 17, Dex 16, Con 15, Ch 14; *mace* +1, scroll: *protection from magic*, *wand of negation*

Spells:

First level: *bless*, *cure light wounds* (x2), *light*, *purify food and drink*
Second level: *hold person* (x2), *silence—15' radius*, *slow poison*

Marbuul: AC 9; MV 12"; M6; hp 17; #AT 1; THACO 19; Dmg 1-4; S 8, Int 16, W 11, Dmg 12, Con 13, Ch 11; *ring of protection* +1, *wand of illusion*, scroll: *invisible stalker*, *potion of polymorph self*, *potion of extra-healing*

Spells:

First level: *charm person*, *enlarge*, *hold portal*, *magic missile*
Second level: *detect invisible*, *knock*
Third level: *dispel magic*, *slow*

The Evil Party

Ara Iligen: AC 5; MV 12"; I10; hp 28; #AT 1; THACO 19; Dmg 1-6 (quarter staff); S 9, Int 17, W 13, Dex 17, Con 14, Ch 16; *ring of protection* +2, scroll: *major creation*, *maze*

Spells:

First level: *color spray* (x3), *wall of fog*, *change self*
Second level: *hypnotic pattern*, *mirror image*, *blindness*, *detect magic*
Third level: *invisibility—1' radius*, *hallucinatory terrain*, *fear*
Fourth level: *minor creation*, *improved invisibility*
Fifth level: *major creation*

Blackleaf (elf): AC 4 (leather); MV 12"; F6/M7; hp 35; #AT 3/2; THACO 12 bow, 14 sword; Dmg 1-6 (arrow) or 1-8+1 (longsword); S 17, Int 16, W 14, Dex 18, Con 16, Ch 15)

Spells:

First level: *shield*, *readmagic*, *magic missile*, *charm person*
Second level: *invisibility*, *magic mouth*, *esp*
Third level: *flame arrow*, *haste*
Fourth level: *wizard eye*

Ovak Nar: AC 4; MV 9"; C9; hp 45; #AT 1; THACO 16; Dmg d6+2 (footman's mace); S 16, Int 14, W 18, Dex 13, Con 14, Ch 18

Spells:

First level: *sanctuary*, *cure light wounds* (x4), *bless*, *detect evil*
Second level: *know alignment*, *speak with animals*, *chant*, *hold person*, *find traps*
Third level: *create food and water*, *dispel magic*, *prayer*, *speak with dead*
Fourth level: *neutralize poison*, *cause serious wounds*, *detect lie*
Fifth level: *raise dead*

Pyros: AC 10; MV 12"; M6; hp 28; #AT 1; THACO 19; Dmg 1-4 (dagger); S 10, Int 18, W 12, Dex 13, Con 15, Ch 13; scrolls: *dimension door*, *fireball* (7d6), *dig*, *delayed blast fireball*

Spells:

First level: *sleep*, *magic missile*, *burning hands*, *shield*
Second level: *web*, *wizard lock*
Third level: *fireball*, *dispel magic*

Rendar: AC 4; MV 12"; half-orc F9; hp 64; #AT 3/2; THACO 8, bow 12; Dmg 1-10+5; S 18/51, Int 10, W 9, Dex 15, Con 17, Ch 9; *chain mail* +1, *two-handed sword* +2, long comp. bow

Scenario 3: The Perils of Symbolism

PLAYERS' BACKGROUND

You have, by discovering the Wheel of Time in Loring's Wood, proved that this is the time of the Prophecy of Brie. You also recovered nine antiquated keys possessed by Krell, the Robber Baron, finding out in the process that Krell's appellation was well-earned.

King Llywelyn went to his grave without his trappings of royal power: his crowned helm, scepter, and baldric. The funeral procession from Widdershin to Dolmen Moor above Sky Lake had an accident while traversing the rapids in the Damrosil River where the stream from Loring's Wood joins it. The chest carrying the items was lost to the river, and the ensuing search proved fruitless.

About 50 years ago the scepter turned up in Widdershin, sold by a bugbear chieftain for cash with which to buy food for its tribe. No one knew what the scepter was until a scholar of the Brothers of Brie, researching what few documents remained concerning the reign of Llywelyn, recognized it from its description. Exhaustive research has now pinpointed the bugbears' lair. You are to journey to the caves called the Eyes of Berta to recover the helm and baldric if they are still there.

The bugbears are known to be cunning and treacherous. They prey on the river traffic, shutting down trade south of Bergal. However, the remoteness of the area has prevented a large scale punitive expedition. Surprising the bugbears is of upmost importance, for it would be impossible to slay them all, especially if they knew of your presence. A swift, get-in-and-get-out raid is required.

The characters must enter the bugbear cave complex without being seen. The success of the adventure hinges on whether or not the bugbears are alerted to the party's presence, and descriptions of certain areas within the complex vary if an alert exists. Party actions that trigger the alarm are clearly noted in the DM sections of the encounters.

If the party alerts the bugbears, then retreats to the woods for a day until the furor dies down, the bugbears return to their non-alert status.

Attempts by the characters may to bluff their way in, representing themselves as traders, etc., do not work. The bugbears play along with them until enough bugbears

are gathered to outnumber the party, then they throw them in the cells in the lair (room 11), hoping for ransom.

DUNGEON MASTER'S NOTES

The following random encounter tables are used in campaign play only. Make morning and evening encounter checks.

DAMROSIL TRAIL RANDOM ENCOUNTERS

An encounter occurs on a roll of 1 on 1d10.

Die Roll	Encounter
1	1-3 black bears
2	1-12 wild boars
3	2-20 ogres
4	2-5 owlbears
5	1 giant skunk

DAMROSIL TRAIL ENCOUNTERS

The adventure begins on a trail on the east bank of the Damrosil River.

1. THE HERBALIST

You are traveling on foot along the east bank of the Damrosil River, north of Widdershin. Your present position is a point roughly two miles south of the Eyes. The weather is very threatening, with low, scudding black clouds and the rumble of distant thunder to the south and west. Rounding a bend in the river, you hear a woman scream. She is crouched by the river bank, waving at you weakly, then her movements cease. Her clothes are simple homespun, covered with dirt and leaves.

This encounter is run differently, depending on whether it is used in tournament or campaign play. Read the **Tournament Notes**. If the player characters investigate, proceed with this encounter; if not, go to trail encounter 2.

The ground here is soft and lush with vegetation. The woman is unconscious, but still alive. Her body shows marks of the bites of some large animal. Her mouth and hands are encrusted with dirt, and her left hand holds the top portion of a small plant with arrowhead-

shaped leaves. She carries a large bag filled with assorted roots and plants, some the same as the one she is holding.

If the party pries open the woman's mouth, they find the well-chewed remains of some type of plant root. The woman is an herbalist who live in the woods nearby, and was attacked by a poisonous hydra a short distance from here. The poison is slow-acting, however, and the root she has chewed is an effective antidote. Many of these same plants can be seen growing here. The woman can be revived by giving her liquids or any curing spell. The root she has chewed, as well as the ones she is carrying, are unfamiliar to all members of the party. If the party discovers the chewed root, it should not be absolutely clear whether the root is a medicine or a poison.

The woman has become hysterical as a result of her ordeal. If the party revives her, she immediately flees into the woods. She does not answer any questions. If the party pursues her, she pulls a dagger from her dress and threatens to kill herself. If the party continues pursuit, she kills herself unless the party prevents it. If she is taken prisoner, she becomes more and more hysterical, finally becoming incoherent with fear.

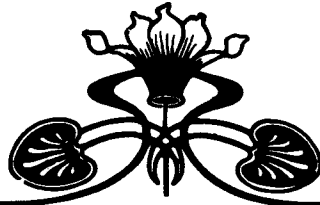
Herbalist: AC 10; MV 12"; Lvl 0; hp 2; #AT 1; THACO 20; Dmg 1-4

Tournament Notes: In tournament play, the woman does not regain consciousness. If characters examine her, tell them that she is obviously dying and that her wounds are so severe that she cannot be saved. She has been fatally mauled by some animal or monster; the bite and claw wounds are clearly visible. She is carrying the pouch of herbs, and has chewed the antidote root, as described above. She dies five minutes after the party finds her.

