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ADVENTURE

An adventure for characters of levels 8 to 11.

9371

Advanced Dungeons & Dragons®
2nd Edition

LANKHMAR™

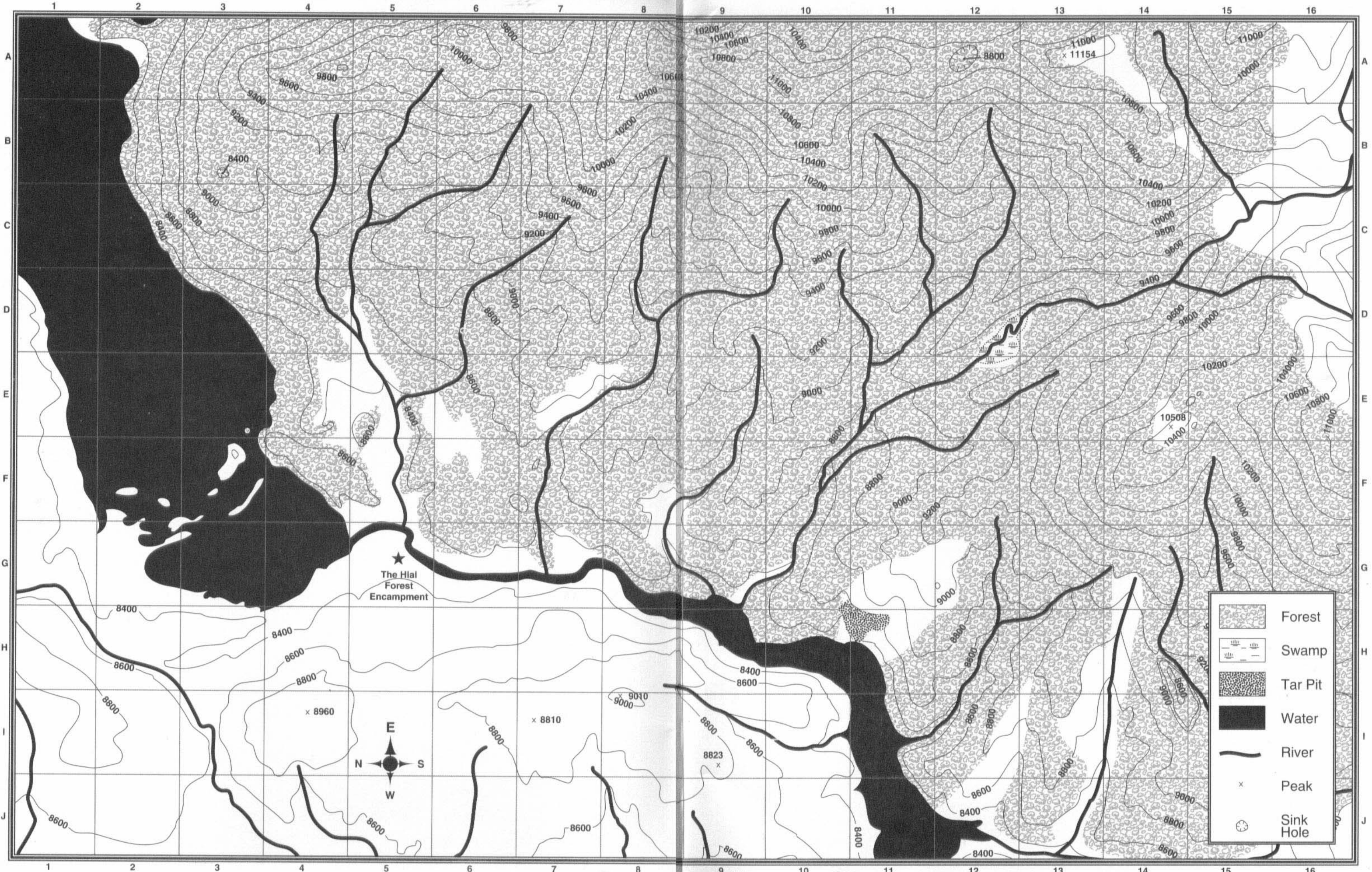
Official Game Adventure

Slayers of Lankhmar

By Slade Henson



*Roger
Loveless*



★
The Hlal
Forest
Encampment



- | | |
|--|-----------|
| | Forest |
| | Swamp |
| | Tar Pit |
| | Water |
| | River |
| | Peak |
| | Sink Hole |

Advanced Dungeons & Dragons®
2nd Edition

LANKHMAR™

Official Game Adventure

Slayers of Lankhmar

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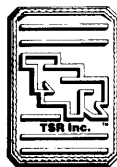
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In memory of Diane Lynn Henson, 11.04.40 to 07.12.91

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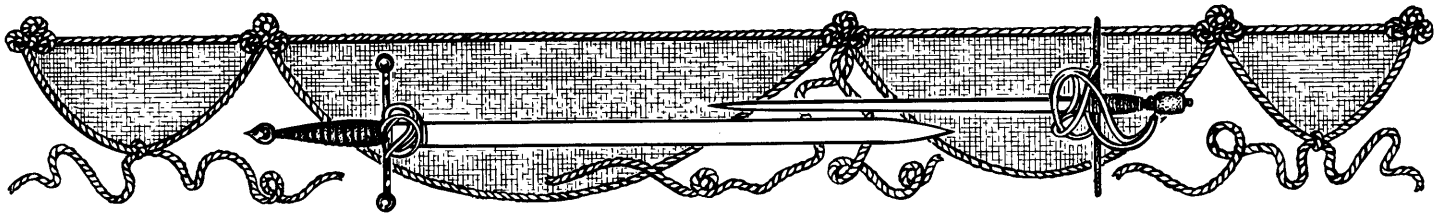
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Introduction

In *Slayers of Lankhmar*, the characters hear of a large-scale man-hunt. The constabulary and the army are searching for a murderer. The man accused of murdering the Merchant Consortium's guildmaster has escaped into the forest south of the city of Lankhmar.

The Players will find just how tough their characters really are, and how stalwart and ingenious their opponents can be; the DM will see what his limitations are as well. Occasionally, the DM gets into situations where the characters (and players) may have to be given a break in order to allow the PCs to survive. This is OK, but too much of a good thing can make the adventure seem too easy for them and hence become boring.

The adventures won by the skin of the teeth are the ones looked back upon with the greatest fondness, and *Slayers of Lankhmar* is designed to be just that.

Who Should Read This Module

This module is specifically designed for the Dungeon Master's eyes only. It contains all the information regarding the upcoming events and obstacles the characters may or may not run into. If you intend to run a character in this adventure, you should not read any further! The mystery and suspense that an adventure like this holds for players is completely lost if the players read this adventure before the start of the game. Protect your investment! Read the adventure after its completion! Even reading the Reference section in the front of the booklet may spoil the upcoming surprises.

The Players

The levels suggested for this adventure range from 8th to 11th level, but higher level characters shouldn't cause any problems. Characters of less than 6th level might find this adventure somewhat difficult, but good role-playing techniques can often outmatch overwhelming opposition.

If most of the characters are above 12th level,

the DM may need to raise the risk level, by either increasing the levels of the NPCs or by upgrading the NPCs' equipment and weapons. Feel free to tailor this adventure to the inherent abilities of the Player Characters. Balance the NPC opposition with the PCs' levels, but remember that the true test of the PCs' mettle is to pit them against an enemy that is bigger, stronger, or smarter—Elad Edals, the main opposition in *Slayers of Lankhmar* is, or should be, just that.

An Overview of Lankhmar Rules

There are differences between the realms of the LANKHMAR™ setting and other AD&D® game worlds.

- Clerics, priests, and druids are called white wizards in Lankhmar and are able to cast spells from all 16 priest spheres given in the *Players' Handbook* and, optionally, the new spheres from the *Tome of Magic*.

- Casting time for both clerical and mage spells is increased to the next higher time allotment (i.e., one segment becomes one round, a round becomes a turn, etc.), and it takes a full week to regain a spell.

- Fighter kits and classes that usually gain spells cannot do so in Lankhmar. Rangers and paladins, for example, cannot cast priest spells. These classes still have their quasi-magical abilities, such as the paladin's *detect evil* and *heal* powers, for example.

- Wizards and specialty mages are called black wizards and are able to cast spells from all wizard spheres given in the *Players' Handbook*, and, optionally, the new spheres from the *Tome of Magic*.

- Magical items are not commonplace in Lankhmar. Their rarity makes them a commodity not to be treated casually. Their enchanted properties also make the owner a target for those with the lust for items of power and prestige.

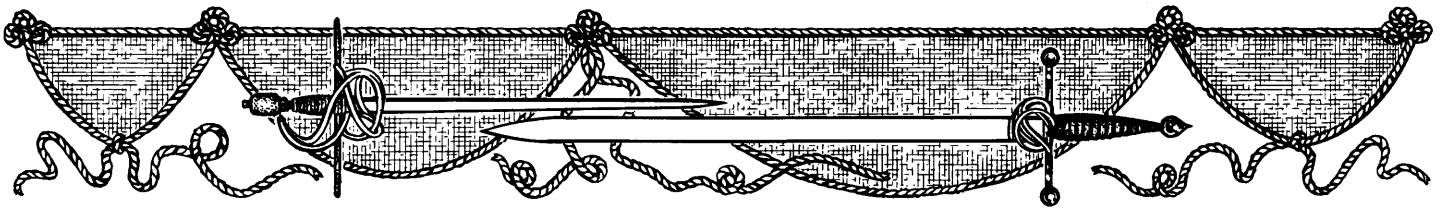
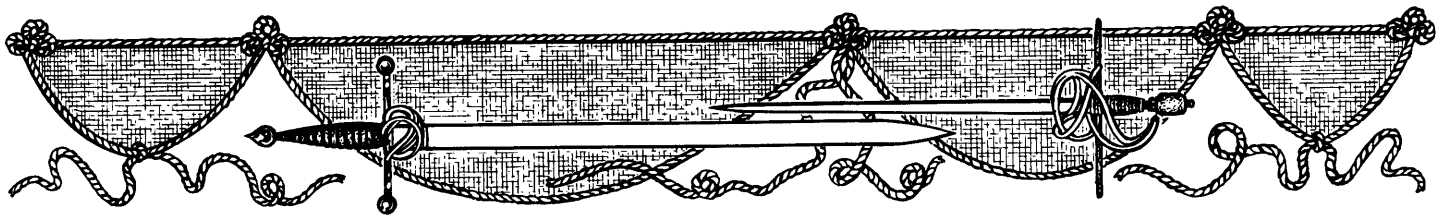


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New Proficiencies

The following two proficiencies can be added to the proficiency groups in the AD&D® *Players' Handbook*. If the Dungeon Master decides to add them, the Foraging proficiency should be placed in the Warrior group, and Hide in Natural Surroundings in the Rogue and Warrior groups.

Table R1: New Proficiency List

Proficiency	Slots Required	Relevant Ability	Die Roll Modifier
Foraging	1	Int	+2
Hide in Natural Surroundings	1	Int	-1

Foraging

Similar in function to the fishing proficiency, this skill enables a character to locate and obtain edible plants more easily than a normal character can. A successful Foraging proficiency check indicates that twice as much food is obtained than a normal character would be able to obtain in the same length of time, or that the time needed to obtain a certain amount of food is half as long as a normal character would need to gain the same results (the player's choice).

The die roll modifier is in addition to any modifier that Dungeon Master may add due to climate and time of year. The optional table below can be used to adjust the Foraging proficiency skill roll further.

Table R2: Foraging Die Roll Modifiers

	Winter	Spring	Summer	Autumn
Arctic	-5	-2	+0	-1
Subarctic	-3	-1	+0	-2
Temperate	-2	+0	+1	+0
Subtropic	-1	+0	+3	+2
Tropic	+0	+1	+5	+3

Hide in Natural Surrounding

The character with this proficiency can hide in natural surroundings that are familiar to the character. With a successful proficiency check,

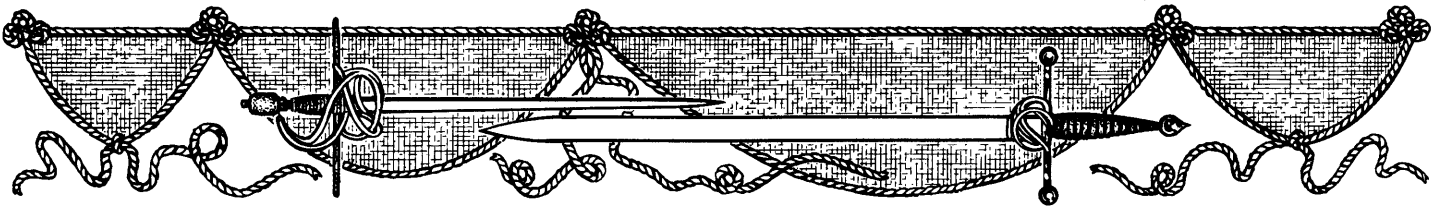
the character can almost hide right under the nose of an enemy without ever being spotted. The character can hide in unfamiliar natural surroundings with a successful proficiency check at a -4 penalty.

This proficiency requires a great deal of concentration and stealthy movements, keeping still for extended periods of time, masking scent, hiding infrared emissions, and camouflaging clothing and skin with branches, leaves, mud, animal skins, and brush. A failed proficiency check does not necessarily mean automatic failure. Instead, those in the vicinity must roll a Wisdom check to notice the character—if they are specifically looking for him. (A natural 20 in the Wisdom check means that the character making the roll just happens to look directly at the hidden character and observes him immediately.)

When a character with the Hide in Natural Surroundings proficiency rolls a successful check to hide from a Ranger or a character with the Tracking proficiency, the pursuer must roll a successful Tracking proficiency check with a -3 penalty to notice the hiding character. If the hiding character was unsuccessful in his proficiency check, the Ranger need only roll a successful Tracking proficiency check to locate the character.

The Hide in Natural Surroundings proficiency must be applied to a specific environment—i.e., a specific type of terrain and climate. Typical environments include arctic, woodland, desert, steppe, mountain, jungle, or tropic. Any environment the character tries to hide in that is not his specified environment of choice is considered unfamiliar and the character is penalized -4 as stated above.

If the character attacks an enemy, readjusts his position, or moves to a different location, it takes one to four rounds before another Hide in Natural Surroundings proficiency check can be attempted. Attacking from a hidden position increases the chance of surprise by +4.



New Nonmagical Items

Double Shot Crossbow

	Heavy	Light
Cost:	75 gp	50 gp
Weight (lbs):	21	10
Size:	M	M
Type¹:	P	P
Speed Factor:	10	7
ROF:	2/3 (1/2)	1/1 (2/2)
Damage¹:	1d4 + 1/1d6 + 1	1d4/1d4
Range:	8/16/24	6/12/18

¹These statistics refer to the quarrels and bolts used as projectiles for the double-shot crossbow.

Strength bonuses or penalties do not apply to crossbows since they are purely mechanical devices. The light crossbow must be braced against an object to be cocked with a lever on the stock. The heavy crossbow has a powerful pull and must be cocked with a cranequin that comes with the weapon; one foot is placed in a stirrup at the end of the crossbow while the cranequin is worked. All crossbows fire quarrels or bolts and the correct size must be used with



each weapon.

The heavy double shot crossbow has two shots. If only one shot is fired in a round, it takes an additional round to reload the single shot, giving a ROF of 1/2. If both shots are discharged in a single round, it takes an additional two rounds to reload both shots, giving a ROF of 2/3. The character must announce the fact that he is discharging both shots in a round before the attack is rolled, and both must be discharged. When reloading the heavy double crossbow, the character can take no other action.




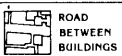

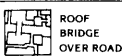





The light double shot crossbow has two shots. If only one shot is fired in a round, it takes the rest of the round to reload the single shot, giving a ROF of 1/1. If both shots are discharged in a single round, it takes an additional round to reload both shots, giving a ROF of 2/2. The character must announce the fact that he is discharging both shots in a round before the attack is rolled, and both must be discharged. When reloading the light double crossbow, the character can take no other action.

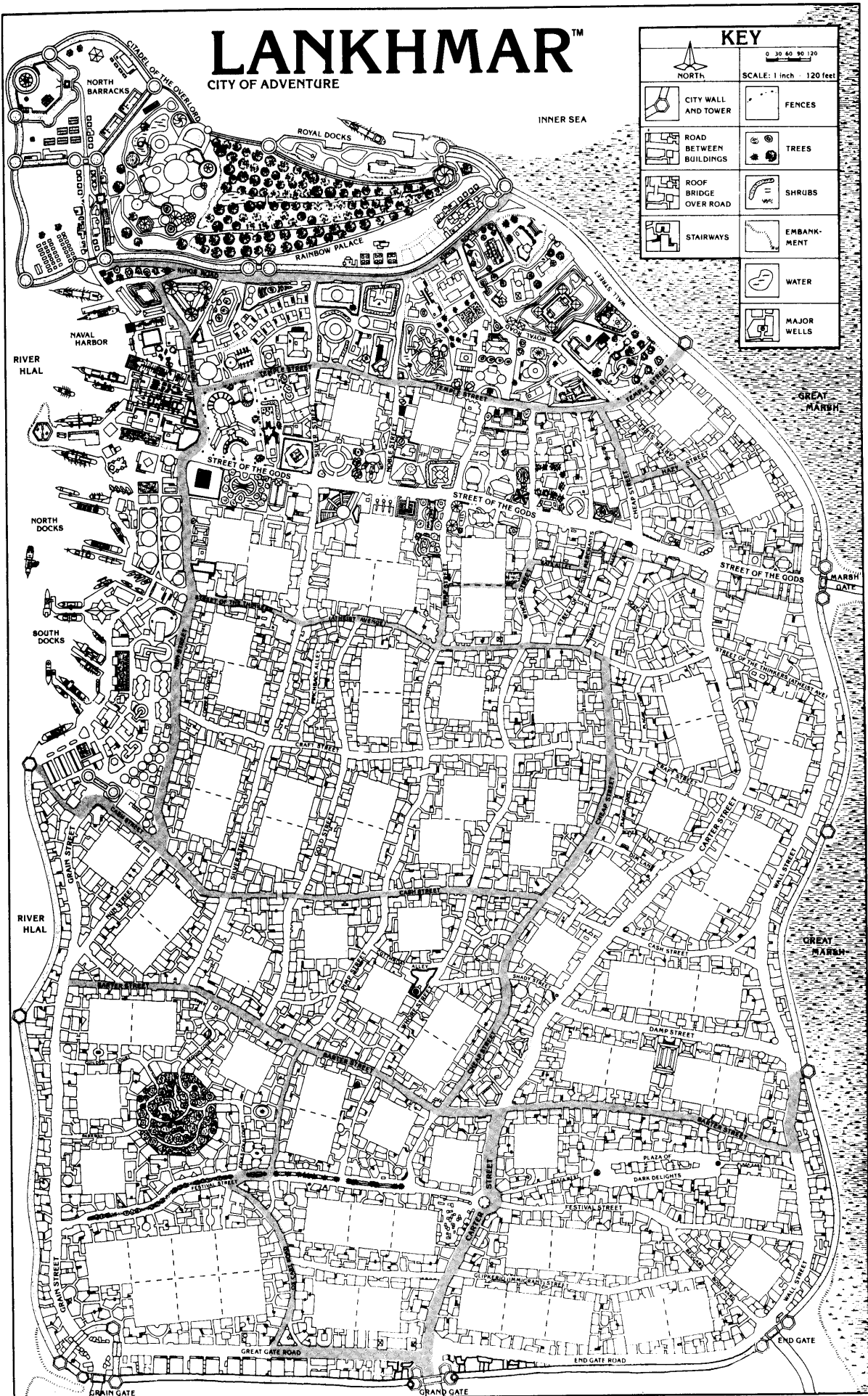
An easy way to determine the number of arrows that can be recovered from misses is to roll a d10. This signifies the percentage of arrows that can be recovered, rounded down. In other words, if a three was rolled, the character can recover 3% of the arrows that missed their target.

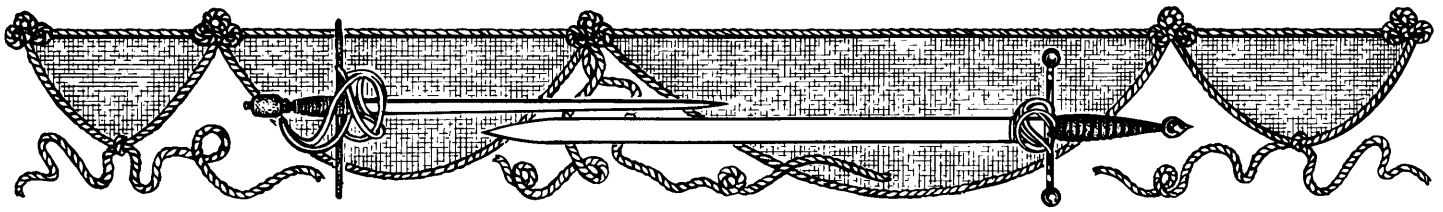
Not only does this make for more realistic game play, it also allows a character with the Bowyer/Fletcher proficiency to use his skills to make more of the arrows he and his companions have lost. As well, it will make the characters much more likely to fire their arrows in such a way that they will not have to spend so much time searching for them.