2. WILD BOARS

The journey continues up the east bank of the Damrosil. You have not gone far when you clearly hear some low-pitched grunting and high-pitched squeals somewhere close ahead.

The sounds are from the feeding activity of four wild boars (one male, one sow, and two young). The encounter distance is 60 feet and the party has surprised the boars. The party has two segments of surprise. The boars are cautious, but do not attack. The



boars defend themselves, as this is their home ground and there are young to be protected as well. If the party uses a *Speak with Animals* spell or skill, the boars are friendly and tell the party that there is a large group of bugbears living to the north. (These are the bugbears living in the Eyes of Berta.) The boars do not know how many bugbears there are, nor are they aware of the hydra's presence.

Wild Boar: AC 7; MV 15"; HD 3+3; hp 20; #AT 1; THACO 16; Dmg 3-12 (1d10+2)

Sow: AC 7; MV 15"; HD 3+3; hp 16; #AT 1; THACO 16; Dmg 2-8

Young Boars: AC 7; MV 15"; HD 2; hp 8, 11; #AT 1; THACO 16; Dmg 1-6

3. THE HYDRA'S LAIR

You have traveled half a mile north from the encounter with the wild boars, and the trail parallels the river. Proceeding further, it is apparent from the flattened vegetation that some large, heavy body has passed here recently. A noxious odor hangs heavy in the still air.

A poisonous 5-headed hydra lurks nearby.

Hydra: AC 5; MV 9"; HD 5; hp 40; #AT 5; THACO 15; Dmg 1-6; SA poison

The woman in trail encounter 1 barely escaped after being attacked by this monster.

The hydra suddenly slithers from its hiding place 20 feet from the party and attacks.

Anyone bitten by the hydra must save vs. poison or become unconscious for one day. It is possible that a character could be bitten more than once in a single round; the character must make a saving throw for each bite. Healing spells cure physical damage from the bite, but have no effect on the poison. A *slow poison* delays the effects, while a *neutralize poison* negates the adverse effects immediately. There are no permanent ill effects from being poisoned.

The root of the plant the herbalist chewed also neutralizes the poison. If the victim is unable to chew, the sap may be squeezed out and dropped in his or her mouth. This root is useless if given more than two game turns after the bite.

Tournament Notes: If several characters attack simultaneously, the hydra uses one head to attack each character. If fewer than five characters attack, roll randomly to see which characters suffer multiple attacks.

4. THE APPROACH TO THE CAVES

The overgrown trail leads closer to the river. High on the opposite bank is a cave—the Eyes of Berta! A trail descends from the cave to a landing with several boats. Pulled up on the shore on your side of the stream, carelessly screened with brush, is another boat that looks large enough to hold three people. The trail along the your bank continues upstream.

The cave the party sees is Cave A. The party can cross here safely without alerting the bugbears. If the party crosses here, go to trail encounter 5. If they continue up the trail, go to trail encounter 6.

5. THE LOWER CROSSING

The river is easily crossed. This side of the river is marshy, and the smell of rotting vegetation is strong. The air seems electrified, and the storm that has been brewing seems ready to unleash its fury at any time. Traces of a trail can be seen plunging into the dense growth. Before you get to the cave you saw earlier, an even fainter sign of a little used track can be seen heading west, apparently around the hill.

If the party takes this new trail, go to the description of cave entrance E; if not, go to cave entrance A, encounter A1. If the party has arrived here from trail encounter 6, go to cave entrance A, encounter A2.

6. THE UPPER CROSSING

The trail beyond the small boat leads you further north. After three quarters of a mile you find yourself directly opposite the Eyes of Berta. Three more caves are visible in addition to the one you sighted earlier, set high in a bluff overlooking the Damrosil. The river is wider and slower here, and there are two small coves in the west bank directly under the Eyes. Three crude docks project into the river from the shore below the second cave. North of the caves, the cover on both sides of the river thins rapidly.

From south to north, Cave A shows no activity; the mouth of Cave B shows some signs of fortification, though the crude construction is in disrepair. No guards can be seen, though some smoke

drifts out from this cave. Caves C and D show the most activity, in that armed bugbears can be seen walking out of D, then into C. Watching for several minutes, you estimate that there are at least 70 of the creatures.

Cave A is set lower in the hillside than the others, and an occasional bugbear with a full sack over its shoulder enters it, then leaves a short time later, the sack empty. Caves A and B are not visible from the other caves due to intervening rocks and a heavy growth of brush. The caves are protected against a river-borne attack; two large chains are visible just under the water at the narrowest parts of the river. The chains can be raised to block traffic up or down the river.

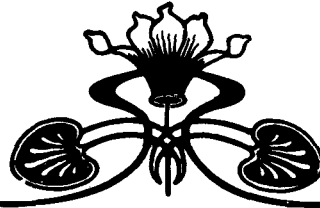
While taking all this in, you realize that below you, on your side the river bank, is a lone bugbear, busy with the mooring ropes of two 5-man boats that have been pulled on shore. He apparently does not know you are here.

If the party attacks, they surprise the bugbear and have four surprise segments in which to attack. If they act swiftly and without a lot of noise, the bugbear can be disposed of easily without alerting anyone on the other side. If captured, the bugbear cooperates only enough to stay alive. He does not yell an alert, but attempts to escape as soon as an opportunity presents itself. The party does not learn anything of importance from the bugbear.

The party is not able to see the entrance to Cave E from this vantage point. Cave E can be reached only by taking the trail from trail encounter 5.

If the party tries to cross here the bugbears see them. The bugbears give no sign that they are alerted, but one bugbear quietly enters Cave B and reports to the chieftain. The party does not notice this—proceed to the appropriate cave entrance description. Remember, the bugbears are alerted if the party crosses here, so refer to the alerted descriptions in the *BUG-BEAR LAIR*.

A party that asks if they can make a concealed crossing at this point should be told that it is not likely. However, the reeds here are dense enough so the party may float the boats downstream away from the bugbears and make the crossing without being observed. If the party decides to cross further downstream, go back to trail encounter 5.



THE CAVE ENTRANCES

CAVE A

If the party has bypassed trail encounter 6, use cave encounter A1. Otherwise, use encounter A2. Encounter A1 is not shown on the map of the caves. Encounter A2 is shown.

A1. TAKING OUT THE GARBAGE

Struggling up the steep hill, you reach the mouth of the cave. Suddenly, you are startled to see a bugbear emerge from the brush, carrying a large sack slung over his shoulder.

The bugbear is surprised, and the party has one segment of free action.

Bugbear: AC 5; MV 9"; HD 3+1; hp 15; #AT 1; THACO 16; Dmg 2-8

The bugbear flees if possible, dropping the sack. If the party allows him to escape, or if the party makes an excessive amount of noise in the process of stopping him, the alarm is raised. Go to encounter A2. The party learns nothing of value here, and the bugbear tries to escape at the first opportunity, if captured. A faint trail back to cave B is discovered if the party looks for one. The sack contains garbage that the bugbear was going to feed to the neo-otyugh in A2.

A2. LAIR OF THE NEO-OTYUGH

After a short walk, you reach the cave entrance. There is a scattering of trash and bones on both sides of the opening. The smell of decayed meat and rotten vegetation is particularly strong. The footprints of many bugbears are visible in the dirt.

The party may enter safely. If the characters choose to go on, continue below.

The passageway twists its way into the hill. The smell of garbage grows more pungent. Soon after, you discover the reason why—the tunnel serves as a garbage dump. A large pile of rotten garbage is situated on the left side of a 20-foot-wide area of the passage. The tunnel continues on past the rubbish heap, vanishing into the darkness beyond.

The garbage is the home of a neo-otyugh.

Neo-otyugh: AC 0; MV 6"; HD 10; hp 45; #AT 3; THACO 10; Dmg 2-12/2-12/1-3; SA disease

The bugbears carry sacks of garbage here to feed the creature. The creature originally guarded an entrance into the caves, but the tunnel caved in long ago. The bugbears keep the neo-otyugh around because it eats their trash.

Players asking about tracks should be told that the footprints stop about halfway past the garbage pile. The neo-otyugh is very quiet, waiting for the party to get close or pass by. If the party comes within 20 feet, then turns to leave, the monster attacks. If the party decides to continue on, the neo-otyugh remains hidden and still. Once the party has left the area, heading deeper into the hill, the creature moves to block the passage. The party soon discovers that the tunnel is blocked, and the only way out is through the monster. Fighting the neo-otyugh alerts the bugbears.

CAVE B

The heavy growth of trees and scrub acts as a very effective screen, allowing you to gain the entrance of the second cave without being seen. This entrance was once heavily fortified, though constructions here have now fallen in ruin. The wispy smoke emanating from the cave mouth carries the distinct odor of roasting meat. No one is in sight.

This is the safest way to enter the complex, though it will be for naught if the alarm has been raised through other party actions. Go to encounter 3 in the *KEY TO THE BUG-BEAR LAIR*.

CAVES C AND D

The area in which this encounter takes place is not shown on the map of the caves.

As you approach the caves, you hear bugbears. They are apparently unaware of your presence, their speech being rude jests and disparaging remarks concerning someone named Gorsh.

There are eight bugbears in this area.

Bugbears: AC 5; MV 9"; HD 3+1; hp 10, 12, 13, 15, 15, 18, 20, 21; #AT 1; THACO 16; Dmg 2-8

Because of the layout of the trail, the party can burst upon the scene in close quarters with the creatures. If the bugbears have not been alerted, the party has one segment of surprise, plus automatic initiative on the following round.

If the bugbears are alerted, no surprise is possible. These bugbears are under disciplinary action, and walk constant guard duty in a circle between the two caves. Gorsh, one of the chieftain's lieutenants, is responsible for this. Fighting these guards raises the alarm.

CAVE E

Encounter E1 occurs before the party enters the area shown on the map of the caves. Encounters E2, E3, and E4 are shown on the map.

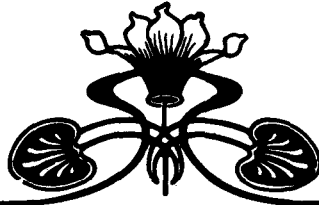
E1. THE SECRET DOOR

Most traces of the trail have disappeared, suggesting that this route is seldom, if ever, traveled. You have come to a rock wall against which rest several large boulders. From the dense growth in the rock crevices, you surmise that no one has been here in years.

There is a secret door to the bugbear lair behind the largest boulder, which can be moved aside by a combined strength of 36. However, it is also trapped with a rockslide that does 40 points of damage to each character attempting to move the stone (20 points if the character makes a save vs. death).

Triggering this rock slide alerts the bugbears, and seals up the cave for good. If the trap is triggered, the party must go back to the river. Cave 2 is the only other entrance. If the trap is removed, the rock can be moved safely and the party may proceed if they wish. The party must pass through the secret door before they can enter the tunnel shown on the map.

Tournament Notes: An elf or half-elf finds the secret door if a search is made. The dwarf or monk automatically find the trap if they search. If the trap is found, it can be disarmed automatically.



E2. THE ARMOR TRAP

Moving the boulder reveals a murky tunnel leading into the hill. The air is very stale and dank, making breathing difficult and causing torches to sputter fitfully, yielding only half the normal illumination (20' radius). A thick layer of dirt and fungus covers the floor. Patches of mold are visible on the walls. The tunnel appears to be natural rather than man-made, as it twists and turns seemingly at random.

At the point shown on the map, a net near the ceiling of the passage holds pieces of rusted, useless armor. The trap is triggered by a tripwire three inches above the floor. The trap can be detected by the thief or the monk, or by a *find traps* spell. A character who triggers the trap suffers 10 points of damage from the falling armor (5 if a save vs. poison is made). Triggering this trap alerts the bugbears.

Tournament Notes: The dwarf or monk automatically locates the trap if they are actively searching the passage for traps. A *find traps* spell automatically locates the trap. Once found, the tripwire can be easily bypassed.

E3. THE COVERED PIT

At the point shown on the map is a pit 30 feet deep, covered by a thin stone slab. A weight of 100 pounds or more breaks through the slab, dumping the victim into the pit. The breakthrough is 5 feet from the closest wall. Anyone falling in takes 3-18 points of damage. The monk would be too far from the wall to break her fall, if she is caught. If the trap is discovered, it can be bypassed easily. Triggering this trap alerts the bugbears.

Tournament Notes: The dwarf or monk automatically find the covered pit if they are actively searching the area for traps before anyone steps on the slab. *Find traps* or *detect snares and pits* locates the trap in time for the party to avoid it.

E4. THE BRIDGE OF BELLS

The tunnel widens somewhat, and extra moisture is evident from the condensa-

tion on the walls and puddles on the floor. The steady drip-drip of water can easily be heard, coming from somewhere ahead. Flickering torchlight is reflected by a small pool of water that spreads all the way across the passage. Spanning this obstruction is a decrepit-looking suspension bridge. Crude bells have been attached at 2-foot intervals along both sides of the bridge.

The bridge is 34 feet long (tell the party it's "roughly 30 feet long," if they ask), and while rickety in appearance, it can hold up to 700 pounds without collapsing. When the bugbears used this tunnel, the bells were a signal to the guards at the end of the corridor to open the portcullis into the cave complex proper. Now they serve as an effective warning device. Ringing any of the bells alerts the bugbears.

Have the party detail its method of getting past this alarm and allow it to work if it is plausible.

One possible solution to this dilemma is to cast *silence, 15' radius*, on an arrow and shoot it onto the bridge 15 feet from the far end. This silences all the bells except for the 4 feet closest to the party. This means that four bells (two on each side) must be very carefully and quietly removed before anyone steps onto the bridge.

If the bridge is overloaded, it dumps the characters into the lake. The water is only three feet deep, but prevents the characters from taking any damage from the fall. The party members are able to climb out with difficulty. The bugbears are alerted if the bridge collapses.

E5. THE PORTCULLIS

Having crossed the bridge, you continue down the tunnel. Some evidence of worked stone can be seen, and a dim light is visible ahead. Proceeding further, a portcullis blocks further progress. The light is stronger now, and the aroma of roasting meat overpowers the damp, musty smell of the tunnel behind you. Hanging on each side of the portcullis is a rope, which passes out of sight through the wall.

The ropes have nothing to do with raising the portcullis, though they are connected to

small gongs in the main hall (room 15). Raising the portcullis is noisy business unless *silence, 15' radius* is used. A combined strength of 24 points or more is required to raise the gate. Pulling on either rope sounds the gongs in room 15. Pulling on either rope or lifting the portcullis without silencing it alerts the bugbears.

BUGBEAR LAIR

Weather: Shortly after the party enters the bugbear lair, the storm breaks. It is raining when the party emerges from the caves.

Tunnel Encounters: All the tunnels in the lair are smoky and very dark. If the bugbears have not been alerted, there are no tunnel encounters. If the bugbears have been alerted, the party has encounters at Points A and B only.

Area Descriptions: The encounter key contains no boxed players' description because the encounters are variable. Some encounters are different or do not occur at all if the bugbear lair is unalerted when the party attacks. Describe each area appropriately, depending on the results of the party's actions.

Point A

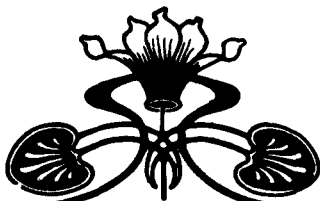
If the bugbears are alerted, four bugbears from room 2 and the cave bear from room 1 are waiting here to stop the party. The bugbear witch doctor has trapped a 10' x 10' area at Point A with a *glyph of warding* cast from a scroll. If the glyph is triggered, it causes 24 points of electrical damage, or 12 if the victim saves vs. spell. (The witch doctor left after casting the glyph, and is encountered elsewhere.) If the bugbears are not alerted, this four-way is vacant, and there is no glyph here.

Bugbears (from room 2): AC 5; MV 9"; HD 3+1; hp 18, 19, 20, 22; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with morning star

Cave bear (from room 1): AC 6; MV 12"; HD 6+6; hp 40; #AT 3; THACO 13; Dmg 1-8/1-8/1-12; SA hug for 2-16, fights 1-4 rounds at 0 to -8 hp

Point B

If the bugbears are alerted, the eight bugbears from room 8 are here. Otherwise, this area is empty.