LANKHMAR™

CITY OF ADVENTURE

KEY	
	SCALE: 1 inch = 120 feet 0 30 60 90 120
	
	
	
	
	





NPC Capsules

Elad Edals (324)

10th level Fighter/13th level Thief

Str: 14	Dex: 18	Con: 16
Int: 17	Wis: 12	Cha: 14
AL: CN	hp: 86	MV: 12
THAC0: 14	AC: 3	Sex: Male
Age: 29	Race: Human	Social Level: 5

Weapon Proficiencies: heavy crossbow (2), heavy double-shot crossbow (2), dagger (2), knife (2), long sword (2).

(Two proficiencies in a weapon equates to specialization, providing Edals with +1 to hit and +2 damage. Attacks per round: 1/1 (heavy crossbow), 1/1 (heavy double-shot crossbow), 2/1 (dagger), 2/1 (knife), 2/1 (long sword).

Nonweapon Proficiencies: animal lore, blind fighting, direction sense, fishing, foraging¹, healing, herbalism, hide in natural surroundings (woodland)¹, set snares, survival (woodland), swimming.

Languages: common, plus six more.

Experience Point Tally: 510,000 for fighter class, 670,000 for thief class.

Special Abilities: *climb walls* 95%, *detect noise* 95%, *find/remove traps* 95%, *hide in shadows* 95%, *move silently* 95%, *open locks* 90%, *pick pockets* 25%, *read languages* 0%, surprises 4 in 10 (see Hide in Nature skill for bonus).

Special Equipment: long sword, heavy crossbow, double-shot heavy crossbow², leather armor +1, dagger +3, (equivalent of) cloak of elvenkind, 100' silk rope, knife, time bomb, 144 bolts.

¹New Proficiency. Listed on page 4.

²New nonmagical item. Listed on page 5.

Background:

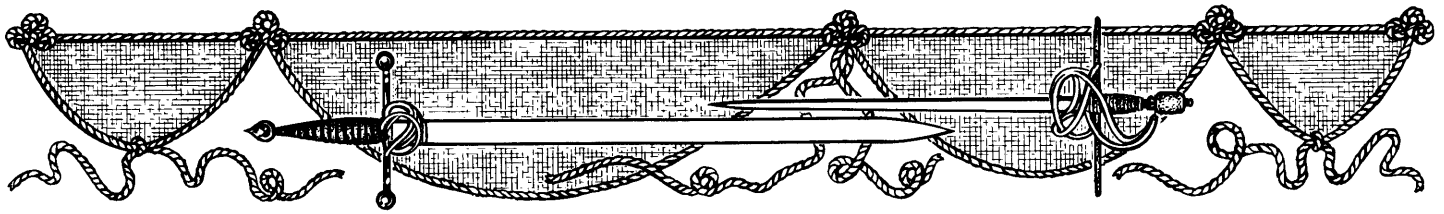
Born in Lankhmar of noble blood, Elad Edals prefers to be referred to by his given name, Edals. Relentlessly searching for excitement and facetious fun, Edals soon grew bored of his father's nobleman lifestyle. On his second year of manhood (at age 19), he joined Lankhmar's army. Stationed at Ilthmar, Edals and his regiment were repeatedly commissioned to quell rebellions for the Ilthmart government.

During the nine years he spent in the army, he was taught to survive in almost every situation possible, short of high arctic.

When he retired, he was shipped back to his home town, Lankhmar, and tried to assimilate himself back into society. He found the six-day work week and the inconsequential pay did nothing to satisfy the wanderlust he gained as a soldier. He could not hold a job for any substantial length of time. He found himself taking any job that promised fun. He never asked questions, as questions tended to make some of his employers nervous. Because of his tendency to take employment from almost anyone, Edals finds himself landing in the middle of bizarre adventures. His life usually depends on the outcome of these adventures, leaving him little choice but to pursue them. He feels that his life has some higher purpose as a result of these missions, but he has yet to discover what it might be.

One night in particular, Edals was hired to place a black vase and a calla lily on the night stand of a government official and guildmaster. Unfortunately a member of the Slayers' Brotherhood had stolen into the woman's house that night and performed his nasty deeds just as Edals started lifting the window to enter the house. When Edals witnessed the exploit, he tried to skulk away into the shadows, unable to forget the face of the cold-blooded killer. The slayer, however, noticed him and started yelling "murderer!" Chasing after Edals, the killer dogged him until Edals managed to lose the slayer around a blind corner. Dozens of people witnessed the chase and a few recognized Edals.

In retribution for the murder, the Merchant Consortium, whose guildmaster was slain, hired the Slayers' Brotherhood to hunt Elad Edals and bring him to justice—or to kill him in the process. After a week of failure, the city guard joined the fray, and soon several of the common folk joined the manhunt. Edals has a 4,000 gold rilk price on his head. The Merchant's Consortium will pay the reward whether Edals is brought in dead or alive; however, his body, under its own power or carried in a box, must be presented.



Mannimark .

7th level Ranger

Str: 18/76 Dex: 15 Con: 18
 Int: 14 Wis: 14 Cha: 12
 AL: LN hp: 80 MV: 12
 THACO: 14 AC: 0 Sex: Male
 Age: 46 Race: Human Social Level: 3

Weapon Proficiencies: dagger (2), long bow, long sword (2), short bow.

Nonweapon Proficiencies: animal handling, animal lore, animal training, bowyer, gaming, hunting, mountaineering, running, tracking.

Languages: Common, plus four more.

Special Equipment: *long sword* +2, full plate armor, two daggers.

Background: Mannimark was one of the 12 barbarians recruited by Fafhrd to sail the Sea Hawk against the Mingols in the Rime Isle adventures. He is taller than Fafhrd, standing fully seven feet tall. As one of Fafhrd's three lieutenants, he was totally loyal to him.

Long after the Rime Isle adventures, Mannimark left Fafhrd to pursue his own interests. He wandered to Lankhmar, where he participated in quelling a wererat rebellion. The Overlord, who at the time was Radomix Kistomerces, was so pleased that he granted Mannimark a position at the Southern Barracks at nearly twice the normal salary. After five years of loyal service, he was promoted to Barracks Commandant when the previous commandant retired. He has served in this position for nearly one year, keeping his men fit, though a bit unhappy with the extra work.

When Edals escaped the city in search of freedom from prosecution after being seen leaving the scene of a hideous murder, the Overlord Orion Kistomerces (who took over his dead father's position) instructed Mannimark to ready a posse for a large scale manhunt. Mannimark will not lead the pursuit; he will only assure that the men who go are ready for the hard, grueling work ahead.

Orion Kistomerces

0 level Human

Str: 13 Dex: 12 Con: 13
 Int: 18 Wis: 18 Cha: 16
 AL: NG hp: 8 MV: 12
 THACO: 20 AC: 5 Sex: Male
 Age: 22 Race: Human Social Level: 6

Weapon Proficiencies: None

Nonweapon Proficiencies: ancient history, animal handling, artistic ability, cooking, dancing, etiquette, heraldry, local history, reading/writing, religion.

Languages: Common, plus seven more.

Experience Point Tally: na

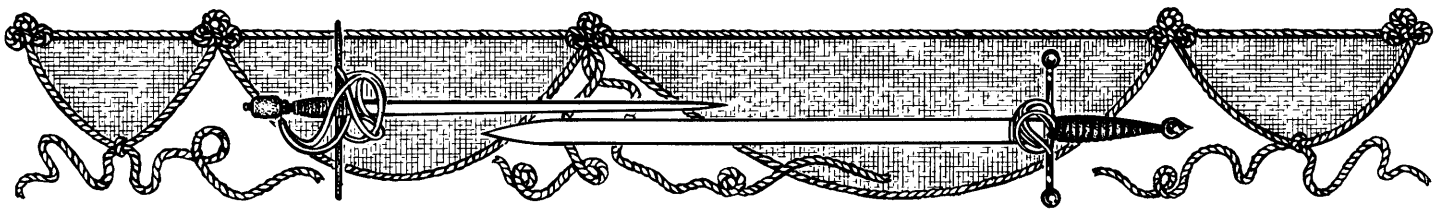
Special Equipment: *ring of protection* +5

Background: When Orion was three years of age, his father, Radomix Kistomerces (the then Overlord of Lankhmar), sent Orion to Ilthmar in order to learn the arts of ruling justly. The young boy lived in a commune overlooking the inner sea with his monastic foster parents for 15 years.

During his tutelage, Orion has learned a great deal. Philosophy and law are his two favorite subjects, but mathematics and the sciences are strong in him as well.

Orion, though an incredibly intelligent and wise man, is not without his problems. His malady, called narcolepsy, is a physical condition characterized by sudden and uncontrollable attacks of deep sleep that last but a few moments. Please note that this by no means implies that there is something wrong with the young man.

Orion's narcolepsy is brought on by a number of conditions. Stress and fear are the two main reasons for the condition's flare-ups. However, bright, blinking lights, as well as deep booming noises like distant thunder, cause attacks as well. No more than two attacks per day are ever suffered by this remarkable man.



Sara

9th level Cavalier

Str: 16	Dex: 15	Con: 18
Int: 17	Wis: 14	Cha: 16
AL: LG	hp: 104	MV: 12
THACO: 12	AC: 0	Sex: Female
Age: 28	Race: Human	Social Level: 5

Weapon Proficiencies: horseman's flail, horseman's mace, horseman's pick, lance, long sword, short sword, scimitar.

Nonweapon Proficiencies: animal training, animal handling, blind fighting, dancing, endurance, etiquette, heraldry, musical instrument (flute), reading/writing, riding (land-based), survival (woodlands).

Languages: Common, plus six more.

Special Abilities: +2 to hit with the lance or with any sword; +1 to hit with horseman's flail, mace, and pick.

Special Equipment: horseman's flail (with horse), long sword, lance +2, scimitar, field plate armor, large shield.

Background: Sara, born the daughter of the Merchant's Consortium guildmaster, was given early training in horsemanship and weapons use. Stronger than most men and highly attractive, she finds men's display of superiority irritating, but tolerable—for the most part. Female, she had to doubly prove herself to the former leader of the cavalry; she did so well, she now has his job (he claims that he retired, but he really was dismissed).

She is one of the finest lancers in the Lankmar cavalry, and has won dozens of awards from carnivals and jousting tournaments; she proudly displays these banners just above the hand guard of her lance.

She believes in honor above all else. She would rather give her life than falter from her chosen course. She is married to an armorer who proudly makes her armor and shield. They have no children.



The Traveling Companions

The nine people the characters travel with are detailed below. (The number following each name refers to the 1991 AD&D™ Collector Card the picture is taken from.)

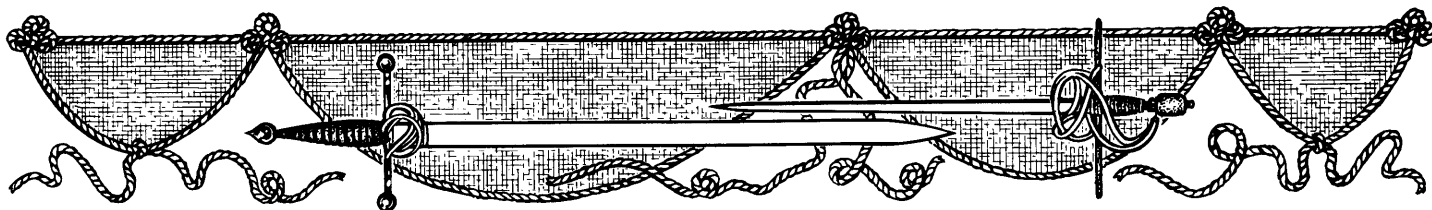
Candace (373)

6th level Black Wizard

AL: CG	hp: 11	MV: 12
THACO: 19	AC: 5	Sex: Female
Age: 23	Race: Human	

Special Equipment:
ring of human influence
ring of shocking grasp
cloak of protection +5

Background: Candace was accepted to a wizard academy at a young age, but her talents as a potential mage were questionable. Even after many botched spells and accidents in the laboratory, she was allowed to remain in the academy. When she left the academy, she was given her cloak as a gift, since the wizards realized her limited abilities to protect herself.



Chad (358)

7th level Thief

AL: CN hp: 32 MV: 12
 THAC0: 17 AC: 1 Sex: Male
 Age: 31 Race: Human

Special Equipment:

bracers of defense AC4
long sword +1
ring of chameleon powers
boots of striding and springing

Background: Chad's Dexterity (16) gives him an Armor Class bonus. He has been trying to join the local thieves' guild, and has finally been accepted as an initiate. He was given a test to retrieve some treasure from a creature living in the sewers; little did he know that 11 other initiates never returned from the mission. He thinks that his unusually high ability to infiltrate houses and to sneak about in the shadows has caused the smiling eyes of the guildmaster to fall upon him. As the guildmaster's favorite, he feels he may move up the hierarchy quickly.



Halden (593)

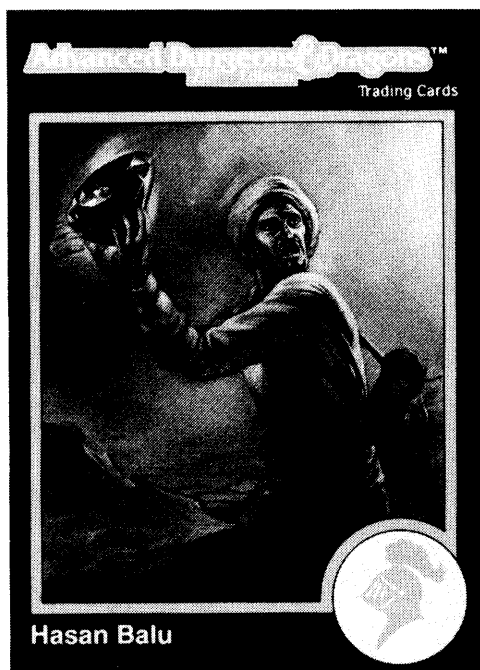
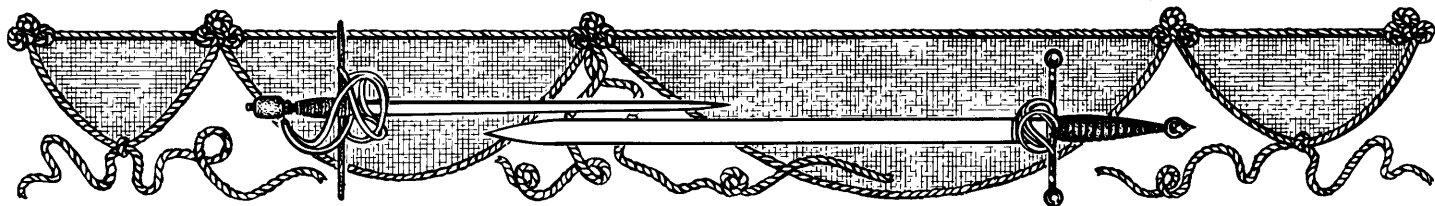
8th level Fighter

AL: CG hp: 72 MV: 12
 THAC0: 13 AC: 4 Sex: Male
 Age: 42 Race: Human

Special Equipment:

short sword
 leather armor
bracers of defense AC4
broad sword +4 (CG, detects evil 10' radius, detects invisible objects 10' radius, illusion twice per day)

Background: Halden is a large, sturdy man with an imposing appearance. His size and strength mean that he is rarely hassled by thieves or con artists. He found his intelligent sword in an ancient crypt and is still learning how to use it. He met his best friend, Kelton, in a tavern during an ale drinking contest. Their sturdy constitution caused both to have an immediate respect for the other. Halden has met Elad Edals on two occasions. Once, Edals stole a great deal of money, and the second time, Edals saved Halden from certain death.



Hasan Balu (518)

6th level Thief

AL: NG hp: 20 MV: 12
 THACO: 18 AC: 6 Sex: Male
 Age: 28 Race: Human

Special Equipment:

leather armor
 dagger
 thieves' tools
scimitar +3
boots of speed
potion of gaseous form

Background: Hasan Balu is a poor man who uses his ability to move silently to rob other people. He once found a map to a small cave that was rumored to house a great, abandoned temple with many gems. The map turned out to be a ruse by a djinni to get someone to free her and her pet, who had been trapped for decades. He has adventured twice with fighters and spell casters and has learned the hard way that thieves who steal from their partners are not tolerated. Spell casters, especially, cause him worry.



Kelton (592)

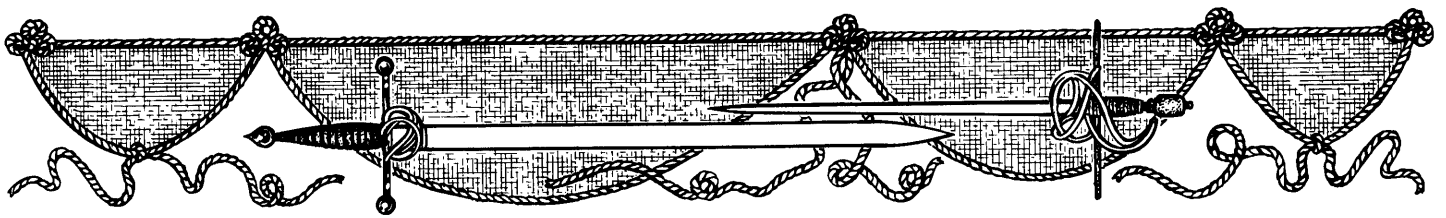
7th level Thief

AL: CG hp: 25 MV: 12
 THACO: 17 AC: 5 Sex: Male
 Age: 24 Race: Human

Special Equipment:

three daggers
cloak of protection +3
 (equivalent of) *boots of elvenkind*
gauntlets of dexterity
sword +2

Background: Kelton is an agile thief who enjoys the hustle and bustle of city life. He never lacks for a challenge or for excitement when in a large city. He met his best friend, Halden, in a tavern. Both were finalists in an ale drinking contest. When they woke together in some isolated alleyway, they decided to work as a team around town. Kelton does not belong to the local thieves' guild, and is considered a freelance thief. When out in the wilderness and the less populated locales, Kelton relies heavily upon the talents of his friend Halden.



Kereth (419)

8th level Black Wizard

AL: NG hp: 19 MV: 12
 THAC0: 18 AC: 5 Sex: Female
 Age: 29 Race: Human

Special Equipment:

- fancy leather gowns*
- dagger +2 (+3 versus larger than man-sized)*
- bracers of defense AC6*
- carpet of flying*
- staff of striking*
- slippers of spider climbing*

Background: Kereth has always done things her way. She has lived her life according to her wishes and has become something of a hermit. Even while working with an adventuring party, she still beds far from the group, and rides far behind or to the left or right. She enjoys traveling in the outdoors and being alone. This lets her concentrate on her magic. While on watch, she concentrates heavily upon her studying. She recently met Reginald, a handsome warrior who threatens to steal her heart (not listed here).



Mara Korvin (33)

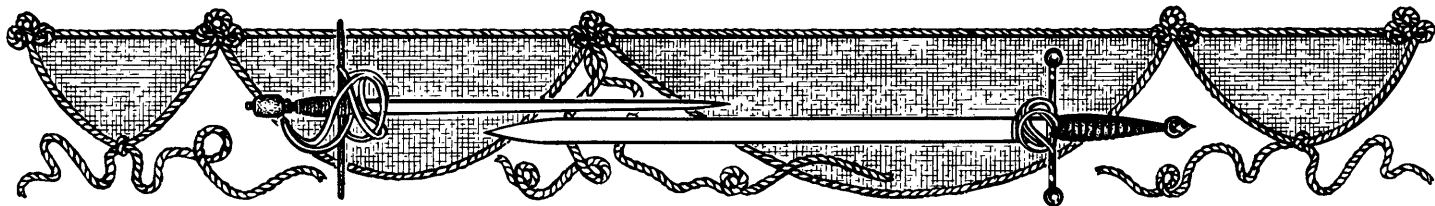
8th level Ranger

AL: NG hp: 64 MV: 12
 THAC0: 13 AC: 5 Sex: Female
 Age: 27 Race: Human

Special Equipment:

- cloak of protection +2*
- boots of varied tracks*
- long sword +2*
- dagger +1*

Background: Mara grew up in an isolated forest. As a result, she developed a deep love for the wilderness and has devoted her life to protection of the woods and its wildlife. Mara is uncomfortable in large cities and avoids them whenever possible. She is cautious when meeting people, and is content having a few close friends. Mara's Dexterity (17) gives her an AC bonus. Mara's best friend is a hedge mage (druid) who spends nearly half of his time with a *ring of water breathing*, swimming about the coral reefs north of Lankhmar. Her man-friend has eight fingers left: the result of an unfortunate accident with a hammerhead.



Olivia (594)

5th level White Wizard

AL: CE hp: 20 MV: 12
 THACO: 18 AC: 8 Sex: Female
 Age: 23 Race: Human

Special Equipment:

silk clothing
ring of human influence
brooch of shielding
scarab of protection +2
slippers of spider climbing

Background: Olivia is an ambitious priest who has turned many people against her at the church. She is pushy and bossy and always wants her way. She rarely thinks of the good of her church, instead looking for things that will benefit her. She has thought about leaving the church and starting her own sect. Olivia, being chaotic evil, joins the Edals manhunt to increase her bank account in order to finance her ever-increasing appetite for power and prestige. She and Edals were once betrothed for about three months; his temper and her arguing split the two.