Bugbears (from room 8): AC 5; MV 9"; HD 3+1; hp 12, 14, 15, 16, 16, 18, 19, 20; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with morning star

1. ABANDONED BARRACKS ROOM

Years ago these caves were filled with bugbears, but with the decline in trade from the upper river region, caused by the piracy of these same bugbears, the colony has dwindled to a fraction of its former strength. This large cavern now contains mainly junk, such as broken equipment, empty crates, rags, etc.

If the bugbears have not been alerted, the cage in the southwest corner of the cavern contains a cave bear.

Cave bear: AC 6; MV 12"; HD 6+6; hp 40; #AT 3; Dmg 1-8/1-8/1-12; SA hug for 2-16, fights 1-4 rounds at 0 to -8 hp

It starts to growl at the party's scent. This brings four bugbears from room 2 to investigate, but does not alert the complex unless the party initiates a fight.

If the bugbears are alerted, they take their cave bear to Point A to lie in wait for the party.

Bugbears (from room 2): AC 5; MV 9"; HD 3+1; hp 18, 19, 20, 22; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with morning star

2. BARRACKS ROOM

Here reside 16 bugbears.

Bugbears (16): AC 5; MV 9"; HD 3+1; hp 10, 11, 12, 12, 14, 14, 15, 15, 16, 16, 16, 18, 19, 20, 22; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with morning star

If unalerted, they are asleep on their filthy beds of rags and straw. The secret door in this area is one way only.

If the alert has been given, the first 12 bugbears are lying in wait in area 3 to spring the ambush there. The last four are at Point A with the cave bear.

3. WIDE TUNNEL

This area is used to store looted crates and drying fishing nets. The nets are hanging from the ceiling over the entire 50 feet length of this area, while crates are stacked floor-to-ceiling with a passage 10 feet wide between them.

There is a passage 5 feet wide behind the stack on each side for bugbears to hide

behind. If there is no alert, this area is undefended and the party may pass without trouble.

If the bugbears have been alerted, this area is rigged for ambush. The 12 bugbears from room 2 are in position to drop the nets on anyone in the tunnel between the stacks of crates, immobilizing them. Characters under the net must save vs. breath weapon, with a -2 on the roll, to avoid being caught. The characters do not receive any bonuses to the saving throw. (The save indicates the severity of the trap, rather than a magical effect.) The bugbears take prisoners for ransom, rather than simply kill them outright. Dropping the nets takes one round, and the bugbears are on the party in the next round.

Netted characters are able to attack, at -4 "to hit." The only spells a netted character can cast are those that do not require somatic gestures (spells with only "V" and "M" components). Netted characters can cut themselves free in one round if they have edged weapons. Drawing a weapon takes one round for a netted character. Characters who are free can cut a netted character loose in one round. Netted characters receive no dexterity or shield bonuses to their armor class. The bugbears receive a +4 bonus "to hit" against fighting characters; they automatically hit characters who are trying to free themselves.

Bugbears (from room 2): AC 5; MV 9"; HD 3+1; hp 10, 11, 12, 12, 14, 14, 15, 15, 16, 16, 16; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with morning star

4. STORAGE

This area contains mundane articles plundered from merchants coming downriver. Nothing of interest is here.

5. STORAGE

Same as room 4.

6. CHAPEL

Formal worship of the bugbear god, Hruggek, is performed here, as well as the sacrifice of enemies or captives if no ransom is forthcoming. The walls are lined with the heads of past victims, and the east end of the cave is dominated by a stained, crudely-hewn altar. There is no one here, regardless of alert status.

7. STORAGE

Same as room 4.

8. MESS HALL

There are eight bugbears here eating an unappetizing fish soup.

Bugbears (8): AC 5; MV 9"; HD 3+1; hp 12, 14, 15, 16, 16, 18, 19, 20; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with morning star

If no alert exists, the party has two segments of surprise. If the party decides to leave, the bugbears pursue them.

If alerted, these bugbears are at Point B.

9. KITCHEN

This is the kitchen, and quarters for the only three females in the caves. They are old and feeble, and can be easily subdued or killed. This cave is filthy, and the work areas and utensils have probably not been cleaned in years. A large, very smoky fire is burning in a crude fireplace. There is apparently no chimney, for the smoke is drifting out of the doors and down the tunnels.

10. TREASURY CAVE

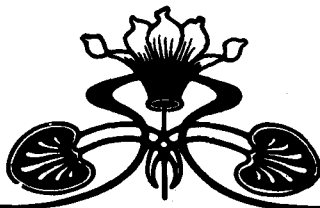
This is supposed to be a communal treasure, though Kroker, the bugbear chieftain, claims all for himself. There is a total of 3,500 gp worth of coins, bolts of cloth, marble sculptures, gems and jewelry, in addition to three fine swords (non-magical), a suit of *banded armor +1*, and a *helm of underwater action*. The armor, helm, and one of the swords are hanging on the wall, and can be clearly seen if the door to the treasury is open.

If the bugbears have not been alerted, the door is open. When the party arrives, Kroker leaves by the opposite door carrying a small coffer, followed by a more normal-sized bugbear who remains in the doorway, standing guard. If the party can get past the guard, they may take whatever they choose, the idea being to make them think that the armor and helm are the items they seek (they are not, of course).

If the bugbears are alerted, the door is locked. Two bugbears and a hyenadon from room 15 are standing guard.

Kroker (bugbear chieftain): AC 2; MV 9"; HD 4; hp 30; #AT 1 at +3; THACO 12; Dmg 8-15 (1d8+7)

He wears a *girdle of hill giant strength* and King Llywelyn's *Baldric*, of AC 2. Kroker is armed with a longsword.



Kroker's Guard (from room 15): AC 5; MV 9"; HD 3+1; hp 19; #AT 1; THACO 16; Dmg 2-8 with spiked club or 1-6 with spear

Bugbear Guards (from room 15): AC 5; MV 9"; HD 3+1; hp 15, 16; #AT 1; THACO 16; Dmg 1-6 with spear or 2-8 with spiked club

Hyenadon (from room 15): AC 7; MV 12"; HD 5; hp 24; #AT 1; THACO 15; Dmg 3-12 (1d10+2)

11. FORGE

Bugbear smiths repair equipment here, in addition to fashioning fish hooks, harpoons, pots, etc. There are three forges in the east alcove, the rest of the area containing raw metal, misshapen metal fabrications to be remelted, and coal to stoke the fires. In the southwest corner are four cages, used as cells for captives. Hanging from the walls nearby are instruments of torture. The cells are empty, the forge fires banked. No one is here.

12. ARMORY

New and repaired armor and weapons are stored here. There are 12 broadswords, three short swords, 11 spears, five maces, six war hammers, and 15 spiked clubs. Armor is scarce, only two large suits of studded leather are here.

13. SMITHY

The bugbear armorer works here, manufacturing and repairing the war gear of the tribe.

Armorer: AC 5; MV 9"; HD 3+1, hp 14; #AT 1; THACO 16; Dmg 2-8

He is puttering around at his workbench, fastening new metal plates to a well-worn suit of studded leather armor. He hasn't been very busy since the population decline, and, being left here in his own little cave, has made a little world of his own. Having lost touch with reality, and being hard-of-hearing from a lifetime of hammering on metal, he can give the party no useful information. If questioned, he babbles about gigantic river raids, the vast amounts of plunder stored in these caves, and how Kroker and 500 fearless warriors will descend the Damrosil next week to sack Widdershin. He must get busy and finish all the armor and weapons.

14. KROKER'S QUARTERS

The private quarters of the chieftain Kroker. The furniture is sturdy and practical, and includes a real bed and two chests. The chests contain clothing and spare bits of military equipment. The real prize is under the mattress. Hidden there is correspondence between Gwydion, the seneschal of Pellham, and Kroker, arranging terms for a cut of the bugbears' plunder in exchange for the seneschal's influence preventing any military expeditions against the bugbears! The room also contains a small locked coffer containing 500 gp.