Persephone (99)

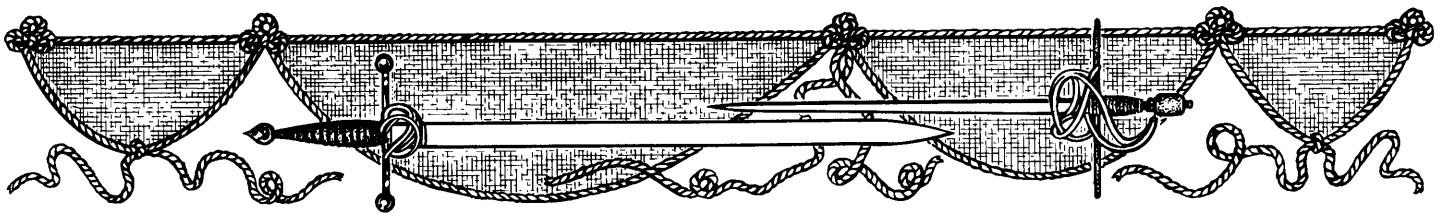
7th level Fighter/8th level Thief

AL: CN hp: 41 MV: 12
 THACO: 14 AC: 5 Sex: Female
 Age: 33 Race: Human

Special Equipment:

long sword +2
bracers of defense AC6
gauntlets of dexterity

Background: Persephone was an orphan. She became a beggar and pickpocket as a child, and was eventually taken in by the local thieves' guild. As her skills improved, she also realized that she often needed strength as a fighter, and so studied the ways of the warrior. She dresses in white so she appears innocent and non-threatening. Even though Persephone prides herself on her self-reliance, she still has a weakness for relationships. She has a tendency to entangle herself with men who treat her cruelly. Many of her friends try to convince her to leave the man, but love blinds her and she is always trying to mold her man into the perfect gentleman.



The Manhunt Teams

The teams listed below invade the forest of Hlal looking for Elad Edals. It is up to the Dungeon Master whether these teams are found by the Player Characters or not. It is suggested that the DM introduce the characters to some of these teams throughout the course of the adventure in order to alleviate the “lone wolf” aspect that most modules suffer from. This adventure is designed to feel like it’s living and breathing—that things are happening around the characters.

The teams can either be antagonistic or they can be a wealth of information for the PCs. The DM should gauge the players’ reaction with the general rationality of the team. If the DM feels that the PCs and the team are not compatible he is free to cause a small skirmish between the parties. Several of these teams are so close to the edge, they may panic when the PCs’ party meets theirs. This is completely up to the DM, but to aid the DM in creating adventure as well as a little bit of random fun, each party has a percentage change to panic. *General Sanity* is not an official game statistic, but a guideline for the DM to aid in roleplaying.

Party Name: Club Blood

Chance to Panic: 45%

General Sanity: Edgy

Number of Members: 10

Member Names/Statistics:

Gerritt (M) (491): AL NE; AC 3; MV 12; HD F6; hp 35; THACO 15; #AT 1; ML 10; Items: banded mail, bow, shield, *long sword* +2, *helm of underwater action*, *ring of feather falling*.

Cytulliar (F) (743): AL NE; AC 7; MV 12; HD F14; hp 124; THACO 7; #AT 2; ML 10; Items: leather armor, shield, *long sword* +2, bow.

Dwarinom (M) (275): AL CG; AC 5; MV 12; HD F9; hp 69; THACO 12; #AT 3/2; ML 8; Items: shield, *studded leather armor* +1, *short sword of quickness*, *ring of jumping*, bow.

Thraygar Blackbeard (M) (98): AL LN; AC -1; MV 12; HD F8; hp 62; THACO 13; #AT 3/2; ML 13; Items: lance, shield, *plate mail* +2, *helm of brilliance*, *long sword* +2, bow.

Bruinthor (M) (228): AL CG; AC 2; MV 12; HD

F5; hp 43; THACO 16; #AT 1; ML 18; Items: *chain mail* +3, *broad sword* +2 *nine lives stealer*, *gauntlets of ogre power*, bow.

Bylquore (M) (50): AL LE; AC 3; MV 12; HD F9 (wererat); hp 68; THACO 12; #AT 3/2; ML 8; Items: *chain mail* +2, *sword* +1 *luck blade*, *ring of mind shielding*, bow.

Alazar (M) (191): AL CE; AC 8; MV 12; HD F7; hp 51; THACO 14; #AT 3/2; ML 7; Items: *dagger of venom*, *gauntlets of swimming and climbing*, *cloak of the bat*, bow.

Wilhelm (M) (492): AL LE; AC 4; MV 12; HD F7; hp 65; THACO 14; #AT 3/2; ML 14; Items: ring mail, shield, *ring of protection* +2, *battle axe* +2, *potion of growth* (2 doses).

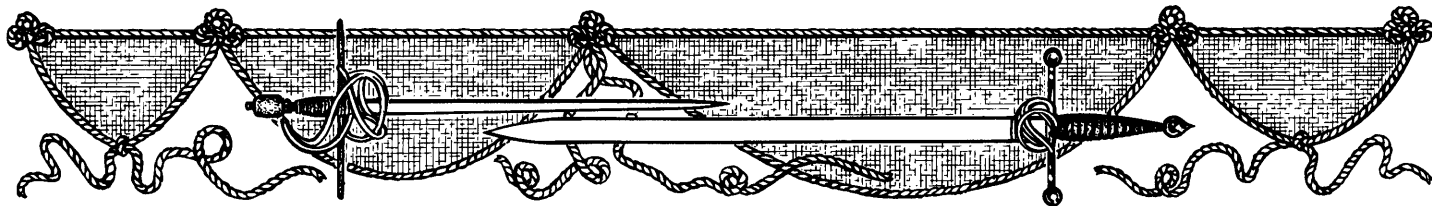
Vance (M) (522): AL LE; AC 2; MV 12; HD F6; hp 33; THACO 15; #AT 1; ML 13; Items: light crossbow, heavy warhorse, large shield, *chain mail* +2, *long sword* +1/+4 *versus reptiles*, *rope of entanglement*, *horn of evil*.

Poliamus Azar (M) (744): AL CE; AC 4; MV 12; HD F9; hp 72; THACO 12; #AT 3/2; ML 6; Items: dagger, bow, *scimitar* +2, *bracers of defense* AC 4.

Description: Club Blood is a group of “armchair mercenaries” that like to sit around and talk about the good-old-days when they served their terms in the army or as adventurers. Now long retired (some as long as 21 years), these individuals see the Edals manhunt as a way to capture lost glory.

These people are dangerous and careless. They truly believe that since they once were great adventurers and superb soldiers, they still have what it takes. Unfortunately, they are so eager and so paranoid, they tend to launch their missiles and attack anything that moves.

The official leader of Club Blood is Gerritt, a grey-bearded man with a very strong sword arm. The brains, and the real leader, is Cytulliar. She has allowed Gerritt to maintain the honor of leadership because she does not relish the limelight. She is only after money—the only thing that can give her the comfort she desires.



Party Name: The Overlord's Elite Force

Chance to Panic: 5%

General Sanity: Extremely stable

Number of Members: 4 (remaining)

Member Names/Statistics:

Talamar Thraydin (M) (30): AL LG; AC -1; MV 12; HD F15 (Paladin); hp 132; THAC0 6; #AT 2; ML 18; Items: *full plate armor +2, sword +2 dragon slayer.*

Theodoric (M) (493): AL LG; AC 1; MV 12; HD F15 (Paladin); hp 80; THAC0 6; #AT 2; ML 18; Items: *field plate armor, lance +2, rod of lordly might, Keoghtom's ointment, shield.*

Nobilius (M) (123): AL LG; AC 4; MV 12; HD F13 (Paladin); hp 120; THAC0 8; #AT 2; ML 16; Items: *helm, sword +5 defender, bracers of defense AC 4.*

Makenzie (M) (319): AL LG; AC 2; MV 12; HD F12 (Paladin); hp 92; THAC0 9; #AT 3/2; ML 14; Items: *field plate armor, helm, sword +4 defender, ring of spell turning.*

Description: The Overlord's Elite Force is akin to a well-oiled machine. They work together, and they almost instinctively know the actions and reactions of everyone else on their team. Makenzie, the son of a nobleman and the Elite Force's newest member, finances most of the team's operations.

Talamar is the definite leader; he is powerful, wise, intellectual, and has an air of authority about him. Whatever he says, the others on the team perform immediately and to the best of their abilities. He has led the team since its inception.

Theodoric has just taken the second position due to the recent death of three of their members. While on this very manhunt, they were attacked by a rogue manhunt team that slaughtered three of their partners in a panic strike. Because of this preemptive strike, the Elite Force is now being extra careful, fully realizing that the other bounty hunters are their biggest worry.

Party Name: The Pyrotechnics

Chance to Panic: 20%

General Sanity: Somewhat chaotic

Number of Members: 5 (remaining)

Member Names/Statistics:

Randron (M) (115): AL LE; AC 2; MV 12; HD W15; hp 44; THAC0 16; #AT 1; ML 13; Items: *bracers of defense AC 4, dagger of venom, staff of power, cloak of the bat.*

Aldarr (M) (18): AL CN; AC 5; MV 12; HD W13; hp 34; THAC0 16; #AT 1; ML 15; Items: *dagger, assorted gems and currency from many societies, amulet of the planes, cloak of protection +5.*

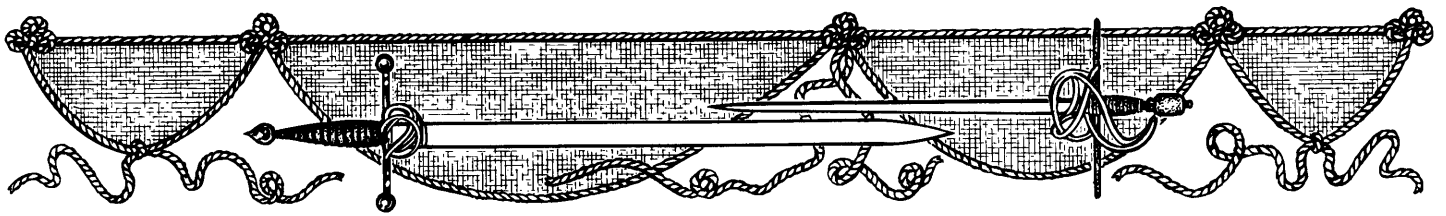
Indirion (M) (748): AL NE; AC 2; MV 12; HD W11; hp 37; THAC0 17; #AT 1; ML 14; Items: *quarterstaff +2, bracers of defense AC 2, wand of fire, necklace of adaptation, ring of fire resistance.*

Ireisal (F) (563): AL CE; AC 10; MV 12; HD W10; hp 20; THAC0 17; #AT 1; ML 13; Items: *wand of lightning, ring of regeneration, medallion of ESP, elixir of youth (five doses).*

Norsinnow (M) (79): AL LE; AC 8; MV 12; HD W10; hp 38; THAC0 17; #AT 1; ML 11; Items: *cloak of the bat, staff of withering, ring of shocking grasp.*

Description: The Pyrotechnics is a group of adventurous mages who have specialized completely in fire, flame, heat, and explosion spells. They have no other types of spells available. Their leader, Randron, keeps a strong hand on the group, insisting the members learn and steal new pyrotechnic spells. Aldarr, the second in command, uses his *amulet of the planes* to spend much of his time living in the Elemental plane of fire.

Throughout their meeting hall, small urns containing the charred remains of dead members litter the shelves along the walls. To date, 37 copper urns are housed there. Most of the deaths are from spell research, but some are from adventuring hazards. When a Pyrotechnic member dies, the body is always cremated, whether by accident or design.



Party Name: Doral's Dozen

Chance to Panic: 33%

General Sanity: Average

Number of Members: 12 (13)

Member Names/Statistics:

Doral (M) (226): AL NG; AC 0; MV 12; HD F14; hp 102; THAC0 7; #AT 2; ML 15; Items: *bow +1, axe of hurling +4, long sword +2, dragon slayer, horn of Valhalla, chain mail +2, shield +2.*

Fallon (M) (747): AL NG; AC 8; MV 12; HD F1; hp 7; THAC0 20; #AT 1; ML 12; Items: *padded armor, dagger.*

Philemon (M) (247): AL LG; AC 4; MV 12; HD F6; hp 49; THAC0 15; #AT 1; ML 10; Items: *bronze plate mail, long sword +2, ring of feather falling.*

Lorin (M) (514): AL LG; AC 4; MV 12; HD F4; hp 28; THAC0 17; #AT 1; ML 13; Items: *great helm, tattered scale mail, shield +2, sword +1/+3 versus regenerating creatures.*

Emelia (F) (333): AL LG; AC 0; MV 12; HD F5; hp 34; THAC0 16; #AT 1; ML 15; Items: *plate mail armor, large shield +2, helm of telepathy, long sword +1, bag of holding.*

Randoer (M) (48): AL CG; AC 3; MV 12; HD F5; hp 37; THAC0 16; #AT 1; ML 10; Items: *spear, dagger, long sword +1, bracers of defense AC 5.*

Niles (M) (516): AL NG; AC 8; MV 12; HD F4 (Ranger); hp 23; THAC0 17; #AT 1; ML 11; Items: *long bow, leather armor, knife, rope of climbing, long sword +2, three potions of extra-healing.*

Drent (M) (49): AL CG; AC 4; MV 12; HD T4; hp 17; THAC0 19; #AT 1; ML 10; Items: *scimitar, dagger, leather armor +1.*

Jalen Lang (M) (35): AL CN; AC 10; MV 12; HD T4; hp 16; THAC0 19; #AT 1; ML 8; Items: *boots of elvenkind, dagger.*

Kyrrolla (F) (742): AL NG; AC 6; MV 12; HD W6; hp 18; THAC0 19; #AT 1; ML 13; Items: *dagger +2, robe of blending, ring of protection +2, amulet of life protection.*

Arax (M) (229): AL CG; AC 1; MV 12; HD W7; hp 30; THAC0 18; #AT 1; ML 12; Items: *five daggers, ring of protection +3, boots of levitation, cloak of displacement.*

Elsbeth (F) (220): AL LG; AC 4; MV 12; HD P7; hp 39; THAC0 16; #AT 1; ML 13; Items: *ioun*

stones, bracers of defense AC 4, ring of sustenance, Keoghtom's ointment, pearl of wisdom.

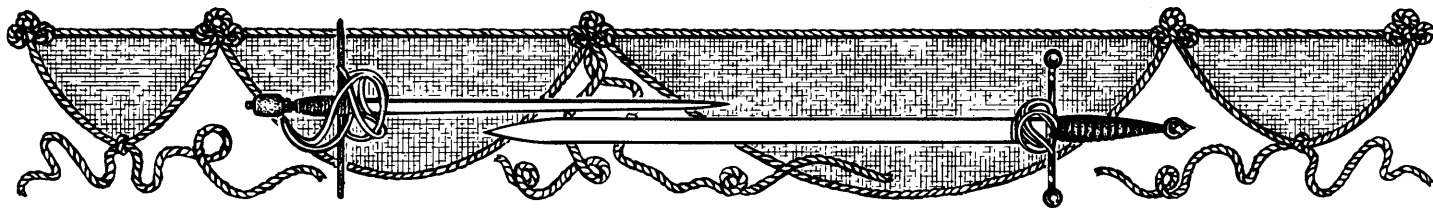
Martin (M) (164): AL LG; AC 5; MV 12; HD P5; hp 34; THAC0 18; #AT 1; ML 9; Items: *robe of scintillating colors, chain mail, helmet, amulet versus undead.*

Description: Doral's Dozen is led by an older gentleman named Doral. In his late sixties, he has retired from adventuring, and teaches the fine art of combat to many students. Twelve of these students have chosen to join the manhunt. Doral has chosen not to join his pupils on this particular excursion.

When Doral is away, this large party is led by a man named Niles, although two friends, Randoer and Drent, try to undermine his authority on a regular basis. The two companions justify their actions by accusing Niles of neutrality toward Elad Edals instead of stepping forward with a brave foot and achieving the glory they deserve by killing the woeful soul.

Each of these adventurers is under 8th level, with the average being 4th- to 5th level. Separately, these people are not dangerous to the experienced adventurer, but together, Doral's Dozen can be a menace, although the two friends, Drent and Randoer, sabotage their overall effectiveness by introducing doubt. While the two friends are in the group, the company receives a -1 to all initiative rolls.

During their incursion into the forest, they meet up with a company called Club Blood on Day +2. Unfortunately, this rendezvous renders seven of the Doral's Dozen dead (the DM chooses which NPCs die). After the remaining members of Doral's Dozen fled from Club Blood, the club buried the dead members of Doral's Dozen in order to hide the evidence. Club Blood spends the rest of the time fractured as the good members argue with and resent the grim fellows.



Party Name: The Amelioraters

Chance to Panic: 15%

General Sanity: Balanced

Number of Members: 3

Member Names/Statistics:

Crysanía (F) (158): AL LG; AC 2; MV 12; HD P14; hp 63; THAC0 12; #AT 1; ML 19; Items: *pearl of wisdom, scarab of protection, bracers of defense AC2.*

Orsos (M) (125): AL LG; AC 4; MV 12; HD P12; hp 77; THAC0 14; #AT 1; ML 17; Items: *ring of protection +3, ring of air elemental command.*

Haninah (F) (237): AL LG; AC 4; MV 12; HD P10; hp 54; THAC0 14; #AT 1; ML 16; Items: *cloak of protection +2, gem of insight, stone of good luck.*

Description: These three clerics belong to a very small local organization of healers within Lankhmar. When the manhunt began, the constabulary asked these three people to join in order to assist in mending the injured (the constables believed the death and injury toll would be unusually high in light of the person they were chasing). These three will assist anyone with their healing spells and the healing proficiencies at their disposal (yes, even Edals).

Crysanía is the leader of the team, and she insisted that none of them carry any weapons. She is afraid that stressed mercenaries will panic and fire upon them if they see a weapon (panic fire is at an all-time high in the Forest of Hlal).

In Lankhmar, *resurrection* spells do not function the way they do on other campaign worlds. If someone wishes to bring someone back to life, they must enter the Shadowland and find the person and then convince the dead person to return with them (a difficult task indeed). To date, very few have ever entered the Shadowland domain of Death and returned to tell their tale.

Party Name: Children of the Snake

Chance to Panic: 90%

General Sanity: Severely off-plumb

Number of Members: 8

Member Names/Statistics:

Izz'terl (M) (171): AL LE; AC 6; MV 12; HD P15; hp 74; THAC0 12; #AT 1; ML 10; Items: *dagger, cloak of protection +4, staff of the serpent, scarab of protection.*

Lakkonon (M) (83): AL CN; AC 2; MV 12; HD F13; hp 110; THAC0 8; #AT 2; ML 12; Items: *ring of protection +4, girdle of storm giant strength, sword of sharpness.*

Sakornia (F) (190): AL CN; AC 8; MV 12; HD F12; hp 90; THAC0 9; #AT 3/2; ML 18; Items: *dagger +1, spear +2, necklace of missiles.*

Max Rinnen (M) (71): AL NE; AC 8; MV 12; HD T12; hp 61; THAC0 15; #AT 1; ML 14; Items: *short sword, boots of striding and springing, cloak of elvenkind.*

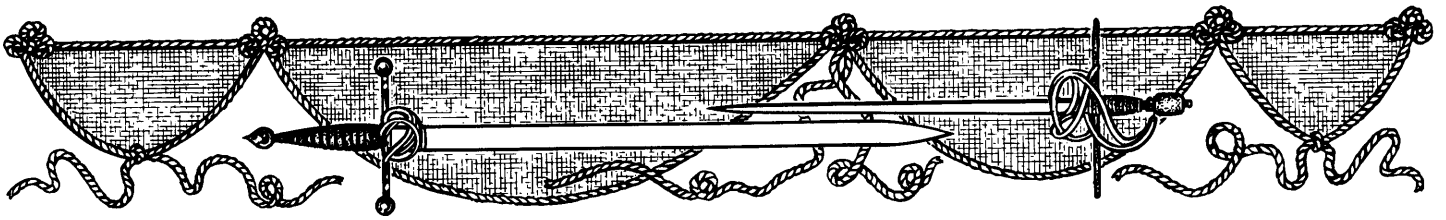
Gorsomm (M) (85): AL CN; AC 8; MV 12; HD W12; hp 40; THAC0 17; #AT 1; ML 13; Items: *cloak of displacement, rod of terror, ring of fire elemental command, 10 potions of water breathing.*

Eriadne (F) (192): AL CN; AC 6; MV 12; HD F10; hp 74; THAC0 11; #AT 3/2; ML 15; Items: *dagger, long sword +2, bracers of defense AC 6, slippers of spider climbing.*

Gimballon (M) (100): AL LE; AC 7; MV 12; HD T9; hp 26; THAC0 16; #AT 1; ML 12; Items: *scimitar +3, medallion of ESP, ring of mind-shielding.*

Belgora (M) (739): AL CN; AC 6; MV 12; HD F7; hp 58; THAC0 14; #AT 3/2; ML 16; Items: *sword, dagger, ring of protection +2.*

Description: This group of loathsome souls is one of the terrors roaming the Forest of Hlal. They prey upon the weaker to make themselves stronger. They are called the Children of the Snake because their leader, Izz'terl, is a devout follower of a snake deity and forces the other members to follow the same deity.