15. GREAT HALL

Dirty straw covers the floor of the bugbears' great hall. A long bench draped with ratty furs sits against the north wall. Seated on the bench are Kroker, the chieftain; Gorsh, the sub-chief; and Trollbreath, Gorsh's brother. Lounging on the floor, gnawing on bones, are five hyenadons, watched over by four more bugbear guards.

Kroker (bugbear chieftain): AC 1; MV 9"; HD 4; hp 30; #AT 1, at +3; THACO 12; Dmg 8-15 (1d8+7)

He wears a *girdle of hill giant strength* and King Llywelyn's *Baldric*, a *baldric of AC 2*. He is armed with a longsword.

Gorsh (sub-chief): AC 4; MV 9"; HD 4; hp 23; #AT 1 at +1; THACO 15; Dmg 3-9 (2d4+1)

Trollbreath: AC 5; MV 9"; HD 3+1; hp 19; #AT 1; THACO 16; Dmg 1-8 with bec de corbin

Guards (4): AC 5; MV 9"; HD 3+1; hp 14, 15, 16, 19; #AT 1; THACO 16; Dmg 2-8 with spiked club or 1-6 with spear

Hyenadons (5): AC 7, MV 12"; HD 5; hp 18, 19, 21, 22, 24; THACO 15; Dmg 3-12 (1d10+2)

If the bugbears are not alerted, the party has four surprise segments. If they have stirred up some of the inhabitants while working their way through the caves, they have one segment of surprise.

If the bugbears are alerted, the bugbear forces have one segment of surprise. The hyenadons attack first, as the bugbears throw their spears or close, depending on the situation. In either case, two rounds after the party enters the room, Billigal, the tribal shaman/witch doctor, enters from the hide-draped opening in the northwest cor-

ner. His appearance is frightening; he is covered with feathers and beads and he wears a wooden mask carved to represent a contorted bugbear leer. The staff he carries has a jewel on top (this jewel is similar to a stone of *controlling earth elementals*, as described later).

Billigal (shaman): AC 5; MV 9"; C/M 3/1; hp 23; #AT 1, as HD 4 monster; THACO 15; Dmg 1-6

Spells:

First Level: cause *light wounds*, *detect magic*, *shield*

Second Level: *chant*

He has cast *shield* on himself prior to entering, and casts a *chant* spell to help the warriors. If the *chant* spell is broken, he curses in bugbear, and strikes the cave floor with the jewel. An earth elemental appears the next round and attacks the party.

Earth Elemental: AC 2; MV 6"; HD 8; hp 45; #AT 1; THACO 12; Dmg 8-32; SD +2 weapon or better to hit

The shaman does not know the power of the jewel, and thus is very surprised and terrified at what has happened. He is rooted to the spot by his fear, but gestures and yells vile curses at the party (which might easily be misunderstood as commands to the elemental). The item is a special one; there is no chance that the elemental attacks the bugbears.

16. BILLIGAL'S QUARTERS

The walls are draped with animal skins, and a low table occupies the northeast corner. The table supports some religious articles: carved bones, little bags of beads, polished stones, etc. There is also a large goblet shaped like an inverted dome on the table. It is filled with burning oil. Hanging on a peg near the doorway is a wet cloak.

The goblet is King Llywelyn's *Helm*, a *helm of telepathy*, used now as a votive vessel by the witch doctor. The party must state that they are examining the goblet carefully. If they ask if it looks like a helm, tell them that it does. A *detect magic* yields a positive result.

On the west wall, concealed behind the skins, is a doorway that leads directly outside. This is the witch doctor's secret entrance. The wet cloak is a tipoff that there is a hidden exit. If the party does not discover this exit, they must fight their way back to cave 2, encountering all warriors left alive in the caves. The return to Widdershin is uneventful.



Scenario 4: Divine Wine

PLAYERS' BACKGROUND

All clues provided by the prophecy to prepare for the lost king's resurrection have been followed. However, King Llywelyn has been dead for at least three hundred years. Extremely powerful magic is required to bring him back from the land of the dead.

Sages, druids, alchemists and clerics were consulted, until it was clear that no one in the realm had the power to resurrect a man dead that long. Efforts to enlist the aid of Diancecht, god of healing, were unsuccessful.

The Brothers of Brie knew not where to turn when Glynnis (or an NPC bard) mentioned an ancient melody, remembered only by the bards, that spoke of the power of immortal Caer, a mighty wizard and alchemist. Of all the lore known to man, only Caer could supply the solution to the problem now facing Gwydion and the council as the people grow increasingly restless awaiting the return of their king.

The ballad gave little hint as to where to search for Caer. The only geographical clue was a phrase that made note of something called "the Finger of the Good." The mountain called Dagda's Thumb is the only landmark that fits the tale, so you must seek the fate of the Kingdom of Pellham in the wilds to the east in search of Caer. Dagda's Thumb stands in a great bend of the River Lugg, a journey upriver from Widdershin. Two boats and the necessary provisions have been provided by the council. You are to leave at once and return with the Elixir of Life as soon as possible.

DUNGEON MASTER'S NOTES

This is a wilderness adventure; player characters are able to renew spells and rest between encounters, if they want to do so.

The map is marked with their expected campsites, assuming a journey upriver in small boats. An opposing current of 3.5 mph and the need for occasional rowing, reduces their progress to 30 miles per day under sail. If the party decides to leave their boats and travel overland, they cover 16 miles per day.

The following random encounter table should not be used in tournament play. In campaign play, make encounter checks in the morning and evening.

RIVER LUGGH RANDOM ENCOUNTER TABLE

An encounter occurs on a roll of 1 on 1d20.

Die Roll	Encounter
1-2	5 fishermen in a small boat
3	2-20 wild cattle watering at river's edge
4	2-8 giant frogs
5	1-6 giant pike
6	1-3 black bears
7	1 giant snapping turtle
8	Adventuring party, 4-7 (1d4+3) NPCs

The fishing boat can carry six people, and is equipped with a sail, four oars, and one spear. The fishermen are typical Level 0 characters from Ciron's Town. Each man has a knife in addition to fishing gear.

Each character in the NPC party is of 3-6th (1d4+2) level. At least one magic-user and one cleric is in the group. NPCs have normal equipment and magical items appropriate to their level (pp. 175-176 of the *Dungeon Masters Guide*).

Fishermen and NPC parties almost always travel in the direction opposite of the party's travel, and do not have useful information.

LUGGH RIVER ENCOUNTERS START

The journey upriver has been uneventful, and you have all become accustomed to traveling in open boats. When you stopped for provisions at Ciron's Town, you received an interesting bit of information from a peddler who sold you fresh supplies. He told you of a stretch of river ahead that is composed of short stretches of rapids separated by pools. It would be possible to get your small boats through, though dangerous. This may prove the more prudent course of action, as the portage around this area is preyed upon by hill giants.

It is now midmorning, and you are at the foot of the rapids. The decision must now be made.

If the party chooses to remain on the river, use encounter 1. If they decide to use the portage route, go to encounter 2.

1. THE RIVER RAPIDS

The peddler was right in his assessment of the danger, though you have managed to get halfway through the rough water and are now in a calm pool. A large patch of weeds grows in this pool just left of center, and another stretch of rapids is visible above it.

Privately tell whoever is playing Silevran that apparently a *charm* attempt has been made, successfully fended off by the elven resistance to *charm*. The player probably warns the rest of the party, and they must choose whether to continue on the river or go back to the portage. If they stay on the river, proceed with this encounter. If they attempt the portage, go to encounter 2.

There are 30 nixies and three giant pike living in the pool.

Nixies (30): AC 7; MV 6"/12"; HD 1-4 hp; hp 2 each; #AT 1; THACO 20; Dmg 1-4; SA charm

Giant pike (3): AC 5; MV 36"; HD 4; hp 20, 18, 16; #AT 1; THACO 15; Dmg 4-16

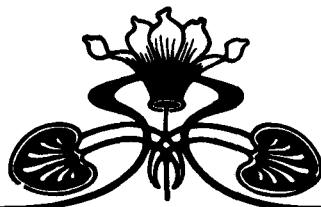
The remaining two *charm* spells are cast on Berta and Brutelle. If either or both fail their saving throws, they attempt to jump overboard, where the nixies are waiting for them. When they attempt to jump, allow the party time to react. If anyone successfully casts *dispel magic*, or attempts to physically restrain the charmed characters, they are saved (the restraining attempt succeeds automatically). The pixies do not leave the water, and do not attempt to overturn the boats. They order the giant pike to attack any uncharmed character who dives into the water. If charmed characters are not rescued, they are enslaved by the nixies.

Once the party has passed the nixies' pool, they travel safely through the remaining rapids.

Tournament Notes: If *dispel magic* is cast, it automatically succeeds in negating the *charm*, regardless of whether the charmed character has entered the water.

2. THE PORTAGE ROUTE

The portage route is a narrow uphill track through a dry gorge. The edges of the gorge are covered by a dense growth



of tangled brush. The sound of the rapids can be clearly heard, but the ranger and the druid both note the lack of birds and small animals.

Four player characters are needed to carry each boat, but they can carry it along the trail without difficulty. While the party is climbing uphill they are attacked by two giant lizards.

Giant lizards (2): AC 5; MV 15"; HD 3+1; hp 20, 16; #AT 1; THACO 16; Dmg 1-8; SA a hit roll of 20 causes double damage

The lizards emerge from the brush at the top of the gorge. Two rounds after they attack, a hill giant enters the fray.

Hill giant: AC 4; MV 12"; HD 8+1; hp 35; #AT 1; THACO 12; Dmg 2-16

He does not hurl rocks, as he might hit his lizards.

Tournament Notes: The party does not spot any signs of the giant if they check in advance. The lizards automatically gain surprise and each receives one "free" attack.

3. DEATH IN THE DARK

Shortly after you resumed your normal journey upriver, you caught a glimpse of some man-sized creature moving through the brush along the riverbank, following your progress. From the river you cannot see clearly what, if anything, is following you. As the afternoon wears on these sightings occur less and less frequently. Nightfall approaches, and it has been several hours since you last saw any sign of pursuit.

The party discovers nothing if it stops to investigate. If they choose to camp for the night on shore, use **Description A**. If they journey upriver after dark, or if they stay in anchored boats, use **Description B**.

Description A

It is now dark, and your boats have been beached on the sandy shore. Everyone is beginning to relax from the day's arduous events. Halfway through the first watch, a thin, hoarse voice wheezes in

the darkness, "Du-u-u-ga-a-a-l-l! Du-u-u-ga-a-a-l-l! I am coming for you!" You see nothing.

The party has one round to take action before the attack begins. The voice is that of the revenant Gamrad Longlimb.

Gamrad Longlimb: AC 10; MV 9"; HD 8; hp 33; #AT 1; THACO 12; Dmg 2-16; SA paralyzation (Dugal only); SD cannot be turned, immune to all weapons, acid, gas, holy water, mind-affecting spells, regenerates 3 hp per round

He has come to slay his killer. Dugal and Gamrad were old enemies, and a few months ago Dugal was forced to kill Gamrad in self-defense. Gamrad's hatred and desire for vengeance enabled him to assume this undead state. When the revenant attacks, tell the person playing Dugal MacVey that the ranger recognizes the attacker.

The revenant bursts into the camp and attacks Dugal, ignoring the other members of the party. Once the revenant has scored a hit, he causes 2-16 points of damage per round until Dugal is dead. The revenant disintegrates if it succeeds in killing Dugal.

To add to the party's troubles, there are five shadows that attack the remainder of the party while Gamrad Longlimb is after Dugal.

Shadows (5): AC 7; MV 12"; HD 3+3; hp 11, 12, 17, 18, 19; #AT 1; THACO 16; Dmg 2-5 (1d4+1); SA strength drain; SD +1 or better weapons to hit

Description B

Your party has stayed on the river, though night has fallen. Suddenly, from out of the darkness comes a hoarse, wheezy voice saying, "Du-u-u-ga-a-a-l-l! Du-u-u-ga-a-a-l-l! I am coming for you!" You see nothing.

The party has one round to act. After that the revenant of Gamrad Longlimb (see above) emerges from the water and boards Dugal's boat, seeking to kill the ranger. At the same time, five shadows attack the remainder of the party.

Tournament Notes: The revenant always attempts to strangle its victim. The revenant's hands are pruned loose if characters with a combined strength of 30 make the

attempt. The revenant is helpless if it is reduced to zero hit points or less. It is not able to attack until its regeneration restores it to a positive hit point total.

The party can use lighted torches as weapons. A torch causes 1-6 points of damage per hit. If used as a weapon, a torch burns out in six rounds, regardless of the number of hits scored.

4. THE ATTACK OF THE PERYTONS

You have left the scene of last night's terrors far behind you, and the next morning you see the snow-capped peak of Dagda's Thumb jutting high above the river in the distance ahead. The river runs close to the base of the mountain, and continues as far as you can see.

The morning light is still dim, and as you look for a place to land your boat, you see four winged shapes leave the mountain and fly toward you.

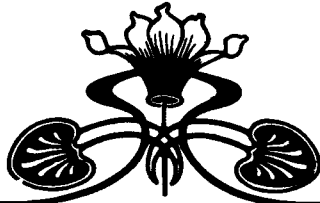
The party does not find a suitable spot to land their boat before or during this encounter. As the creatures approach, the party recognizes them as four perytons.

Perytons (4): AC 7; MV 12"/21"; HD 4; hp 24, 21, 18, 16; #AT 1; Dmg 4-16; SA +2 to all hit rolls; SD +1 or better weapons to hit

The party has two rounds to attack or make preparations before the perytons attack. The creatures spread out while approaching, so that no more than one is caught in a *fireball*, *lightning bolt* or other spell.

On the third round of the encounter, the perytons increase their speed and attack; conduct a normal initiative roll. Each peryton randomly chooses a single victim and attacks until it or the victim is dead. If the chosen victim is killed, the peryton rips out the victim's heart and flies away. The perytons do not combine attacks against a single character, and do not attempt to capture party members.

The lair of the perytons is near the summit of Dadga's Thumb, far above the cave which is the party's ultimate goal. If the party deliberately climbs to the summit in order to find the lair, they discover only some animal and human carcasses. These are captives recently taken for food.



5. THE ASCENT OF DAGDA'S THUMB

Shortly after the battle with the perytons, you sight a narrow beach suitable for landing your boat. The peak of Dagda's Thumb towers above you. You land the boat and prepare for the ascent of the mountain, a climb that will obviously take several hours.

Give the party as much time as they need to prepare for the climb. There are no mountain paths visible, but the party can climb easily if they use ropes and spikes to anchor themselves. When they are ready to climb, proceed with the next encounter.

The party does not have any accidents while climbing the mountain, as it is not sheer enough to cause a fatal fall. However, the party does not know this. If the party does not take reasonable precautions, ask each character to roll his dexterity or less on d20. Those who fail stumble while climbing. Give them other hints if needed.

The temperature drops as you climb, until the air is freezing cold. You hear the howling of wolves above you. The cold intensifies while you clamber over the icy rim of the sixth in a series of ledges. Twenty feet away are four large, white dogs, facing you with bristles raised and teeth bared. One in the middle is much larger than the other three. Behind the dogs stands a man lightly dressed in animal skins, with a patch over his left eye. Behind him, a carved opening in the mountainside emits a warm glow.

The encounter does not begin until the entire party has reached the ledge. The dogs are four devil dogs.

Devil dogs (4): AC 6; MV 30"; HD 6; hp 15, 17, 30, 21; #AT 1; THACO 13; Dmg 2-8; SA Howl causes *fear*, throat attack

The largest dog (the one with 30 hp) can cause fear in characters sixth level and below. The usual -4 applies on character saving throws. If any devil dog scores a hit roll of 20, or a roll four higher than needed to hit, the victim takes double damage and is comatose for 2-8 turns.

The man is a frost man.

Frost man: AC 5; MV 12"; HD 4; hp 19; #AT 1; THACO 15; Dmg 1-6; SA ice blast

He uses the ice blast only once. The ice blast causes 3-18 points of damage. The dogs and the frost man have been placed here by Caer as a final test for any who would seek him.

If the players search the frost man, they find a map (FROST MAN'S MAP) hidden inside his clothing.