Party Name: The Sisters of Claim

Chance to Panic: 10%

General Sanity: Chauvinist aryan but balanced

Number of Members: 6

Member Names/Statistics:

Arialana (F) (738): AL NG; AC 5; MV 12; HD W9; hp 30; THAC0 18; #AT 1; ML 14; Items: *cloak of protection +5, crystal ball, amulet of life protection, wand of frost.*

Feiyelsae (F) (161): AL CG; AC 1; MV 12; HD F9; hp 72; THAC0 12; #AT 3/2; ML 16; Items: *ring of protection +3, boots of speed, sword of sharpness.*

Volita (F) (588): AL CG; AC 1; MV 12; HD F9; hp 54; THAC0 12; #AT 3/2; ML 18; Items: *ring of invisibility, ring of protection +3, plate mail armor +2, horn of Valhalla, figurine of wondrous power (onyx dog).*

Ayamee (F) (246): AL CG; AC 3; MV 12; HD P8; hp 42; THAC0 16; #AT 1; ML 15; Items: *gem of seeing, robe of blending, bracers of defense AC 5.*

Darbee (F) (605): AL NG; AC 6; MV 12; HD F8 (Ranger); hp 54; THAC0 13; #AT 3/2; ML 16; Items: *long knife, long bow, two spears, boots of striding and springing, gauntlets of dexterity, long sword +3, beads of force, leather armor.*

Michaela (F) (187): AL NG; AC 5; MV 12; HD F7 (Ranger); hp 57; THAC0 14; #AT 3/2; ML 13; Items: *long bow, arrows, short sword +2, cloak of elvenkind, ring of protection +2.*

Description: The Sisters of Claim is a paramilitary organization of women who fight on the side of righteousness. Their membership is extremely elitist in that everyone who wishes to join must undergo an extensive background check to make sure their family tree is free of crime, zealots of the "wrong side," and questionable heritage lines. (Even many paladins have failed to pass their stringent initiation!) Their leader, Arialana, uses her crystal ball and her many divination spells to check out each person carefully.

Party Name: Zerranon's Warriors

Chance to Panic: 5%

General Sanity: Rational

Number of Members: 6 (remaining)

Member Names/Statistics:

Zerranon (M) (745): AL LG; AC 6; MV 12; HD F12; hp 106; THAC0 9; #AT 2; ML 15; Items: *shield, short sword, guisarme +3.*

Allene (F) (462): AL LG; AC 0; MV 12; HD F10; hp 65; THAC0 11; #AT 3/2; ML 14; Items: *two daggers, scale mail +2, two-handed sword +2 giant slayer, boots of elvenkind, girdle of cloud giant strength.*

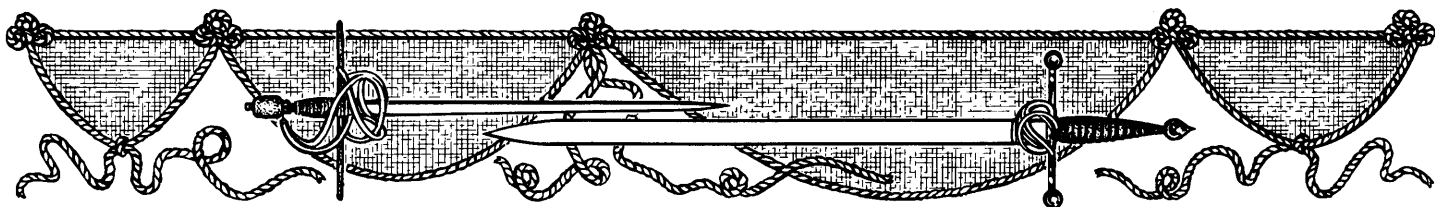
Carolyn (F) (342): AL LG; AC 2; MV 12; HD P9; hp 46; THAC0 16; #AT 1; ML 13; Items: *large shield, helmet, chain mail +2, mace of disruption, rod of absorption, seven doses of potions of healing.*

Elianna (F) (106): AL LG; AC 5; MV 12; HD F9 (Ranger); hp 63; THAC0 12; #AT 3/2; ML 15; Items: *two daggers, cloak of the bat, boots of elvenkind, long sword +2, leather armor +1.*

Gloriana (F) (413): AL LG; AC 6; MV 12; HD W8; hp 23; THAC0 18; #AT 1; ML 11; Items: *ring of protection +4, dagger +2, wand of magic missiles, necklace of missiles, potion of speed (3 doses).*

Arina (F) (302): AL LG; AC 2; MV 12; HD F7; hp 51; THAC0 14; #AT 3/2; ML 18; Items: *three throwing daggers, chain mail +3, helm of underwater action, amulet versus undead (7th-level), long sword +2.*

Description: These good people are headed by a valiant warrior named Zerranon. His strict discipline and desire to help the oppressed has made him a leader to look up to. When this group heard of the hideous crimes Edals was responsible for, they joined immediately. They want to bring this criminal to justice as quickly as possible so the families of the deceased can end their grief and begin their lives again. The second in command, Marquis (337) dies on Day -1 during an encounter with the Slayers.



The Town Crier

“Hear Ye, Hear Ye!” A town crier, dressed in baggy, brightly-colored pants and blouse, flanked by four horn blowers, steps onto a soapbox and yells for the attentions of those within earshot. The din of surrounding streets suddenly hushes as the crier unravels a scroll; the scroll bar tassels wave in a soft breeze from the northwest.

“By Decree of the Overlord of Lankhmar, the great and wise Orion Kistomerces has ordered the manhunt for a vile and despicable fiend named Elad Edals. This man is righteously accused of the murder of the Guildmaster of the Merchants’ Consortium. He was seen escaping the scene of the repugnant and gruesome murder.

“All ye of the sword and incantation who deem yourselves supporters of the Overlord, a champion of law, and an advocate of our fair land of Lankhmar, you are hereby invited to a manhunt, to search for this vile consort of evil. To join the fray, report to the Southern Barracks in the Park District. And as always, let us pray that our skies will swell with rain once again.”

The town crier stops speaking, winds the scroll back over the scroll bar, looks up toward the arid and cloudless sky, and steps off the soap box with an air of confidence as the streets fill with cheers and patriotic cries. The crowd soon breaks into song and then splits up; everyone going his own way. The crier walks to another corner several blocks away to perform the same act.

The Park District mentioned in the crier’s speech is displayed on this page, at Location 26. It is located on the southwest corner of Lankhmar (see the full-page map on page 6 for its exact placement).

Traveling through Lankhmar

As the characters make their way through the city, they are always running into people. They have to move out of the way of running

individuals, plow their way through crowded market streets, or force people to walk around them. The table below should be used whenever the Dungeon Master determines that the characters run into an individual that requires their attention.

Table A1: City Encounters

Roll	Encounter	#/Class	Level
01-07	Assassin	1d2 a ¹	1d6 + 7
08-22	Citizen, Special	1d10	0
23-28	Convict	1d4 f/t ²	1d10 + 4
29-35	Cutpurse	1d4 t ³	1d4 + 6
36-41	Gangster	1d8 f ⁴	1d4 + 5
42-48	Murderer	1d2 f	1d10
49	Overlord entourage	2d12 f	1d6 + 7
50-56	Priest	1d6 p ⁵	1d8
57-61	Racketeer	2d4 t/f ⁶	1d12
62-66	Ruffian	1d6 t	2d6 + 3
67-73	Thief	1 t	1d6 + 9
74-80	Thief	1d4 t	1d4 + 4
81-87	Thief	1d4 t	1d4 + 2
88-94	Thief, Master	1 t	15th
95-00	Thug	2d4 f	1d4 + 4

¹a are assassins

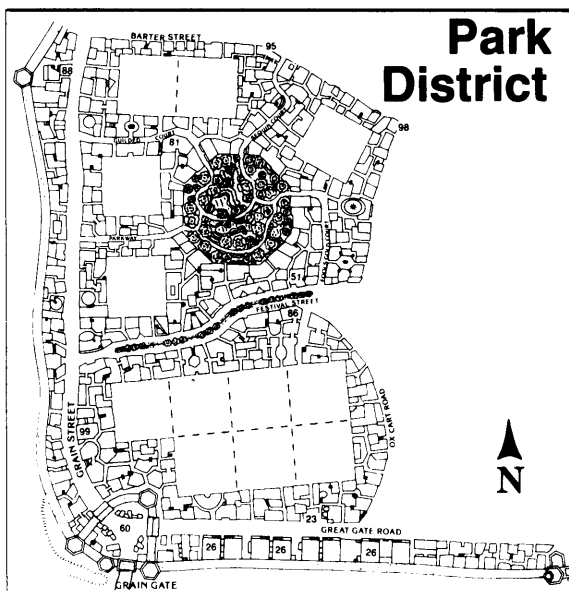
²t are thieves

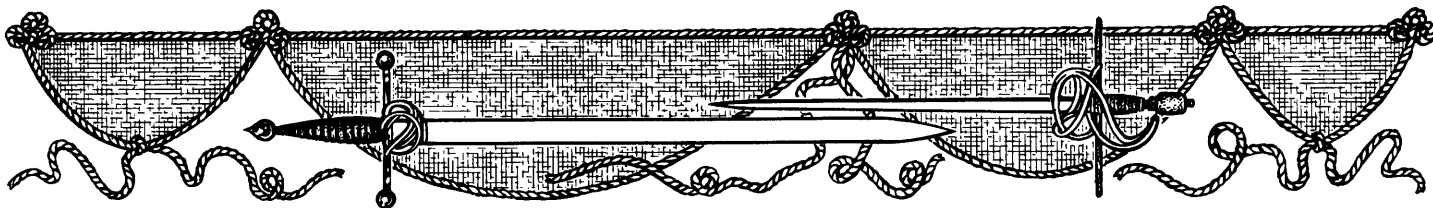
³p are priests

²f/t are fighter-thieves

⁴f are fighters

⁶t/f are either thieves or fighters





The Southern Barracks

The Southern Barracks are in the south-western corner of the city (the Park District), near the Grain Gate. These long buildings are adjacent to the city's wall and house several platoons of the men-at-arms of Lankhmar; at maximum capacity, they hold nearly a thousand men. (The northern Barracks are another housing facility for the men-at-arms as well.) Three stories tall, of wooden construction, and very sturdy, these large structures are built like miniature fortresses. The doors are very thick and the windows are barred. These precautions are necessary in case of a revolt or civil disturbance.

The four large buildings are quarters for the troops. The other structures contain supply storage, mess halls, practice arenas, and the commander's quarters. The commandant of the Southern Barracks is a huge barbarian named Mannimark (see the NPC Roster for more information on this man). The barracks closest to the Grain Gate house the cavalry. The first floor of this building contains the stables. A common insult in Lankhmar is to say that someone smells worse than a Lankhmar cavalry man.

When the characters approach the Southern Barracks, they see hundreds of men, women, and late-teen adults standing in a large, single file line that stretches from the third barracks building down from the Grain Gate all the way to Carter Street. This line leads to the office of the commandant. He is interviewing everyone interested in joining the manhunt for Elad Edals. Within 2d4 hours, the characters get their chance to see the man; meanwhile, groups of dejected people wander from the front door, their faces and lips hanging in disappointment. If the characters ask any of these people what happened, they reply, "The Commandant is a real hard line. He doesn't seem to want to take anyone for this manhunt. We used to be bodyguards for the rich and our skills just weren't good enough. I have a feeling he wants to keep this strictly a military operation."

Mannimark is a huge man, wearing the skins

of formidable furred opponents with mouths larger than a shield and teeth longer than construction nails.

"What are your names?" The large commandant asks the questions as a smaller and elder man with spectacles as thick as ale mugs writes all questions and responses with a very fast (and apparently messy) writing style. Mannimark asks several other questions that must be answered or the characters are asked to leave as they are not what the city is looking for at this time.

"What qualifications do you have to be part of this manhunt?"

"What is your profession?"

"Are you willing to prove your skills?"

"Are you over the age of 17?"

"Can you survive without food or water?"

"Have you ever slept out of doors?"

"Are you afraid of what you cannot see?"

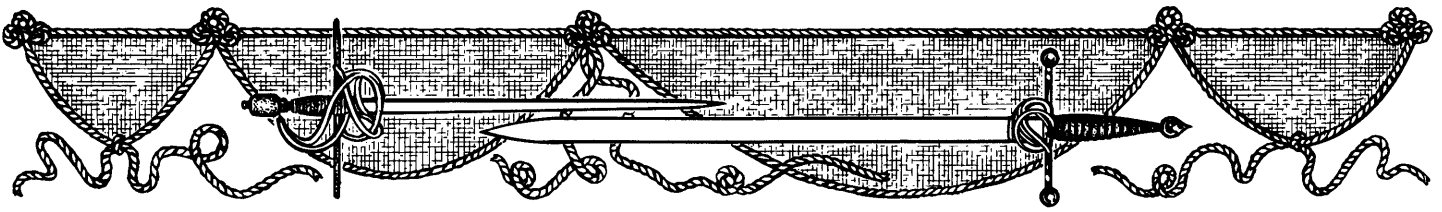
"Do you mind getting dirty and staying dirty for weeks on end?"

"Are you wanted for any crimes?"

If the Dungeon Master feels the questions were answered well, Mannimark will demand that the characters prove their skills. The Barracks' arenas are the site for the proving grounds.

The White and Black wizards need only to cast a spell that produces a pyrotechnic or otherwise visible effect. Healing and illusionary spells produce a noticeable effect in this instance, but charm and enchantment spells do not. (Please note that the wizard is not expected to kill a citizen in this test. If anyone is slain, the wizard is incarcerated.) The fighter, warrior, and warrior subclasses, on the other hand, are expected to show off their Strength and prowess. If during the combat the NPC opponent fails a morale check or succumbs to unconsciousness, the Player Character wins. If the PC, on the other hand, surrenders or falls unconscious, he fails the test.

The Dungeon Master should roll 1d4 for every fighter for this challenge. This random number, when added to the Player Character's level, designates the level of his or her



opponent; the level cannot exceed 15. Each of the opponents has a Morale of 15, an additional two hit points per level above the character's level, an appropriate Attacks per Round of the level, and is armed with a single short sword. The players, as well as their opponents, must exchange their weapons for appropriate wooden weapons.

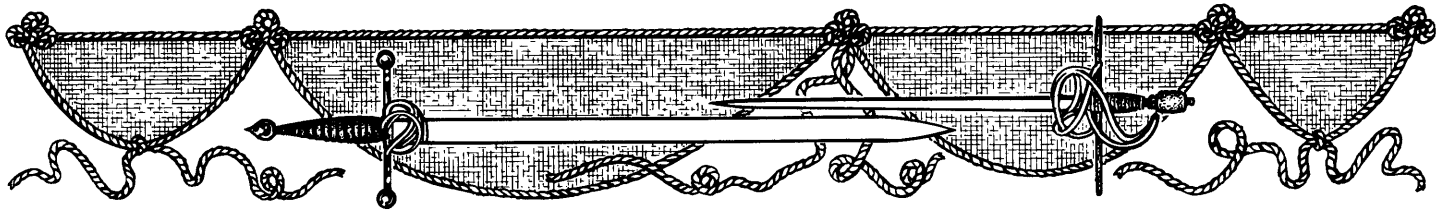
Trial Opponent (1 per PC): Int Very (11-12); AL LN; AC per the PC; MV 12; HD per the PC + 1d4; hp per the PC + two per additional Hit Die; THAC0 per the Hit Die; #AT per the Hit Die; Dmg 1d6 (wooden short sword); SA nil; SD nil; MR nil; SZ M (6' tall); ML Champion (15); XP per the hit die.

The Dungeon Master should accrue damage as a normal combat, but when a character is lowered below zero hit points, he passes out.

The character, whether PC or NPC, is not dead; when he wakes up, he regains 75% of all hit points back. Those that win the combat or fail morale regain 75% of their hit points back in four turns. All other damage is regained in accordance to the rules set in the *Dungeon Master's Guide*.

As long as at least one of the characters in the party makes the cut, they can request that their party members be allowed to join. If the request is made, the request is granted. If all the characters fail the test, they can try again the next day if they wish, or they can just go on the manhunt as mercenaries instead of as an Overlord-sanctioned detachment. If the characters make the cut, they are requested to meet back at the Southern Barracks by sunup in order to get an early start on the long journey ahead. They are told to bring all the supplies they will need as well.





The Indoctrination

The air is unusually arid. The familiar salty smell of the Outer Sea (bringing with it the comfort of humidity) is blatantly missing. Instead, a stale breeze from the southeast brings a dry heat that bends the lips to chap. It truly is the driest year in many decades.

The commandant, Mannimark, stands before you and nine others. His hair is combed, and his facial hair has been badly trimmed with a dagger. His eyes look bloodshot and tired. The nine others, noticeably hardened from years of adventuring, sea travel, or rough army life, are ready; filled packs litter their strong backs and water skins pulling against their seams line their weighted belts. They look at each other and you, nodding and grinning approval.

"All of you are hereby noted as being Beta Team. You are the second detachment to be released into the Forest of Hlal in search of the villainous Elad Edals. For those of you who do not know why we are after this man, I will give you a brief run down.

"Elad Edals is the son of a nobleman who prefers to be called simply Edals. When he was 19, he joined the ranks of the army where he was taught to survive in almost every possible situation. When he retired, he was shipped back to Lankhmar where he was unable to assimilate himself back into society. His wanderlust forced him to take any job that promised fun. This is not a bad thing; he apparently never asked questions.

"On his last job, Edals was hired to place a black vase and a Calla Lily on the night stand of a guildmaster. Unfortunately the woman woke as Edals was placing the threat-device, and panicked. In the confusion, Edals gruesomely killed the guildmaster and ran from the house. A member of a government-sanctioned guild saw Edals running from the scene and chased him yelling for assistance. Unfortunately no one helped and Edals escaped into the Forest of Hlal.

"In retribution, the Merchant Consortium and the Overlord of Lankhmar want the

army and a few select people from the private sector to hunt Edals and bring him to justice. The army has tried for two weeks and has failed. Now it is up to Alpha and Beta Team (your team) to bring Edals to justice. Edals has a 4,000 Gold Rilk price on his head that will be split equally among the survivors of the team that brings him in.

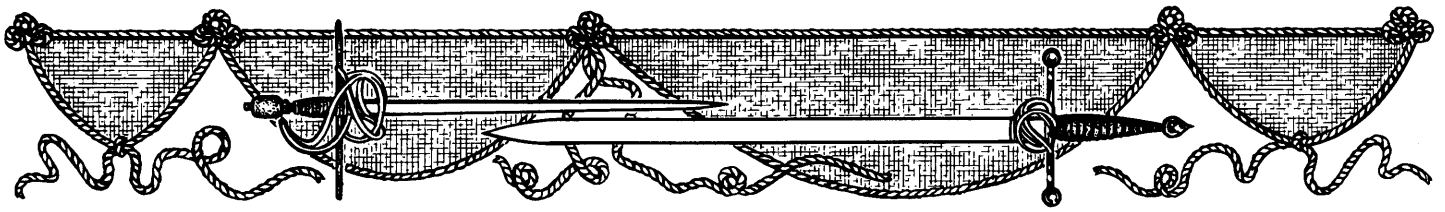
"Now please remember a few things. This man is a tough character. You have never had a foe like this one before, and you may never have another like him again. He is smart, and he is cunning. He would prefer to kill you to having to deal with your weak attempts to bring him in. Use deadly force if you must, but bring him in any way you can. I personally trained this man and his detachment, and I don't envy you in the least. Good luck, and godspeed."

Mannimark looks sincerely concerned as he scans you and your new companions. One of your companions briefly removes his hat and wipes his brow with a sleeve. Another nervously licks his drying lips and quickly scans a few of his comrades.

Mannimark speaks one last time. "Before you go, I notice that several of you are not carrying enough water. Over here in the arena, I have enough mounts and plenty of water for you to take. Please bring the mounts back if you can because they are loaned from the Lankhmar cavalry, and any that are missing must be replaced by the army." With that final word, he turns and heads back into his barracks.

If the characters wish, they can ask him anything they wish, and he will assist them to the best of his knowledge. If they ask more than three questions, he stops them and warns that the longer they take, the deeper Edals can entrench himself in the forest.

When the characters enter the arena, they find mounts for everyone, all of them high-quality medium war horses. Each player can load five day's food and water on the horse; PCs on foot can carry two days' worth.