There is no door in the cave opening, and the interior of a small, apparently heated room can be clearly seen. There is no furniture, but there is a full-length mirror on one wall and an animal hide tacked to the wall next to it. The opening is not trapped or barred.

If anyone examines the mirror, it is obvious that the mirror is a door. Another map (CAVE MAP) is hidden behind the animal hide.

6. THE MIRROR MAZE

Opening the door reveals a corridor beyond. The floor, ceiling, and walls are totally covered with mirrors.

The party must travel through the mirror maze to reach Caer. Each 'G' on the map represents a gargoyle hidden behind magical one-way mirrors.

Gargoyle: AC 5; MV 9"/15"; HD 4+4; hp 22 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; +1 or better weapons to hit

They always attack the rear of the party, shattering the concealing mirror when they attack. At the 'X' on the map are the remains of a dead adventurer.

If the party follows the mirror image of the CAVE MAP (assuming they found it) they have little difficulty getting through the maze.

If the party follows the FROST MAN'S MAP, it is likely they become confused and lost. The dead adventurer at Point X carries a map like the FROST MAN'S MAP.

7. THE RIDDLES OF THE STONE

Having successfully passed the maze, you enter another small room. It is totally bare of furnishings, but in the center of the room is a boulder 3 feet in diameter at its base, tapering to 1 foot diameter at the top, and 5 feet high. A human-like nose and mouth are evident, and eyes as well, which are closed. The surface of the stone is translucent, and

vague shapes can be seen, dimly and infrequently. Once all are inside, the rock opens its eyes and, with a bemused expression on its stony lips, it speaks.

"My congratulations to you on your triumph, for few men or elves pass all the tests placed between Caer and the outside world. With what purpose have you journeyed to see me?"

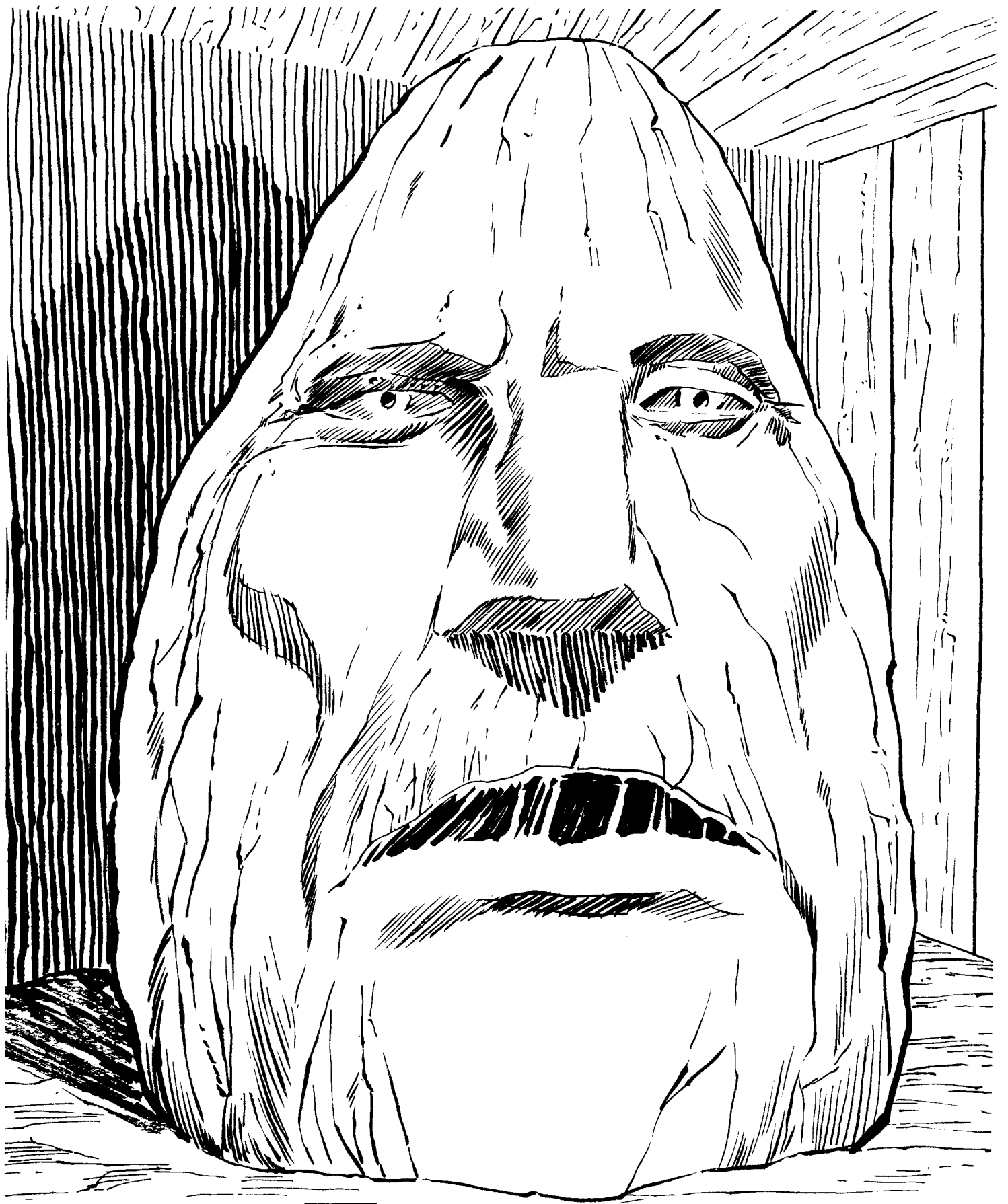
The party should realize that this boulder is Caer himself. His quest for immortality ended in his being transformed into stone, for few things last longer. Caer is of genius intelligence, though he does not give the party any additional information. He cannot be damaged in any way. Once the party has stated their mission, Caer continues.

"Indeed, Caer may be of assistance, and the price will be naught. I have but three simple questions to ask, and if all are answered correctly, the elixir you require will appear as beads of sweat upon my brow. There is but one restriction, that only one of you may respond at any given time, and this person must place his palms flat against my body while giving the answer."

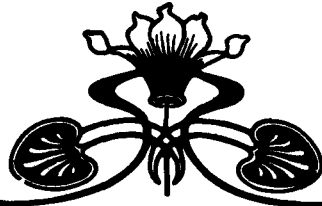
Caer proceeds to ask the following riddles, and the first must be answered correctly before he gives the second, etc. He ignores any answer, even a correct one, unless the person uttering it has stated he is holding his palms flat to the stone.

Caer makes no mention of a penalty for an incorrect answer, and does not tell them even if asked. The penalty is that the responder is absorbed into the stone. This process cannot be halted, and once completed the victim is visible through the surface of the boulder, a grotesque expression on his face as he presses futilely from the inside. This happens each time an incorrect answer is given. The only response that counts is the one from the character touching Caer while giving the answer.

Each time a correct answer is given, Caer says, "Well said!" and one previously entrapped character is set free, none the worse for the experience. This restoration only occurs if one or more characters have already been absorbed, and correct answers do not accumulate. In other words, if the first two riddles are answered correctly and the first guess on the third one is incorrect,



R.



that person is absorbed, not to be released until the riddle is correctly answered. Obviously, 10 incorrect answers on the same riddle results in the entrapment of 10 characters.

Riddle #1: "What is deaf, dumb and blind and always tells the truth?"

Riddle #2: "What is always in front of you but cannot be seen?"

Riddle #3: "What does man love more than life, hate more than death or mortal strife; that which contented men desire, the poor have, the rich require; the miser spends, the spendthrift saves, and all men carry to their graves?"

The answers are #1 "a mirror," #2 "the future," and #3 "nothing." Once all three riddles are properly solved, Caer, true to his word, sweats the elixir onto the surface of the stone, where it may be easily collected into a container. Caer then says, "I have enjoyed your company immensely, and wish you godspeed on your journey home. To save you a dangerous descent, allow me to place you at your camp by the River Lugg." The party is teleported back to the riverbank.

Once the party has been teleported back to their boat, they are able to return to Widdershin without danger or difficulty. If they have acquired the elixir, they have successfully completed this part of their adventure.