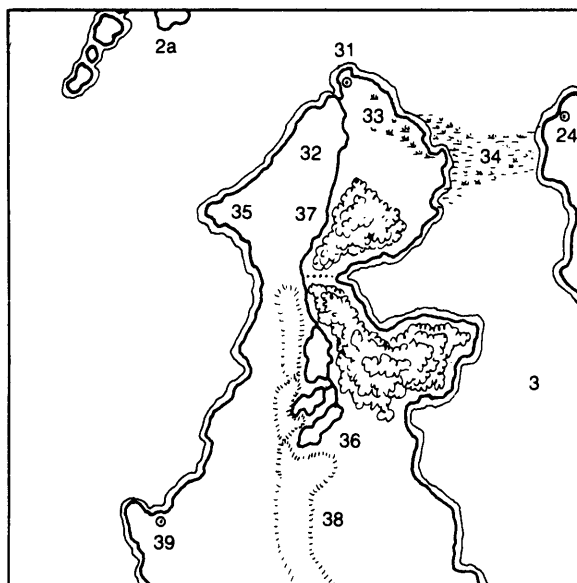
The Journey to the Hlal Forest

The trip to the Forest of Hlal leads the characters and their companions almost straight south. By keeping the Hlal river to their right (to the west), they should not get lost. The table below shows several movement rates that the characters can move and the length of time it would require them to traverse the distance between the city and the forest.

Table A2: Movement Rates and Time Length

Condition	Time
Walking, carrying gear	3.5 days
Riding Horses	1.5 days
Leading horses	2.5 days

If the characters decide to walk the distance without the aid of mounts, the trip lasts 3.5 days, arriving early afternoon. The gear that they can carry lasts them only two days. They can fill their water skins at the river, and they can hunt (use the rules regarding the Hunting proficiency to determine their skill and success). If the



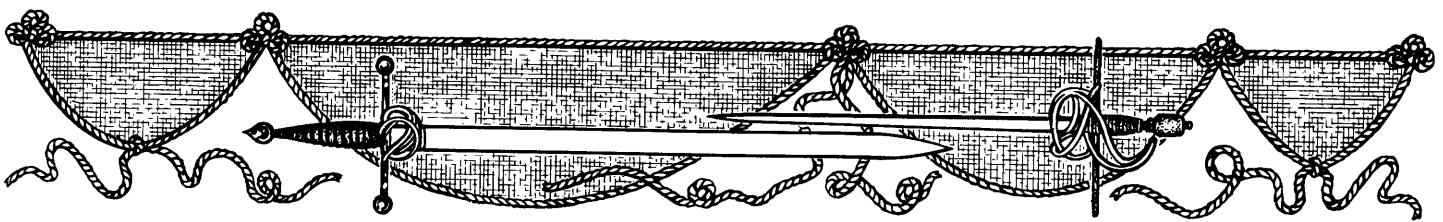
characters ride the mounts provided, the travel takes 1.5 days, arriving late morning. By the end of the laborious trip, the mounts are very lathered. The soldiers at the Hlal Forest Encampment mildly criticize the way the characters treated the animals unless they purposely allow themselves more time to get to the forest.

If they lead the horses, allowing the mounts to carry their gear, it takes 2.5 days to traverse the distance, arriving late afternoon. The soldiers at the Hlal Forest encampment praise the characters on their treatment of the steeds and guarantee a 50% raise in their salaries if they are the ones who capture or kill Elad Edals.

During their trip south, the Dungeon Master should roll for standard encounters. The table below shows the types of encounters. Use a 1d20 die roll to determine the encounter. Refer to page 59 for the combat statistics.

Table A3: Lankhmar Encounters

Roll Plains	Forest
1 Boar	Boar
2 Hiding Thief	A Manhunt Team
3 Warlike Tribesman	Nehwon Ghoul
4 Behemoth	Wyvern
5 Tiger	Frightened Merchant
6 Penniless Pilgrim	Carnivorous Plant
7 Neutral White Wizard	Cave Bear
8 Dangerous Warrior	Evil White Wizard
9 Meddlesome Paladin	Treant
10 Evil Black Wizard	Helpful Hedge Mage
11 Coyote	Stag Beetle
12 Astral Wolf	A Manhunt Team
13 Curious Pilgrim	Giant Spider
14 Dangerous Slaver	
Merchant	Herd Animal
15 Leopard	Jackal
16 Spitting Snake	Will o' Wisp
17 Harmless Nomad	Giant Hornet
18 Cloud or Storm Giant	Astral Wolf
19 Enraged Berserker	Ape
20 Lonely Bard	Panther



The Hlal Forest Encampment

The Hlal Forest Encampment can be seen from miles away and six hours distant. Gray smoke plumes from open campfires lift, spiralling into the brisk air, signaling their location for nearly 50 miles. The prancing of large, heavy steeds, the clangor of bit and bridle, the whinny of the steam-breathed horses, and the cries and shouts of the men create a beacon even for the blind. Dozens of tents, with their canvas flaps and tethered ropes, dance and sway in the breeze coming off the Hlal River. In the middle of the tents, three wooden buildings surround a large open space.

When the characters and their nine partners get within one-half mile of the encampment, a squad of eight cavalry officers ride up to greet them. When they are within speaking distance, the riders slow their mounts and greet the characters in a friendly manner. "Welcome. What team are you?"

When the characters mention that they are Beta Team, the cavalry leader, a plain woman with long, straight brown hair, smiles brightly. "Good, we've been waiting for you! Come on, let's get back to camp and we'll fill you in on all the details thus far." She and her seven companions turn their horses around and head back to camp at a fast clip.

When they arrive, several aides, shivering in the unusually cold air, approach and take the horses and lead them to a fenced and shaded area. The characters are led to the northern-most wooden structure by the cavalry leader, who introduces herself as Sara (see the NPC Capsule on page 9 for more information on Sara). She knocks on the weak-framed front door. A feeble "Come" emits from within.

The door opens, scraping the stoop as it hangs precariously on leather hinges. Within the dark interior, a small lamp illuminates the tired, wrinkled face of a uniformed man as the papers in front of him wave in the sudden breeze. "Ah, Beta Team. Come on in." The man

stands and motions toward several chairs—far too few for everyone in your party.

At first, the commander asks the characters what they know so far. If they pretend not to know anything, he refreshes their memory. The Dungeon Master should read the boxed text on page 14 referring to Edals and his supposed criminal activities. The man finishes with the following information.

"Edals was last seen entering Quad G5." He turns the map so that all of you can view its contents. He points to an inch-by-inch square. "This is Quad G5. He ran into these trees to hide from prosecution, and we are trying to ferret him out just as we speak.

"We have the army, a few from the Slayers' Brotherhood, Overlord-sanctioned private ventures like yourselves, and general mercenaries in there right now, as well as some of Sara's more elite forces. Each group is patrolling their own area, and your group will be no different."

He points to a group of grids (the Forest of Hlal Map #1). "You will be given these sections to work in. If you get a trail, don't be afraid to enter the territory of another group. When it comes down to it, our purpose here is not pride, but to find Edals and get home to our families as quickly as possible. Good luck, and may the gods of Lankhmar smile upon you this day."

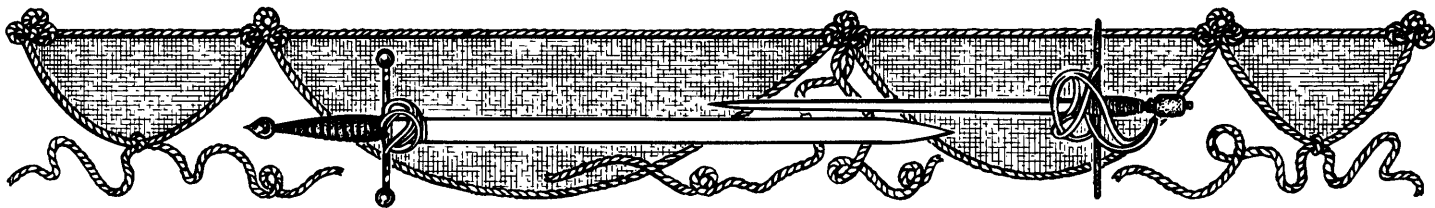
If the characters arrived in late morning or the afternoon, they are encouraged to wait until the next day before they start searching. If they arrived in early morning, they are sent off immediately.

At this point the Dungeon Master should remove the Timeline pages in the center of the module and follow the directions. As the characters make their way through the forest looking for Edals, the Dungeon Master should keep track of where Edals is, in case there is an encounter. While doing this, the Dungeon Master should not forget the standard random encounters with animals or monsters listed on page 23.



...the ...
...the ...
...the ...

CRABRE



The Manhunt

In the morning, the crispness and cold air from the previous few days has disappeared. The hot and arid air of summer has returned. As you exit your tents, you see several soldiers, running as if a ghost threatened their sanity, carrying heavily-laden stretchers. Several of the troops' white wizards run over to the frightened warriors to inspect the people weeping like wounded animals in the gurneys.

If the characters move in to see what is happening, please read the following:

The three gurneys contain soldiers from the Lankmart army. Their uniforms designate them as relatively high in rank and experience. One soldier is dead; the notch of a crossbow bolt is wedged in his skull just above the right eyebrow. The eyes stare blankly into the sun; the white film of a dried tear leads down to the man's earlobe.

The second soldier flows in and out of consciousness, screaming in agony whenever she awakens. Her uniform is stained deep red with blood from inches above the knees to her low-cut leather boots. Her thighs were repeatedly pierced with a line of thin, sharp objects.

The third soldier has lost his right arm; it was removed below the elbow, crushed and dislodged by some heavy falling object. His voice is hoarse from screaming and crying; only a hastily-applied tourniquet has kept him alive this long.

The white wizards tearfully care for these three unfortunate victims, praying and supplicating their deities. After passing last rites on the dead soldier, one of the white wizards looks up at the characters and stands to deliver his promulgation.

"Do you see this? Do you? It's people like Elad Edals and reckless adventurers that cause damage like this! Foolhardy and heedless actions like this are the bane of our

existence." He points to himself and the other clerics.

"I know you all are with Beta Team and you are supposedly the saviors, but to me you are nothing more than embellished Edals. If you really are champions of peace, then stop this." He points to the three fallen soldiers. "Stop this now, and send Edals to the Shadowlands. Send him to Death, I beseech you. Let us all be homebound before the dawn of another day." The white wizard *blesses* each of you.

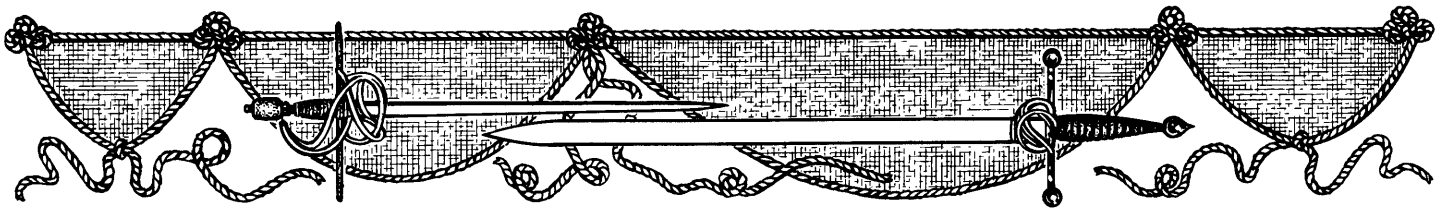
Before the PCs Head into the Forest

Before the Player Characters head into the forest after Elad Edals, the Dungeon Master should ask to see each of the Players' character sheets. There is a number of things the DM should look for.

- First, inspect the armor they are wearing. All PCs who are wearing metallic armor of any kind (including elven chain or its equivalent) are unable to move about silently. If they attempt this feat, the DM should immediately point out that their armor penalizes any such action. If these same characters try to climb a tree, they must roll a Dexterity check with a -8 penalty to do so. If they try to hide in the underbrush or in the shadow of a tree or cliff, they can attempt this, but they can be easily spotted by anyone on a successful Intelligence check with a $+4$ bonus.

- Characters that are decorated with shiny objects or wearing unnatural or bright colors stick out like a sore thumb in the forest. They cannot hide efficiently. The forest is colored mostly in deep green, light green, tan, and brown. The occasional bird is brightly colored and easily discernable from the clothing of a man. They can be spotted by anyone on a successful Intelligence check with a $+4$ bonus.

- Those characters wearing black are spotted effortlessly in bright locales. They can,



however, hide effectively in the shadows and the timbre of night.

- Inspect their weapons. Any slicing weapon longer than 10' cannot be used efficiently in the forest because the trees are too close together to give the wielder any swinging room. Penalize the use of Large (and larger) weapons with a -6 to the attack and damage. Spears and other piercing weapons can be used without penalty.

- Inspect the water and food supplies each character carries. Demand that the PCs keep proper track of these vital resources while in the forest.

- Inspect their ammunition. If the characters have crossbows or bows, be sure that they have the number of arrows or bolts written on their sheets. As they use the missiles, have them mark off their shots. If the Dungeon Master prefers, use the rules for recovering used arrows given on page 5, under the *Double-Shot Crossbow* entry in the *New Nonmagical Items Reference* section.

Before the characters are released into the forest, they are encouraged to look out for the other two dozen or more mercenaries and soldiers already out there. If they ever need equipment and provisions, they are urged to come back to the Command post in order to refresh their supplies.

Sara takes the characters over the bridge in location G5 to the edge of the forest at location F5. "Our hounds first spotted him in the forest at this point. He apparently traveled east along the south side of this river." After pointing the characters in the right direction, Sara turns around to return to the command station.

DUNGEON MASTER™ Hints and Ideas

During this adventure, the characters are thrust into the forest to look for an opponent who for the most part is invisible. This can make their expedition frustrating at times if they feel like they are not getting closer, or if they can never find their opponent. There are a number of things that the characters and the Dungeon Master can do to make their job easier.

- If the PCs use their tracking abilities, they should be able to follow Edals' tracks, assuming their rolls are successful at the critical points.

- Remember the PCs have nine companions. When a nasty thing occurs to the PC party, the DM should randomly choose from all elements to determine who is affected. The DM should give the NPC companions maximum damage and effect from Edals's traps.

- If the DM wishes, he can allow the PCs to move twice as fast as Edals since he is setting snares and pitfalls for everyone to fall into as he moves through the forest.

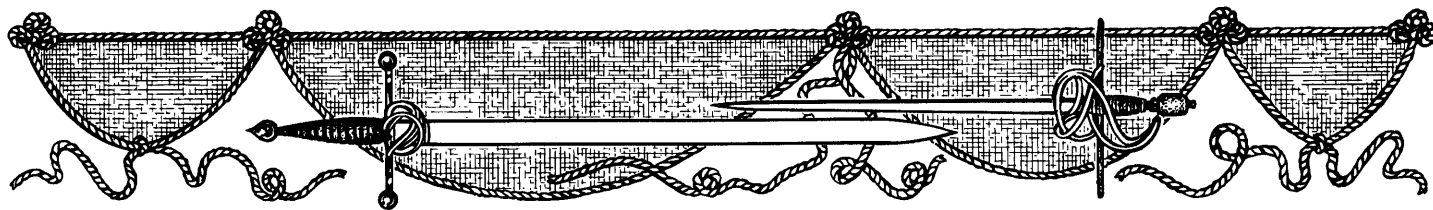
- When the players seem frustrated, or if the DM can foresee disillusionment, he should allow them to find a NPC or NPC group who can give them the clues they require to continue their adventure on a higher pace.

- The Dungeon Master should foreshadow the dangers that lie ahead. As the characters run into NPCs, the DM should be showing the PCs what happens when Edals is taken lightly.

- If the characters enter a Quad that Edals is currently in, the DM can allow the PCs to see him. If this occurs, the DM can have Edals making a trap (see the Techniques listed in each Quad description). This allows the characters to foil at least one of the traps, and possibly allow the characters to capture or kill Elad Edals. Once Edals realizes he has been spotted, he will attempt to escape.

- At any time the DM chooses, he can have Edals deliberately let the characters spot and chase him. By getting them to follow him through the forest, he can lead them into traps set especially for the characters in hopes of making them turn back and run from him, leaving him free to escape to the south.

- Meeting NPCs in the forest can be helpful, even if the NPC is dead. By inspecting the body, the PCs can determine if the unfortunate victim died recently or has been lying there for days. This can give them clues regarding the time that Edals was last here. Unfortunately, the traps that he sets can also kill NPCs (and PCs for that matter), and this can cause some confusion, but no one said this would be easy.



The Quad Descriptions

The listings that follow refer to the map on the inside cover of this module. The map is marked by a row of letters across the top and a column of numbers down the side. By cross-referencing the letters and numbers, the Dungeon Master can come up with Quad Numbers. These Quad Numbers, ranging from A1 to J16, are used to find locations on the map easily. Each of these quads is about one inch square, and each square inch represents one square mile.

As the characters pass from one Quad into another, the Dungeon Master can read a brief description of the quad, from the type of terrain present, to the vegetation, or lack thereof. The introductory material for the Quad can be read to the players when they enter the area. The rest of the material, if any, is for the Dungeon Master's eyes only.

Throughout this section, days are listed as either Day -2, Day -1, Day +1, Day +2, Day +3, or Day +4. This is to help the DM catalogue the passing of time. The day numbers that are negative happen before the characters show up on the scene. Day -1 is the day before they start hunting for Edals, whereas Day +1 is the day they start. (There is no Day 0.)

At times, the DM may have to ad lib. When this becomes necessary, the DM should refer to the table below. It shows the Techniques that Edals uses, and when he would use them. (The Technique descriptions begin on page 42.) DMs who prefer to customize modules to their own means should find the tables below highly useful.

When the characters are in the same Quad as Edals:

- A tar pit Quad: 6, 11, 20, 21, 25, 26, 28, 29
- A swamp Quad: 1, 2, 3, 5, 6, 7, 9, 11, 20, 21, 24, 26, 28, 29
- A wooded Quad: 2, 3, 4, 6, 7, 9, 10, 11, 20, 21, 22, 24, 26, 28, 29
- A meadow Quad: 3, 6, 7, 11, 17, 19, 20, 24, 25, 26, 28, 29
- A lake Quad: 1, 5, 6, 11, 20, 22, 25, 26, 28, 29

- A river Quad: 1, 5, 6, 7, 11, 20, 21, 22, 25, 26, 28, 29

When the characters are not in the Quad with Edals:

- A tar pit Quad: 26, 27, 29, 32, 34, 35, 39
- A swamp Quad: 12, 13, 18, 26, 27, 29, 31, 32, 33, 35, 38, 39
- A wooded Quad: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40
- A meadow Quad: 13, 14, 26, 27, 29, 32, 35, 38, 39, 40
- A lake Quad: 26, 27, 29, 35, 36, 39
- A river Quad: 16, 26, 27, 29, 32, 35, 36, 39, 40

Quad A1: Most of this Quad is piranha-infested water. The lake front is a small peninsula and consists of a long, wide beach bordered by a thick forest.

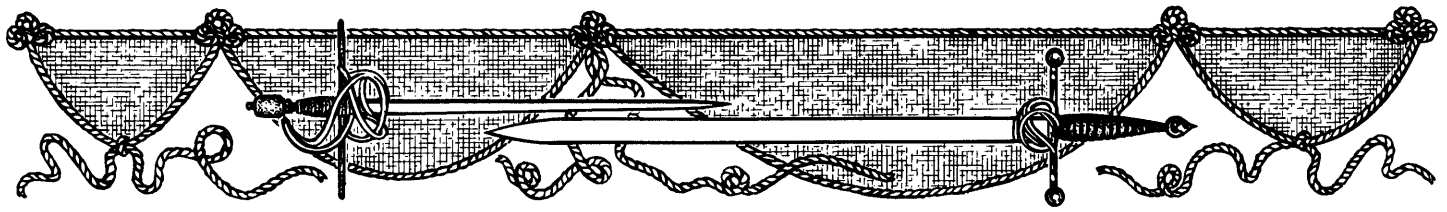
Quad A2: This Quad is one-fourth piranha-infested water. A sandy beach rests along the western section of the quad, while the eastern beach is forested to the high-tide mark. The ground to the south slopes up slightly.

Quad A3: This wooded Quad has a slight up-grade to the south.

Quad A4: This wooded Quad slopes up to the south-central portion of the area. A tall spire near the southern edge stands nearly 150 feet tall. It requires ropes and pitons to climb.

Quad A5: This Quad has a wooded hog's-back that runs north to south, sloping sharply down to the east and mildly downward to the west.

Quad A6: A large plateau on the northern section of this quadrant gives an excellent view of the surrounding territory. A red rock formation juts 75 feet out of the floor of the plateau at a sharp angle. A river starts in the northwestern corner of the Quad and flows westerly.



The Quad Descriptions

Quad A7: Within this Quad, the wooded ground is relatively smooth and gently sloped. The ground rises toward the center and the north.

Quad A8: A mountain peak nearly 10,900 feet above sea level lies in the central-southern section of this Quad. All the wooded lands around this crest rise to greet it.

Conditionals: If the characters enter this Quad before 4:00 am on Day +3 they see seven bodies that have been slain by crossbow bolts. If the condition is not met, the characters hear about the deaths second hand. (Don't bother trying to remember this; it is listed in the Timeline and is mentioned here just as a reminder.)

Edals enters this Quad at 10:00 am on Day - 1 and leaves at 11:30 am the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

Quad A9: A high, wooded, mountainous



ridge traverses north to south along this Quad. The ground slopes down to the east and west, making this Quad a perfect vantage point.

Edals enters this Quad at 11:30 am on Day - 1 and leaves at 1:00 pm the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

Quad A10: This forested Quad inclines down to the east. In the northwestern corner, a very high peak, 11,050 feet above sea level, gives an unobstructed view for about five miles.