ENDING THE SCENARIOS

At this point, the adventure can be ended. With the keys, the symbols, and the elixir, Lywelyn can be successfully brought back from the land of the dead and the characters can receive their final compensation. The sequel to this adventure *The Bane of Lywelyn* presents a more arduous completion of this quest. If a break is required in this adventure, the Brothers of Brie can have difficulty deciphering the remainder of the prophecy.

Scoring System

Each major encounter is worth 100 points. Modify this amount if the players do not resolve the scenarios. For a specific objective, award 500 points. This will eliminate the possibility of one team earning many points, but not completing the objective.



TOURNAMENT CHARACTERS FROM GEN CON® XVI CONVENTION

CHARACTER NUMBER	Lyman	Sitevran	Jenelle	Tremblaine	Arwyn	Brutelle	Dugal McVey	Ringo	Glynnis	Berta
RACE	H	E	H	1/2E	1/2E	H	H	Dw	H	H
SEX	M	F	F	M	M	F	M	M	F	F
Cl/Lvl	M6	M5	C6	C4	D4	F6	Rngr 6	T6	Bd 5/5/3	Mk6
HT	5'11"	4'8"	5'8"	5'4"	5'5"	6'	6'3"	4'	5'10"	6'
WT	150lbs.	80 lbs.	125 lbs.	110 lbs.	115 lbs.	140 lbs.	180 lbs.	150 lbs.	125 lbs.	150 lbs.
AL	LN	CG	N	LG	N	LG	NG	NG	LN	LG
HP	28	25	39	22	30	47	46	32	35	22
MV	12"	12"	12"	9"	12"	12"	12"	9"	12"	20"
STR	9	11	10	14	13	17	17	12	16	15
INT	17	18	11	9	10	9	13	10	12	10
WIS	10	10	16	17	15	11	15	11	15	15
DEX	15	16	14	16	14	15	16	17	17	16
CON	15	16	15	14	16	15	15	15	14	14
CHR	12	17	18	12	16	15	13	11	16	11
SAVING THROWS*										
PARALYSIS	13	12	9	9	7	11	11	8	11	12
PETRIFY	11	11	12	12	10	12	12	11	11	11
RODS	9	9	13	13	11	13	13	8	12	11
BREATH	13	13	15	15	13	13	13	15	13	15
SPELLS	10	10	14	14	12	14	14	9	13	13
ARMOR	Bracers	None	Chain & shield	Scale & shield	Leather	Chain	Ring & shield	Leather	Leather	None
ATTACK ADJ	0	0	0	0	0	+1	+1	0	0	0
DAMAGE ADJ	0	0	0	0	0	+1	+1	0	+1	0
MISSILE ADJ	0	+1	0	+1	0	0	+1	+2	+2	0
OPEN DOORS	1-2	1-2	1-2	1-2	1-2	1-3	1-3	1-2	1-3	1-2
BEND BARS	1%	2%	2%	7%	4%	13%	13%	4%	10%	7%
THIEVING ABILITIES	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Language		
Ringo	60%	67%	60%	52%	42%	20%	82%	25%		
Glynnis	55%	52%	40%	45%	36%	20%	90%	25%		
Berta	—	52%	45%	47%	37%	20%	92%	—		

*Ringo's CON bonus included. Arwyn's cloak bonus included. ©1985 TSR, Inc. All Rights Reserved.

CHARACTERS' EQUIPMENT

Character	Weapons	Magical Items	Equipment			
Lyman	Dagger	<i>bracers of defense AC 5</i> , potion of <i>fire resistance</i> , scroll (at L7): <i>dispel magic</i> , <i>extention 1</i>	dagger, 2 oil flasks, 50' rope, rations, 50 gp, spell books, components	Brutelle	Battle ax, longsword	<i>longsword +1</i> , <i>chainmail +2</i> , <i>boots of levitation</i>
Silevran	Q. staff, darts	<i>ring of protection +2</i> , potion of <i>healing</i> , <i>wand of lightning</i> (8 charges)	q. staff, 12 darts, backpack, 50' rope, 2 water flasks, rations, 5 ep, spell books, components	Dugal	Broadsword, hand ax, shortbow, dagger	<i>broadsword +1</i> , <i>3 arrows +2</i> , <i>ring mail +1</i> , <i>shield +1</i>
Jenelle	Mace, hammer	<i>hammer +1</i> , <i>chainmail +1</i> , potion of <i>extra-healing</i>	mace, 2 hammers, shield, holy symbol, pray beads, lantern, 5 oil flasks, silver, mirror, 30 gp, components	Ringo	Short sword, club, dagger	<i>net of entrapment</i> , potion of <i>healing</i>
Tremblaine	Q. staff, mace	<i>mace +1</i> , <i>shield +1</i> , potion of <i>extra-healing</i>	mace, q. staff, scale mail, wolfsbane, extra trousers, rations, 20 gp gem, components	Glynnis	Longsword, javelin, daggers, sling	<i>longsword +1</i> , <i>leather armor +2</i> , <i>Fouchlucan bandore</i>
Arwyn	Spear, sling	<i>spear +2</i> , <i>cloak of protection +2</i> , <i>dust of appearance</i> (1)	spear, sling, leather armor, sandals, silver bowl, rations, components	Berta	Club, jo stick, dagger	<i>necklace of missiles</i> (5-3-3)

SPELL LIST

Magic-users

First Level	Second Level	Third Level
Affect Normal Fires	Continual Light	Blink
Burning Hands	Detect Invisible	Dispel Magic
Dancing Lights	Invisibility	Feign Death
Detect Magic	Knock	Fireball
Feather Fall	Levitate	Flame Arrow
Hold Portal	Magic Mouth	Gust of Wind
Magic Missile	Shatter	Hold Person
Push	Wizard Lock	Prot/Norm Missiles
Read Magic		Lightning Bolt
Shield		Water Breathing
Shocking Grasp		
Sleep		
Spider Climb		

Druid/Bard

First Level	Second Level	Third Level
Detect Magic	Barkskin	Call Lightning
Detect Snares/Pits	Create Water	Cure Disease
Entangle	Cure Light Wounds	Hold Animal
Faerie Fire	Feign Death	Neutralize Poison
Invis. to Animals	Heat Metal	Protection/Fire
Pass without Trace	Obscurement	Snare
Predict Weather	Produce Flame	Tree
Purify Water	Trip	Water Breathing
Shillelagh	Warp Wood	
Speak with Animals		

Clerics

First Level	Second Level	Third Level
Bless	Chant	Create Food and Water
Command	Detect Charm	Cure Blindness
Create Water	Find Traps	Cure Disease
Cure Light Wounds	Hold Person	Dispel Magic
Detect Evil	Resist Fire	Feign Death
Detect Magic	Silence 15' r.	Prayer
Light	Slow Poison	
Prot/Evil	Snake Charm	
Purify Food/Drink	Spiritual Hammer	
Remove Fear		
Resist Cold		
Sanctuary		

Advanced Dungeons & Dragons®

Official Competition Adventure

To Find a King

Bob Blake

Two centuries ago, the last king of the celtic kingdom of Pellham was deposed in favor of a High Council. Now, however, things are going badly, and a restless populace longs for the days of the ancient kingship. The High Council is floundering — and the political situation is turning ugly.

It was then that the Brothers of Brie, an obscure monastic order, discovered a long-forgotten prophecy. In Pellham's time of greatest need, a long-dead king will rise to restore order. You have been chosen to prove that this is the time of the prophecy. You will take the first steps toward returning the lost king to the throne.

This adventure contains the first four rounds of the AD&D® OPEN Tournament that was originally run at the GEN CON® XVI Convention. It includes a tournament scoring system and a team of 10 characters of levels 4-7.

This adventure can be played alone or as the first part of the two-part PROPHECY OF BRIE series.

This adventure is for use with the ADVANCED DUNGEONS & DRAGONS® gaming system and cannot be played without the AD&D® rules produced by TSR, Inc.

©1984 TSR, Inc. All Rights Reserved. Printed in U.S.A.

TSR, Inc.
POB 756
Lake Geneva
WI 53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

0-88038-159-0
ISBN 394-54549-4TSR0600