Edals enters this Quad at 1:00 pm on Day - 1 and leaves at 1:30 pm the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

Quad A11: The wooded mountains in this Quad gently rise to the north.

Quad A12: This wooded Quad has a 1,800 foot deep chasm almost in the very center of it. The Mountaineering proficiency is required to climb down the chasm. An underground stream peaks through the underbrush briefly at the bottom of the chasm.

Quad A13: This heavily-forested Quad has the highest peak in this section of the Hlal Forest. It rises to 11,154 feet above sea level. Part of the southern section of this Quad suffered a lightning fire a few years back, clearing several acres before the rain smothered the flames.

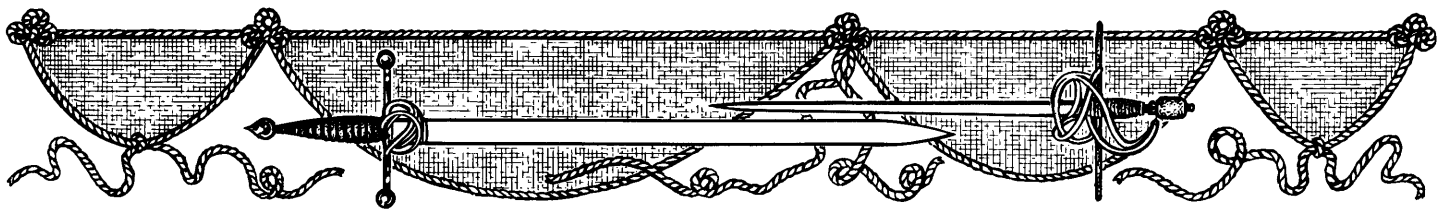
Conditionals: If the characters enter this Quad after 2:00 am on Day +3 they see the corpses of three hunting dogs with one woman. Near her two men lie still and cold.

Edals enters this Quad at 9:00 pm on Day + 2 and leaves at 2:00 am the next morning.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 8, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.



The Quad Descriptions

Quad A14: This Quad slopes down to the southwest and southeast. A river begins in the southeast corner and moves toward the west. The north and western section of this Quad is a soft, grassy plain cleared of trees. A herd of deer eat the soft grasses in the middle of the meadow.

Conditionals: If the characters enter this Quad during Day +2, they hear the crackling of a campfire. If they inspect the location before firing their missiles, they notice a constabulary camp with 12 men and women eating and talking quietly. If the PCs enter the camp, one constable panics, picks up a crossbow and fires it without thinking. (Pick a random PC and attack with a THAC0 of 15.) The man is severely reprimanded and demoted on the spot. This is a perfect time for the characters to hear about what has been going on elsewhere in the search.

Edals enters this Quad at 2:00 am on Day +3 and leaves at 4:30 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad A15: This wooded Quad slants down toward the west.

Conditionals: If the characters enter this Quad between 6:30 am and 7:30 am on Day +3, they see a squad of five heavy cavalymen with a Ranger who inspects a fresh trail with her forefinger. After 7:30 am on Day +3, they see heavy hoof prints following the tracks of a walking man.

Edals enters this Quad at 4:30 am on Day +3 and leaves at 6:00 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad A16: This Quad has a small section of trees to the north. The rest of the area is covered in plains sloping down to the west.

Quad B1: This Quad is completely piranha-infested water.

Quad B2: With a long shoreline stretching from east to west, the land on this Quad is completely wooded. The water in this Quad is piranha-infested.

Quad B3: Most of this Quad is relatively flat. A small sink hole in the western section sinks to 8,400 feet above sea level—a full 600 foot drop.

Quad B4: A small glade in the forest rests on the western section of the Quad. A small river begins in the southeastern corner and flows to the west.

Quad B5: A river flows from the southeast corner to the northwest. Occasional waterfalls and rapids make the whole Quad bathed in sound.

Quad B6: A river flows from the southeast corner to the west. Deafening rapids make the southern half of the Quad a perfect ambush location.

Edals enters this Quad at 7:00 am on Day - 1 and leaves at 8:00 am the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

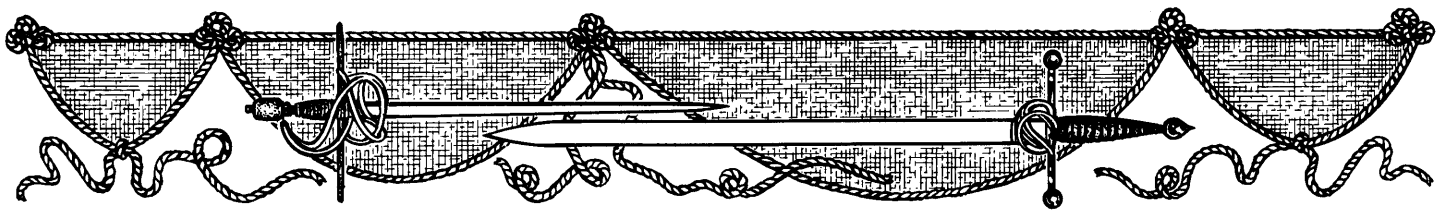
Quad B7: A fast-moving, highly rocky river starts in the northeast corner of this Quad and moves northwest, quickly exiting the Quad.

Edals enters this Quad at 8:00 am on Day - 1 and leaves at 8:30 am the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad B8: This Quad sports a new stream in the western section that flows rapidly to the west.

Conditionals: If the characters enter this Quad before 6:00 pm on Day +1 they see the body of a mage dressed in camouflaged clothing. He was killed by a deep knife wound under the left ear. All of his belongings have either drifted



The Timeline

Instructions

The events listed on this four-page pull-out are in consecutive order. The characters, depending upon their location, may or may not witness the events. Many of the events, however, will be spoken about during any encounter with “friendly” NPCs. This helps give the adventure a “living” feel. By noticing events happening around them, they may sense a feeling of suspense and fulfillment.

The timeline uses real clock time in sequences of 30 minutes (i.e., 4:30 am, 8:00 pm). This is done to make the passage of time more precise for the DM. Quoting time as “a little past high sun,” or “a few rounds after the previous event,” makes the whole procedure nearly unworkable. In order to use the timeline, the DM is going to have to pay attention to the amount of time that the characters spend doing things. Approximate when necessary so the paperwork and mathematics do not become overbearing. Use a ruler to keep your place.

Whenever the adventure calls for the DM to role-play an NPC who is speaking about events that have recently happened, the DM should refer to the timeline and choose a fairly recent event to speak about; the DM may also choose from some of the PCs’ exploits as well. The first day, when the characters arrive, begins at 9:00 am. Each entry refers to a Quad number. This specifies a one-inch square location on the map. The letters are read down the side, while the numbers are read across the top.

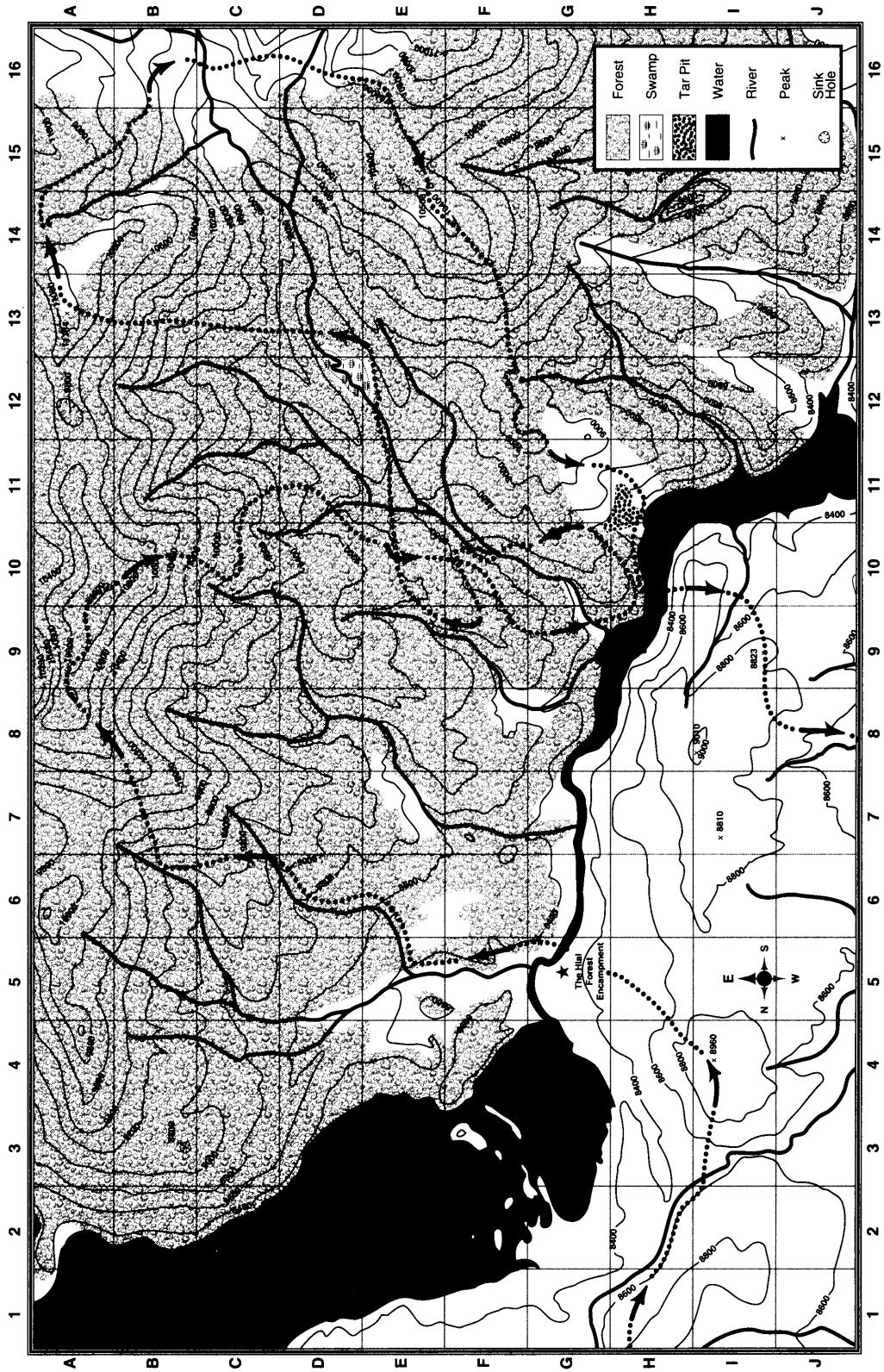
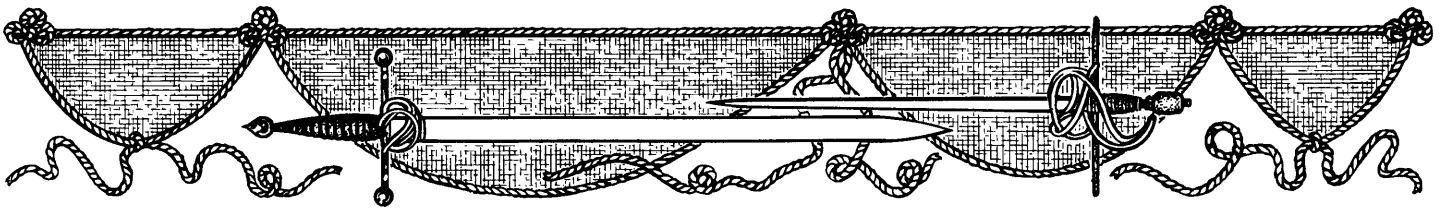
If the characters do not manage to find, kill (or be killed by), capture, confront, or befriend Elad Edals by the end of Day +4, 11:30 pm, Elad Edals escapes. He grows tired of the chase, and escapes to the south if an opening presents itself. Otherwise, he heads to the west, where the manhunt headquarters is placed, stealthily glides past the guards and leaders, and takes his freedom.

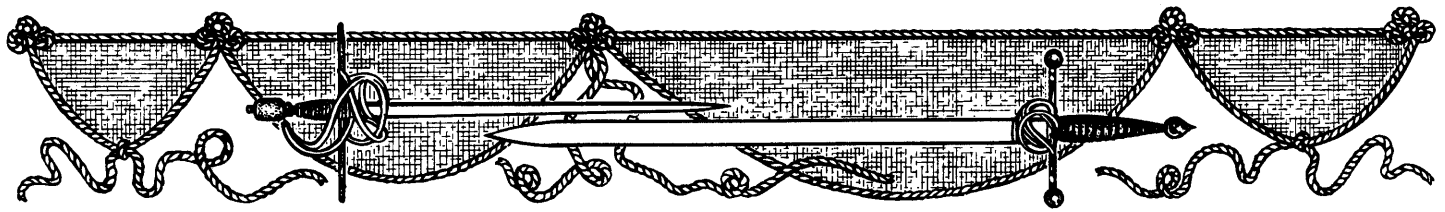
Day – 2

Time	Event
4:30 am	Edals enters Quad H1.
6:00 am	Edals enters Quad H2.
7:00 am	Edals enters Quad I2.
7:30 am	Edals enters Quad I3.
9:00 am	Edals enters Quad I4.
9:30 am	Edals enters Quad H4.
10:00 am	Edals enters Quad H5.
10:30 am	Edals enters Quad G5.
12:00 pm	Edals enters Quad F5, starts a fire, fishes, eats a healthy lunch, and douses the fire with river water.
1:30 pm	Edals enters Quad E5.
4:30 pm	Edals enters Quad E6, hunts a few squirrels and an owl, cooks his prey over an open fire, and douses the flames with dirt.
8:30 pm	Edals enters Quad D6 and spends the evening here until 5:30 am the next morning.

Day – 1

Time	Event
5:30 am	Edals enters Quad C6.
7:00 am	Edals enters Quad B6.
8:00 am	Edals enters Quad B7.
8:30 am	Edals enters Quad B8.
10:00 am	Edals enters Quad A8. He is attacked by seven Slayers. He leaves the Quad with only superficial wounds and seven dead enemies.
11:30 am	Edals enters Quad A9.
1:00 pm	Edals enters Quad A10 and inspects the surrounding territory from the vantage point of the mountain.
1:30 pm	Edals enters Quad B10. He successfully brings down a young buck and cooks several days’ worth of food for emergencies.
7:30 pm	Edals enters Quad C10.
9:00 pm	Edals enters Quad C11, and spends the evening here.





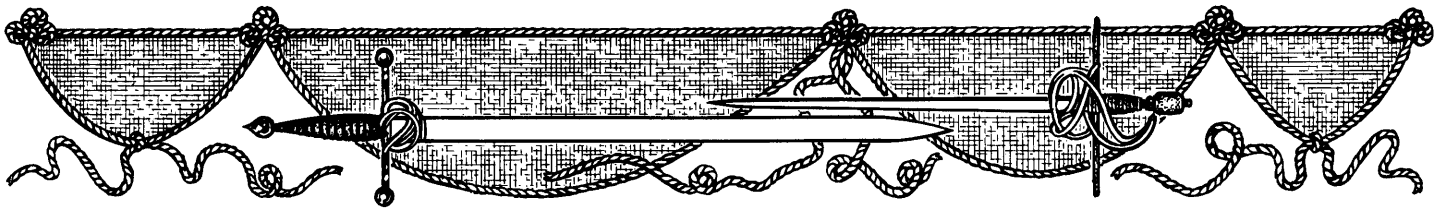
The Timeline

Day + 1

Time	Event
7:30 am	Edals enters Quad D11.
9:00 am	A small campfire was found, doused with water from a nearby river in Quad F5. Pieces of bone and half-eaten fish lie in the ashes. The characters' escapades start here.
9:30 am	Edals's tracks are found in Quad H4. The tracks disappear ten minutes later in Quad H5.
10:00 am	Edals enters Quad D10.
10:30 am	Two men die in the swamps in E12.
11:00 am	Edals enters Quad E10.
11:30 am	Edals is attacked by seven mercenaries in Quad E10. Six die.
12:00 pm	A group of mercenaries panic, attacking another party in D10. Two die.
12:30 pm	Edals enters Quad F10.
2:00 pm	Edals enters Quad F9.
2:30 pm	A bounty hunter states that he struck Edals with a magic missile in Quad E10.
4:00 pm	Edals enters Quad G9.
5:00 pm	Crocodiles kill two in D12.
5:30 pm	Edals enters Quad H9.
6:00 pm	A mage's body is found in Quad B8, stabbed below the left ear. All possessions are missing.
6:30 pm	Blood, evidently from Edals, stains the leaves and ground in Quad E10.
7:00 pm	Edals enters Quad H10.
8:00 pm	Edals enters Quad G10.
8:30 pm	Six mercenaries are found dead from crossbow bolts in Quad E10.
9:00 pm	Panic fire in F10 results in the death of two paladins by a ranger. The man is taken into custody.
9:30 pm	Crocodiles kill one in D12.
10:00 pm	Edals enters Quad F10 where he spends the evening.
11:30 pm	Cries ring out from G6. A slayers' team claims they have killed a group of Edals' sympathizers.

Day + 2

Time	Event
1:00 am	An alarm is triggered at the encampment (Quad G5, south side), and the soldiers panic. Several are killed by their own terror-filled actions. Edals was not found at the location.
4:00 am	Edals enters Quad F9.
6:00 am	Edals enters Quad E9.
6:30 am	Edals is attacked by a cave bear in E9. The bear is slain, and Edals preserves a healthy portion for himself and leaves the rest for the coyotes and buzzards.
7:30 am	Edals enters Quad E10.
8:00 am	The son of a paladin is found hung by the neck in the trees in Quad D5.
8:30 am	Edals finds a dead coyote and buries it in Quad E10.
9:00 am	Edals enters Quad E11.
9:30 am	Two mercenaries are found dead in Quad D10.
11:00 am	Edals enters Quad E12.
12:00 pm	Edals enters Quad E13.
12:30 pm	One constable dies in the swamps in D12 from crocodiles.
1:00 pm	Three city guards die in the swamps of E12 from crocodiles.
1:30 pm	Word is let out to stay away from the swamps in Quads D12, D13, E12, and E13.
3:30 pm	Edals enters Quad D13.
5:00 pm	Edals enters Quad C13.
5:30 pm	Edals purposely mark this Quad with misinformation.
7:00 pm	Edals enters Quad B13.
8:00 pm	Edals is wounded from sniper fire in Quad B13.
9:00 pm	Edals enters Quad A13 where he spends the rest of the evening.
11:00 pm	A guard along the southern bank of the Hlal river reports wails of pain and thrashing in the water that quickly dies out.



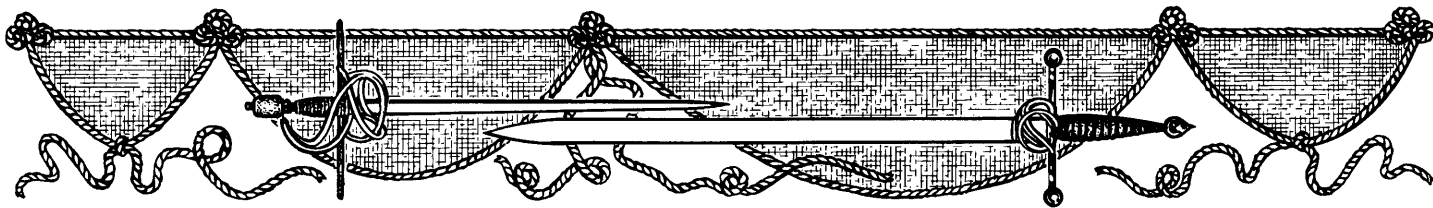
The Timeline

Day + 3

Time	Event
1:00 am	A boar enters an encampment, causing widespread panic. Seven are injured, one killed.
2:00 am	Edals enters Quad A14.
4:00 am	Seven bodies, from a kill on Day - 1, are found rotting in Quad A8.
4:30 am	Edals enters Quad A15.
6:00 am	Edals enters Quad B15.
7:30 am	Edals is attacked by five mounted cavalymen and a ranger in Quad B15. Three men and four horses die and the ranger is severely wounded.
8:00 am	Edals enters Quad B16.
10:30 am	Edals enters Quad C16.
11:30 am	An explosion rings out from the location of Quad C16.
12:30 pm	Edals enters Quad D16.
1:30 pm	It rains for the first time in two months. It rains heavily for five and a half hours, turning all exposed ground into deep slick mud.
2:00 pm	Edals enters Quad E16.
2:30 pm	Edals' tracks are found in D16.
4:00 pm	Edals enters Quad E15.
5:00 pm	Edals passes a cabin in Quad E15.
5:30 pm	Edals enters Quad E14.
6:00 pm	The rain stops. All new tracks are 25% easier to follow for the next 20 hours (until 2:00 pm on Day + 4).
7:00 pm	A body is found partially buried at the river's edge in E11. A skilled sword sliced through his midsection.
8:00 pm	A man living in a cabin in Quad E15 states that he saw Edals heading north just a few hours ago.
9:00 pm	Edals' fresh tracks are found in E14. He is believed to be very close.
9:30 pm	Edals enters Quad F14 and spends the rest of the evening here.
11:30 pm	The tracks lead into the E15 Quad, prompting a small-scale intensive search that the characters are invited to participate in.

Day + 4

Time	Event
12:30 am	A dead cave bear is found in E9.
3:00 am	Edals enters Quad F13.
5:30 am	Edals enters Quad F12.
7:30 am	The leader of the small scale intensive search is found dead in his tent. The characters are asked to lead.
8:00 am	Edals enters Quad G12.
9:00 am	Three dead cavalymen, four dead horses, and a wounded ranger are found in Quad B15.
9:30 am	The constabulary and the City Guard are recalled. The army takes over the manhunt.
10:30 am	Edals enters Quad G11.
11:00 am	Edals is attacked by three Slayers. He is severely wounded and slowed. Two die, but the third escapes.
1:00 pm	Edals enters Quad H11.
1:30 pm	The body of a unarmored man, partially eaten by fish, is found hung up on a fallen tree in the river in Quad B15. A crossbow bolt protrudes from the nape of his neck.
2:30 pm	A trail of blood from G11 leads to a dead slayer in G13. (See 11:00 am)
3:30 pm	Edals enters Quad H10.
5:30 pm	Edals enters Quad I10.
7:30 pm	Edals enters Quad I9.
9:00 pm	An alarm is triggered at the camp (Quad F13), and the soldiers panic. Twenty-four are killed by their own actions (panic fire). No sign of Edals was found at the location.
9:30 pm	Edals enters Quad I8.
10:30 pm	Edals enters Quad J8.
11:30 pm	If Elad Edals has not been killed, captured, or befriended by this point, he escapes and will not be found again in this adventure.



The Quad Descriptions

downstream or were removed.

Edals enters this Quad at 8:30 am on Day - 1 and leaves at 10:00 am the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad B9: This wooded Quad slopes toward the northwest.

Quad B10: Beneath the peaks (in Quad A10) this section of the forest is bathed in shadow until at least 11:00 am.

Edals enters this Quad at 1:30 pm on Day - 1 and leaves at 7:30 pm the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

Quad B11: This Quad contains the beginnings of a new river that picks up rain water and the snow melt from the peaks around it. This small stream flows southwest, picking up speed rapidly.

Quad B12: This Quad boasts a small river that gently drifts west.

Quad B13: This Quad slopes upward toward the north and east.

Conditionals: If the characters enter this Quad after 8:00 pm on Day + 2 they see a place in the forest where the underbrush is crushed. Investigating the location reveals a large pool of blood and a sheath arrow that was broken in half. The injured person used the nearby branches and shrubbery to pull himself or herself up.

Edals enters this Quad at 7:00 pm on Day + 2 and leaves at 9:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 20, 21, 22, 24, 26, 28, 29.

Quad B14: The ground rises toward a near-flat plateau on the eastern side of the Quad. A river breaks through the southeastern

corner of the quad, drifting to the southwest.

Quad B15: A river passes from the northeast corner of the quad to the middle of the western side. A small portion in the southwest corner is sloping meadow.

Conditionals: If the characters enter this Quad after 7:30 am on Day + 3 and before 9:00 am on Day + 4 they see three dead cavalymen, four horse fatalities, and a seriously wounded ranger. The ranger states she was trampled by a horse in the excitement of battling Edals, but he outsmarted them. After two cavalry men lost morale and fled, Edals came back and stitched her major wounds, and left her a few days' supply of food and water. One of the men escaped by running is slain later that day. His body is found at 1:30 pm on Day + 4.

Edals enters this Quad at 6:00 am on Day + 3 and leaves at 8:00 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad B16: Almost the whole Quad is meadow. A small northern portion has a few trees, and a deep river cuts in and out of the southern section, passing westerly in its constant downhill voyage.

Edals enters this Quad at 8:00 am on Day + 3 and leaves at 10:30 am the same day.

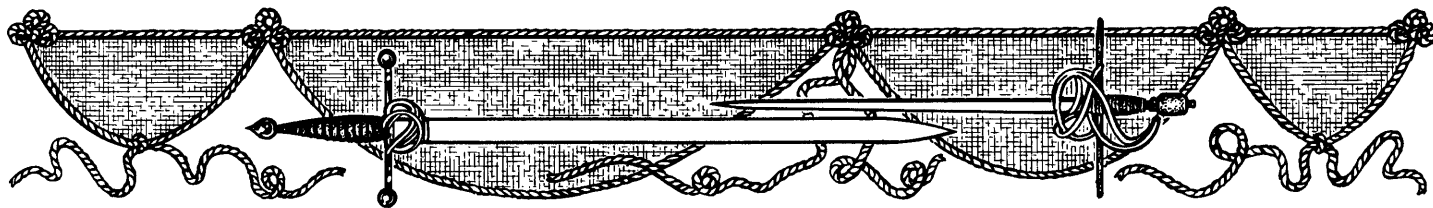
The Techniques:

Alone: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

When the PCs are near: 1, 3, 5, 6, 7, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad C1: This Quad contains nothing but piranha-infested lake water.

Quad C2: Half of this Quad is under the piranha-infested water of the Hlal river system. The other half is wooded land that softly slopes down to the water level.



The Quad Descriptions

Quad C3: This is a wooded Quad.

Quad C4: This forested area has a slow-moving river that bisects the Quad from east to west.

Quad C5: This wooded Quad has two rivers, both traveling westerly, that merge near the northern section of the area.

Quad C6: This bosk area has two rivers cutting through the Quad: a slow-moving stream to the east that flows northerly and a quicker river to the west that flows northwest. **Edals** enters this Quad at 5:30 am on Day - 1 and leaves at 7:00 am.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad C7: This Quad contains the head-waters for a new northwesterly-flowing stream that feeds into the Hlal River system.



Quad C8: This forest Quad has a west-moving river that bisects the Quad from east to west.

Quad C9: This is a wooded Quad.

Quad C10: This Quad has the head waters for two new streams. One starts to the north-east and the other begins in the southwest corner.

Edals enters this Quad at 7:30 pm on Day - 1 and leaves at 9:00 pm the same day.
The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad C11: A river passes along the southern border of this Quad, heading west.

Edals enters this Quad at 9:00 pm on Day - 1 and leaves at 7:30 am the next morning.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad C12: A river passes through this wooded Quad, heading briefly to the southwest, but eventually head to the northwest.

Quad C13: This is a wooded Quad.

Edals enters this Quad at 5:00 pm on Day + 2 and leaves at 7:00 pm the same day.

The Techniques:

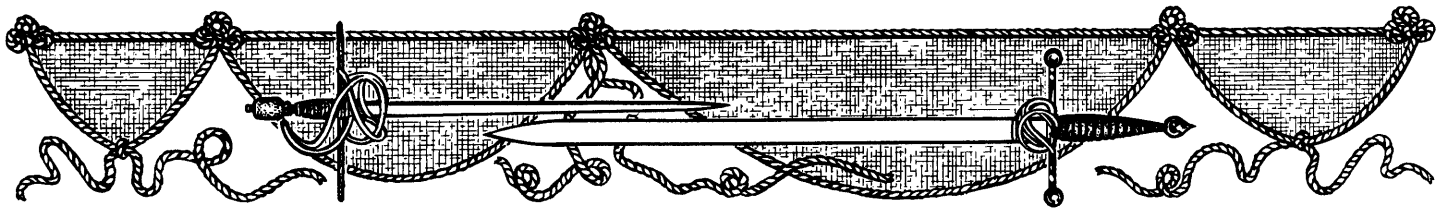
Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 20, 21, 22, 24, 26, 28, 29.

Quad C14: This wooded Quad has a river pass through the extreme southwest corner.

Quad C15: This Quad is wooded except for the southeast corner. Two rivers merge in the meadows, and together they head toward the northwest corner of the Quad.

Quad C16: A river passes through the



The Quad Descriptions

extreme eastern side of this meadowy Quad. A bit of forest invades the outermost northwest corner.

Edals enters this Quad at 10:30 am on Day +3 and leaves at 12:30 pm the same day.

The Techniques:

Alone: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

When the PCs are near: 1, 3, 5, 6, 7, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad D1: The land in this Quad, like most of the land to the north and west of the piranha-infested Hlal river and the lakes, has been cleared of trees and planted with grains (corn, barley, etc.).

Quad D2: The southeast corner of the Quad has a tiny amount of forested land. A small beach, possibly five to ten feet deep, stands between the cold piranha-infested water and the thick foliage.

Quad D3: Less than half of this Quad is covered with land. The other section is under the cold piranha-infested waters of the lake.

Quad D4: Two rivers cut through the land in this Quad. The centermost river dissects a small meadow overgrown with grasses and dandelions.

Quad D5: The river in the Quad is very slow moving, matching the slight downgrade toward the northwest. The river from Quad D4 merges with this river in a small meadow toward the northwest corner of the Quad.

Quad D6: The river in the center of the Quad slowly flows to the west.

Edals enters this Quad at 8:30 pm on Day -2 and leaves at 5:30 am the next morning.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad D7: This is a wooded Quad.

Quad D8: Two rivers merge in the middle of the Quad and head due west.

Quad D9: A large river drifts north through this forested Quad.

Quad D10: A river flows west in the northeast corner of the quad, hangs a right turn, and immediately exits toward the north. **Edals** enters this Quad at 10:00 am on Day +1 and leaves at 11:00 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad D11: To the south, two rivers merge and flow northwest. A third river enters from the north and turns toward the west.

Conditionals: If the characters enter this Quad between 12:00 pm noon on Day +1 and 9:30 am on Day +2, they see the bodies of two dead mercenaries.

Edals enters this Quad at 7:30 am on Day +1 and leaves at 10:00 am the same day.

The Techniques:

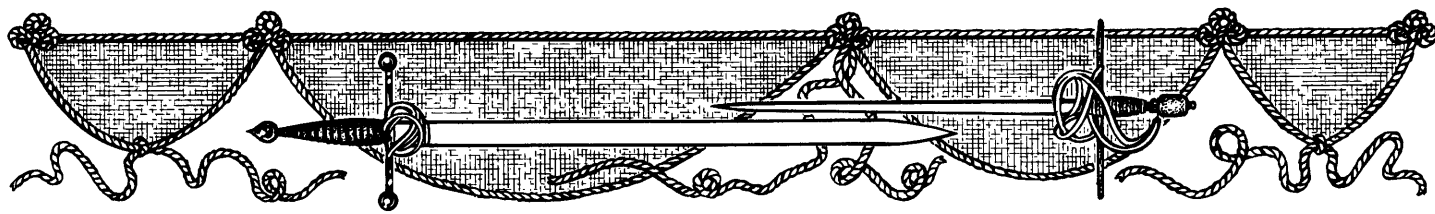
Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad D12: A river flows from the east to the northeast. In the southwest section of this Quad there is a large crocodile-infested swamp. The ground within one mile of the swamp is very wet, but the swamp on the map depicts the location of the crocodiles.

Crocodiles (3d8): Int animal (1); AL N; AC 5; MV 6 sw12; HD 3; hp 21; THAC0 16; #AT 2; Dmg 2d4/1d12; SA nil; SD surprise; MR nil; SZ L (8-15' long); ML Average (9); XP 65 each.

Conditionals: The swamp in the Quad is highly lethal. By the middle of the second day, seven people have died here. Two are taken at 5:00



The Quad Descriptions

pm on Day +1, one dies at 9:30 pm on Day +1, one is eaten at 12:30 pm on Day +2, and three more perish at 1:00 pm on Day +2. At 1:30 pm on Day +2, the word is spread to stay away from that area of the forest.

Quad D13: A large river passes from the south, heading north through wooded territory. **Edals** enters this Quad at 3:30 pm on Day +2 and leaves at 5:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 33, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad D14: This is a wooded Quad with a river that flows north. It forks near the southwest corner.

Quad D15: A river passes from the south to the north along the far east corner of this wooded Quad.

Quad D16: The northern section of this Quad is wooded, while the rest of the area is covered with sweeping meadows. A river flows from south to north.

Edals enters this Quad at 12:30 pm on Day +3 and leaves at 2:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad E1: Half of this Quad is covered in piranha-infested water, but the northern section is a field of grain.

Quad E2: This Quad contains only piranha-infested water.

Quad E3: This Quad contains a very small portion of wooded land in the southwest corner. The rest of the Quad is piranha-infested water.

Quad E4: This Quad has veins of forested land through a grassy meadow.

Quad E5: This Quad is mostly forested land, but large sections are meadow. Two streams, one from the east and one from the south, converge into a larger river that flows due west. **Edals** enters this Quad at 1:30 pm on Day -2 and leaves at 4:30 pm the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad E6: This wooded Quad has a river that runs from the east and exits to the north.

Edals enters this Quad at 4:30 pm on Day -2 and leaves at 8:30 pm the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad E7: Forest surrounds a large pasture of grass. A river flows northwest to the west of the meadow.

Quad E8: A river enters from the east and exits to the north in this wooded Quad.

Quad E9: A river flows almost due west throughout the southern section of this Quad. **Conditionals:** If the characters enter this Quad after 6:30 am on Day +2 but before 12:30 am on Day +4, they see a slain 12-foot-tall cave bear.

Edals enters this Quad at 6:00 am on Day +2 and leaves at 7:30 am the same day.

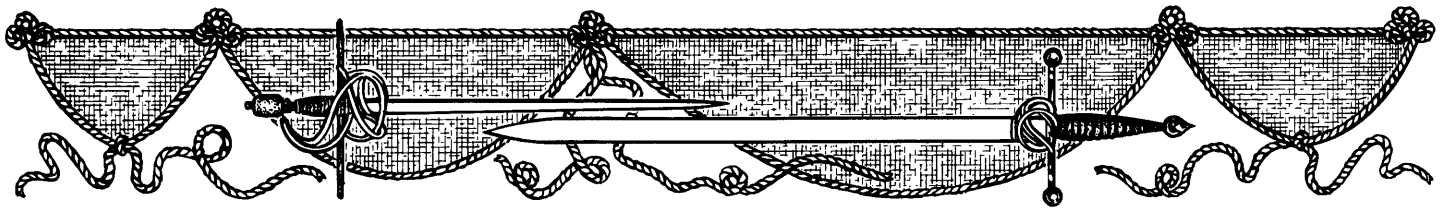
The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad E10: This is a wooded Quad. **Conditionals:** If the characters enter this Quad after 11:30 am Day +1 and before 8:30 pm on Day +1, they find the bodies of six mercenaries killed from crossbow bolts.

If the characters enter this Quad after 8:30 am on Day +2, they see a fresh grave site. In



The Quad Descriptions

this grave, a coyote was carefully laid to rest.
Edals enters this Quad at 11:00 am on Day +1 and leaves at 12:30 pm the same day.

Edals enters this Quad again at 7:30 am on Day +2 and leaves at 9:00 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 20, 21, 22, 24, 26, 28, 29.

Quad E11: A river merges with another in the northeast corner of the Quad and flows west. Near the northwest corner, this river merges with yet another that flows from the south.

Conditionals: If the characters enter this Quad before 7:00 pm on Day +3, they see a body partially sunken in the sand at a river's edge. He was killed when a sword sliced through his midsection.

Edals enters this Quad at 9:00 am on Day +2 and leaves at 11:00 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad E12: A river drains the swampland in the eastern section of the Quad in a northerly direction. Another parallel river lies nearly a half mile to the west. The swamp to the east is infested with crocodiles.

Crocodiles (3d8): Int animal (1); AL N; AC 5; MV 6 sw12; HD 3; hp 21; THAC0 16; #AT 2; Dmg 2d4/1d12; SA nil; SD surprise; MR nil; SZ L (8-15' long); ML Average (9); XP 65 each.

Conditionals: If the characters enter this Quad after 10:30 am on Day +1, they see the ravaged skeletons of two men. By 1:00 pm on Day +2, the death toll in this part of the swamp increases by three.

Edals enters this Quad at 11:00 am on Day +2 and leaves at 12:00 noon the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 33, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad E13: A river begins flowing in the eastern section of the Quad and moves north. **Edals** enters this Quad at 12:00 noon on Day +2 and leaves at 3:30 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

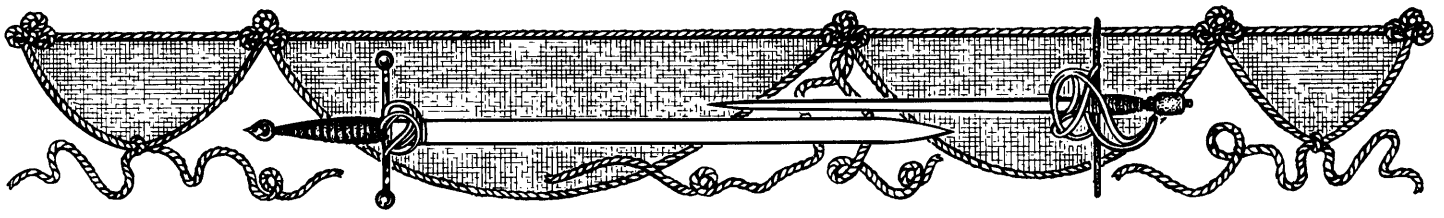
Quad E14: A small portion of the southwest corner of this forested Quad is meadow. A tall peak towers above the meadow.

Edals enters this Quad at 5:30 pm on Day +3 and leaves at 9:30 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.





The Quad Descriptions

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad E15: This is a wooded Quad. Several large boulders, some nearly a hundred feet across, lie on the northern edge of the Quad. **Edals** enters this Quad at 4:00 pm on Day + 3 and leaves at 5:30 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad E16: This Quad is wooded, with meadow to the southeast.

Edals enters this Quad at 2:00 pm on Day + 3 and leaves at 4:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad F1: The northern section of this Quad is used to grow grain. The southern section contains a large beach and a section of the deep piranha-infested lake.

Quad F2: This piranha-infested Quad contains three small islands.

Quad F3: This piranha-infested Quad contains one large island, two archipelagos, and one small island. A section of coast juts through the southeast corner of the Quad.

Quad F4: This piranha-infested coastline stretches from the northeast to the southwest. Most of the land is forested but small portions open into comfortable meadows.

Quad F5: A river flows west through a long meadow that is hugged to the north and south by encroaching forest.

Edals enters this Quad at 12:00 noon on Day - 2 and leaves at 1:30 pm the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad F6: This wooded Quad has a section of meadow in its eastern border.

Quad F7: This is a wooded Quad with a west-moving river flowing through the center.

Quad F8: A river navigates around the southwest corner through the eastern section of a small clearing.

Quad F9: A river moves northerly through this wooded Quad.

Edals enters this Quad at 2:00 pm on Day + 1 and leaves at 4:00 pm the same day.

Edals enters this Quad at 4:00 am on Day + 2 and leaves at 6:00 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad F10: This wooded Quad has two rivers that merge and flow westerly.

Edals enters this Quad at 12:30 pm on Day + 1 and leaves at 2:00 pm the same day.

Edals enters this Quad at 10:00 pm on Day + 1 and leaves at 4:00 am the next morning.

The Techniques:

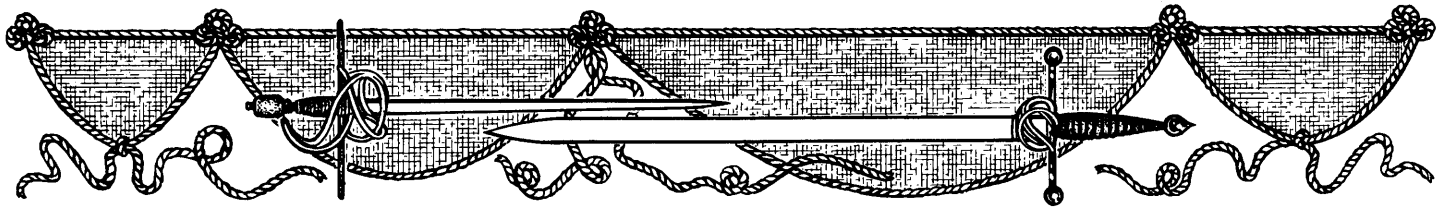
Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad F11: A river, flowing north along the eastern border of the Quad, exits and then re-enters the Quad.

Quad F12: A river begins and flows west in the southwestern section of this Quad. Another river enters in the northeast corner flowing northward.

Edals enters this Quad at 5:30 am on Day + 4 and leaves at 8:00 am the same day.



The Quad Descriptions

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 20, 21, 22, 24, 25, 26, 28, 29.

Quad F13: This is a forested Quad.

Conditionals: If the characters enter this Quad after 9:00 pm on Day +4, they find the remains of a devastated camp. Two people on guard were spooked when they ran into each other and a terrible fight began that eventually killed 24 and wounded eight others. There is no recent signs of Edals.

Edals enters this Quad at 3:00 am on Day +4 and leaves at 5:30 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 20, 21, 22, 24, 26, 28, 29.

Quad F14: This is a wooded Quad.

Edals enters this Quad at 9:30 pm on Day +3 and leaves at 3:00 am the next morning.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 20, 21, 22, 24, 26, 28, 29.

Quad F15: A new river begins in this Quad and quickly gains momentum as it heads west.

Quad F16: This is a wooded Quad.

Quad G1: This whole Quad has been stripped of trees to accommodate grain. A westerly river eddies toward the north.

Quad G2: This grain-filled Quad has a long, curved coastline that leads to the piranha-infested lake.

Quad G3: Except for a bit of an archipelago in the north, and a small coastline to the west, this Quad is filled with water rich in aquatic life and piranha.

Quad G4: This is a piranha-infested water-filled Quad with a bit of coastline to the west and south.

Quad G5: The piranha-infested Hlal river flows north in this Quad. This is the site of the main encampment.

Edals enters this Quad at 10:30 am on Day –2 and leaves at 12:00 noon the same day.

The Techniques: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

Quad G6: The piranha-infested Hlal river cuts this Quad in half, with forest to the east, and grain to the west.

Quad G7: The piranha-infested Hlal river cuts this Quad in half, with forest to the east, and grain to the west. A river empties into the Hlal from the east.

Quad G8: East of the piranha-infested Hlal river, the land is swallowed by a forest. A small meadow opens up in the southeast, however. West of the river, a large sandy beach rises into a grassy plain.

Quad G9: Two rivers flow west through the forest and merge into the piranha-infested Hlal river near the western edge of this quad.

Edals enters this Quad at 4:00 pm on Day +1 and leaves at 5:30 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

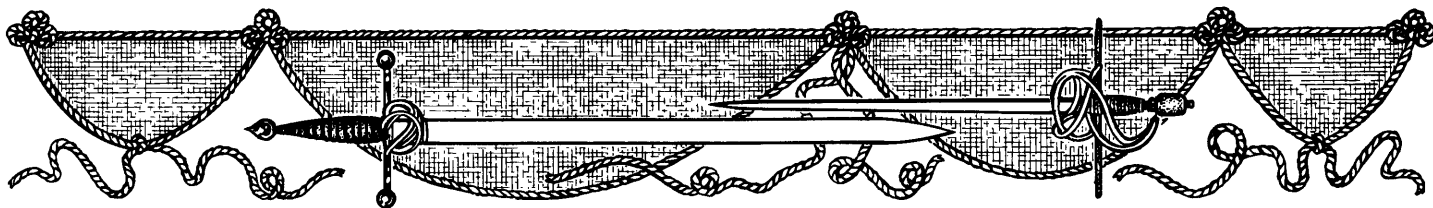
When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad G10: A river passes through the northeast region of this Quad. The southwest edge of this Quad, however, has a very dangerous feature: a tar pit.

Edals enters this Quad at 8:00 pm on Day +1 and leaves at 10:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 34, 35, 36, 37, 38, 39, 40.



The Quad Descriptions

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad G11: Meadow covers most of this Quad, but tar takes over the northwestern edge, while woods captures the eastern periphery.

Conditionals: If the characters enter the Quad after 11:00 am on Day +4, they see two corpses. It is apparent these men died a violent death. Two trails of blood lead in opposite directions. One leads to G13, where a dead man is found at 2:30 pm on Day +4. The second trail of blood disappears when it enters Quad H11.

Edals enters this Quad at 10:30 am on Day +4 and leaves at 1:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 34, 35, 37, 38, 39, 40.

When the PCs are near: 2, 3, 4, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 27, 28, 29, 32, 34, 35, 39.



Quad G12: A river passes from east to west in the southern section, while a meadow lies in the northern portion.

Edals enters this Quad at 8:00 am on Day +4 and leaves at 10:30 am the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad G13: This is a wooded Quad with a river that flows to the northwest.

Quad G14: This Quad is unique in that three rivers are born here. Each flows in a westerly direction.

Quad G15: This is a wooded Quad with a large west-moving river running through the center.

Quad G16: This is a wooded Quad.

Quad H1: This is a grain-filled Quad with a northeast-moving river passing through the southeast corner.

Edals enters this Quad at 4:30 am on Day -2 and leaves at 6:00 am the same day.

Quad H2: This Quad has a north-running river passing through a field of grain.

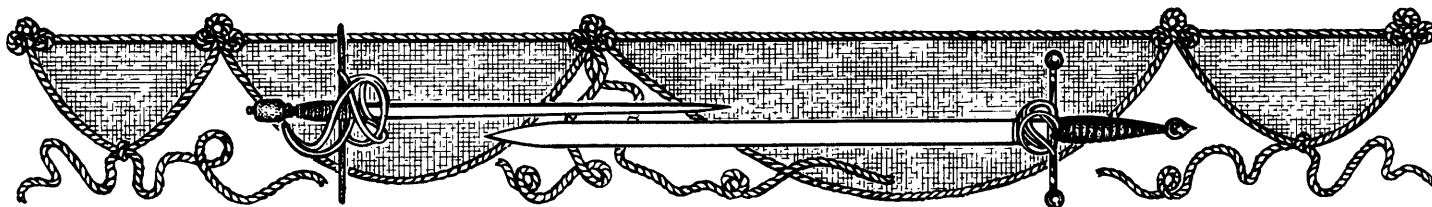
Edals enters this Quad at 6:00 am on Day -2 and leaves at 7:00 am the same day.

Quad H3: This is a grain-filled Quad.

Quad H4: This is a grain-filled Quad. **Edals** enters this Quad at 9:30 am on Day -2 and leaves at 10:00 am the same day.

The Techniques: 13, 14, 26, 27, 29, 32, 35, 38, 39, 40.

Quad H5: This is a grain-filled Quad. **Edals** enters this Quad at 10:00 am on Day -2 and leaves at 10:30 am the same day.



The Quad Descriptions

The Techniques: 13, 14, 26, 27, 29, 32, 35, 38, 39, 40.

Quad H6: This is a meadow Quad.

Quad H7: This is a meadow Quad.

Quad H8: A river is born in the southwest corner of this grassy Quad and runs south to the piranha-infested Hlal river.

Quad H9: The grassy meadow in this Quad abruptly stops about 100 feet away from the edge of the piranha-infested Hlal river. A sandy beach separates the two. (Footprints in the sand stay intact until the next rains.) Southeast of the river, the Hlal forest invades the Quad; this is the section of the Quad that Edals enters on Day + 1.

Edals enters this Quad at 5:30 pm on Day + 1 and leaves at 7:00 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad H10: This Quad is split into three equal parts. The Hlal forest to the east contains a large portion of the tar pits in its southeastern parcels. The piranha-infested Hlal river is in the middle third while the meadows bordering the grain fields takes up the western third.

Edals enters this Quad at 7:00 pm on Day + 1 and leaves at 8:00 pm the same day.

Edals enters this Quad at 3:30 pm on Day + 4 and leaves at 5:30 pm the same day.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 34, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad H11: The piranha-infested Hlal River changes direction (from east to north) in the northwest corner of this Quad. The majority of the tar pits lies in the northeastern corner within

a meadow, but most of the Quad is taken up in forest.

Edals enters this Quad at 1:00 pm on Day + 4 and leaves at 3:30 pm the same day. Edals willingly steps into the tar pits and covers his entire body in the hot tar, including his face. He does this in preparation for crossing the piranha-infested waters of the Hlal river.

The Techniques:

Alone: 12, 13, 14, 15, 16, 18, 26, 27, 29, 30, 31, 32, 34, 35, 36, 37, 38, 39, 40.

When the PCs are near: 1, 2, 3, 4, 5, 6, 7, 9, 10, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad H12: This is a forested Quad split in two by a west-flowing forked river.

Quad H13: This is a forested Quad.

Quad H14: Two rivers pass through this Quad. The southernmost river passes around a 250-foot-deep sink hole. Presumably, the sink hole is relatively new as the river has not filled it in yet. Meadows surround the northern river on both sides.

Quad H15: This is a wooded Quad with another new sink hole. This one, however, is farther away from the river, and thus may not become a small lake or pond within the next few years. Recent earthquakes in the area are blamed for the sink holes' creation.

Quad H16: This is a forested Quad.

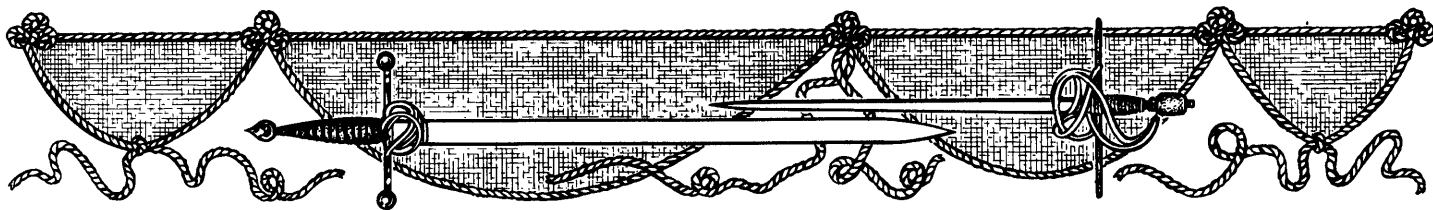
Quad I1: A river, passing west on its journey to the Hlal, passes through the northern part of this Quad.

Quad I2: This is a meadow Quad.

Edals enters this Quad at 7:00 am on Day - 2 and leaves at 7:30 am the same day.

The Techniques: 13, 14, 26, 27, 29, 32, 35, 38, 39, 40.

Quad I3: A easterly-flowing river passes through the Quad, but makes an unexpected



The Quad Descriptions

sharp turn to due north before it continues. The Lankhmar government, in association with many farmers in the area, grows the grain that keeps the city fed. This grain is used as an export commodity as well.

Edals enters this Quad at 7:30 am on Day - 2 and leaves at 9:00 am the same day.

The Techniques: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

Quad I4: A peak that reaches 8,960 feet above sea level (if it can be called a peak) sits near the center of this Quad. A river begins here and flows west.

Edals enters this Quad at 9:00 am on Day - 2 and leaves at 9:30 am the same day.

The Techniques: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

Quad I5: This is a meadow Quad.

Quad I6: A river begins in this Quad and moves north and west. This Quad is filled with soft, long grasses that keep long-legged deer fed throughout the year.

Quad I7: This Quad slopes up to a 8,810 foot tall (above sea level) hill. The hill gives a person the ability to see for several miles in any direction (except where the higher peaks in Quads I4 and I8 block the view, of course).

Quad I8: This is a meadow Quad. This Quad peaks to 9,010 feet above sea level—the highest point this side of the Hlal river (on this map, at least).

Edals enters this Quad at 9:30 pm on Day + 4 and leaves at 10:30 pm the same day.

The Techniques:

Alone: 13, 14, 26, 27, 29, 32, 35, 38, 39, 40.

When the PCs are near: 3, 6, 7, 11, 17, 19, 20, 24, 25, 26, 28, 29.

Quad I9: This Quad pinnacles at 8,823 feet above sea level near the western border. The rest of the Quad is filled with tall grasses and large herbivores. (This whole meadow area is

famous for big game animals and trophy-sized antlers.)

Edals enters this Quad at 7:30 pm on Day + 4 and leaves at 9:30 pm the same day.

The Techniques:

Alone: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

When the PCs are near: 1, 3, 5, 6, 7, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad I10: This grassy Quad has a river that passes from the northeast corner to the southern edge. A family of beavers tries desperately to build a dam about one-half mile from the southern edge.

Edals enters this Quad at 5:30 pm on Day + 4 and leaves at 7:30 pm the same day.

The Techniques:

Alone: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

When the PCs are near: 1, 3, 5, 6, 7, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad I11: The northern section of this Quad contains the piranha-infested Hlal river (flowing east). The rest of the area is filled with the trees of the Hlal forest. A river flows into the Hlal from the south.

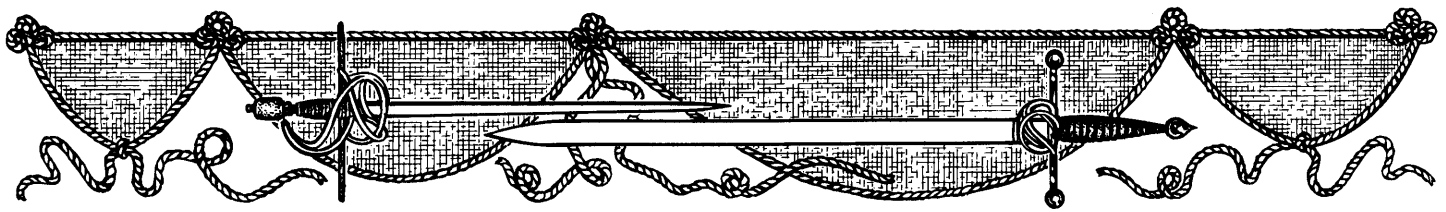
Quad I12: A river flows from the east to the north in this forested Quad. A strip of meadow runs along the southern perimeter.

Quad I13: This forested Quad contains a river along its southern periphery. Its greatest features, however, are the two strips of meadow to the north and south.

Quad I14: A river runs west along the northern region of this Quad. Forest and a small parcel of meadow pilfer the rest of the Quad.

Quad I15: This is a wooded Quad with a west-running river passing through the center.

Quad I16: This is a wooded Quad. A river



The Quad Descriptions

momentarily drops down from the north, only to head away again in a few thousand feet.

Quad J1: This Quad is filled with large grain stalks. A westerly river passes along the Quad's northern border.

Quad J2: This is a grain-filled Quad.

Quad J3: An easterly river passes through the middle of this grain-filled Quad.

Quad J4: Two rivers pass through this planted Quad. The northwestern river flows to the northeast, while the southern river flows to the west.

Quad J5: This is a relatively flat Quad with a small river passing through the northwest corner.

Quad J6: A west-traveling river cuts this grassy Quad in half.

Quad J7: This is a meadow Quad.

Quad J8: A rancher has placed his house near the west-flowing river in this Quad. He raises several breeds of horses—all riding horses of one kind or another. They are penned in a large corral to protect them from predators and poachers. He is willing to sell his animals to anyone at 20% higher than the price listed in the *Players' Handbook*.

Edals enters this Quad at 10:30 pm on Day + 4. He leaves at 11:30 pm, making good his escape. Elad Edals purchases two fast, light riding horses from the rancher and heads east and south. He rides one horse at a fast clip for an hour, and switches, in mid-stride, to the other. He heads toward the country of Klesh.

The Techniques:

Alone: 13, 14, 16, 26, 27, 29, 32, 35, 36, 38, 39, 40.

When the PCs are near: 1, 3, 5, 6, 7, 11, 17, 19, 20, 21, 22, 24, 25, 26, 28, 29.

Quad J9: A river is born here and travels west. The meadowy grasslands here slopes gradually down, following the slow current of the river.

Quad J10: This is a meadow Quad.

Quad J11: The piranha-infested Hlal river takes up the majority of this Quad as it moves to the northeast. On either side of the river, there is a small portion of land—grasslands to the northwest and forest to the southeast.

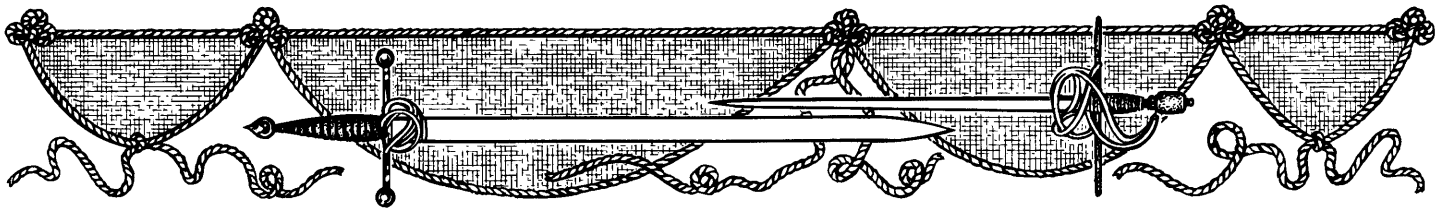
Quad J12: In this Quad, the waters of the piranha-infested Hlal river ebb and circle, creating a great bay. Another river flows into the Hlal from the south. A meadow cuts the forest in two east of the Hlal, while to the west, the grasses of the savanna sway in the constant breeze.

Quad J13: A river, bounded on either bank by meadow, flows westerly to cut through the forest before merging with a northbound river.

Quad J14: This is a forested Quad with a river edging slightly into the western edge.

Quad J15: This is a forested Quad with a river and a meadow edging slightly into the western edge.

Quad J16: Two rivers merge in the northern sections of this Quad and flow northwest together. The western half of this Quad is bathed in grasslands.



The Techniques

In the Quad descriptions (listed from page 28 to 41), there is an entry describing Edals's travels in many of the listings. In each Quad Edals enters, he has choice of traps, snares, and dodges available to him. These options are called techniques. In some Quad listings, there is a single list. In others, there are two lists, one for whether the PCs are in close pursuit of Edals (or in the vicinity by blind luck), and one for when Edals is undisturbed. The Dungeon Master can either randomly roll to determine which technique Edals uses while spending time in the Quad, or the DM can specifically choose the technique to tailor the encounter.

The Dungeon Master should feel free to add and subtract from this list as he sees fit. If this is done, be sure to include the new number (or remove the deleted numbers) from the Quad descriptions.

Technique 1:

Edals pushes himself into the mud of a cliff or slope and allows it to cover his whole body and



equipment, using his *Hide in Natural Surroundings* proficiency. If a lone character or NPC gets near his location, he slips out and stabs the victim either in the kidneys, into the side of the throat through the jugular vein, or glides the knife between the links in the back of the victim's armor. Edals may also choose to allow the enemy to pass in order to get behind enemy lines. Edals is granted a +4 to hit in his attack from behind, as well as x4 damage for the attack and is granted a surprise opponent roll as well.

Technique 2:

Edals hides in the thick branches of a tree. He creates a noose from his rope and covers it with leaves to look like any normal vine or branch. When a character or NPC passes under the tree, Edals slips the noose over the victim's neck and forces the victim off his feet.

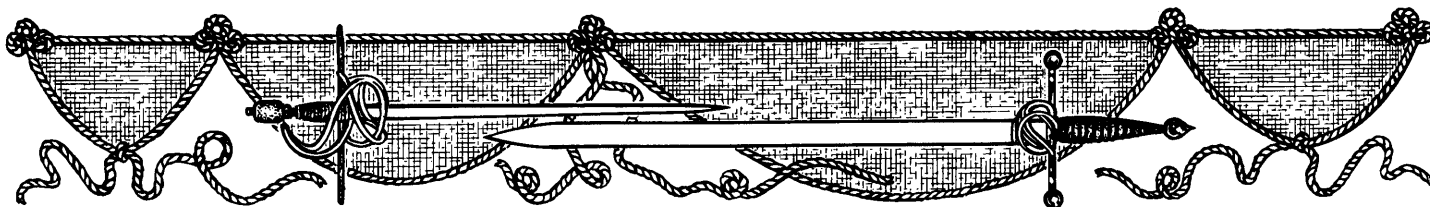
To assure the person's death, Edals ties the end of the rope to a thick tree branch and leaves the area with the character or NPC squirming, feet dangling 16 to 25 (d10 + 15) feet in the air. (A character so suspended is subject to the *Holding Your Breath* rules in the *Dungeon Master's Guide*.)

Edals is granted a surprise roll to see if he can noose a character's neck with the loop before the victim is aware of the fact that he is in danger. If the loop is discovered, the character will not fall for the trap. If this happens, Edals quickly lashes the loop to a branch and uses his *Hide in Natural Surroundings* proficiency to disappear into the woodlands.

Technique 3:

Edals uses his sharp knife to pierce small holes in his leather armor. By inserting branches, twigs, and ferns into these holes, Edals is able to lie, sit, or crouch on the floor of the forest without anyone knowing he is present.

When a victim passes nearby, Edals jumps up and slices at the calf with his dagger, attempting to lame the character or NPC. Edals



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can make a surprise roll in order to attack and slip away before the wounded character can react.

Another option is to simply slice at the throat, but Edals will not do this unless the victim has attacked Edals prior to this encounter. Edals can also choose not to attack and to let his enemy pass by unscathed. For this attack, Edals has a +4 to hit and is granted a surprise roll bonus since he is using his *Hide in Natural Surroundings* proficiency.

Technique 4:

Edals hides in the hollow trunk of a tree. When a victim approaches, Edals grabs the unwary person, drags him into the tree trunk with him, and cuts the throat just below the larynx so the victim cannot scream. The DM should only use this technique against NPCs or particularly venomous PCs who have attacked Edals previously. Edals is granted a +4 to hit and x4 damage with his dagger.

Technique 5:

Edals hides in the water, just below the surface near rocks and fallen tree trunks. When an unsuspecting lone victim passes nearby, Edals raises himself from the water, and fires two shots from his double-shot crossbow, then darts to the side to hide in the safety of nearby trees. Edals is granted a surprise roll to see if he can escape before the victim can react. The Dungeon Master should note that Edals's weapons do not suffer from water damage since they are all protected. By coating the wood and strings in bees' wax and covering the blades in blade-black, he can keep them from warping and rusting.

Technique 6:

Edals uses his *Animal Lore* proficiency to create terror in his opponents. By mimicking many of the predatorial animals of the area, he can cause many of his enemies to flee. He often does this as he loads his weapons, searches for medicinal plants and animals, or looks for a way to escape when the characters

are too close for comfort. The list below shows the animals he can mimic. The DM should feel free to add and subtract from this list as he sees fit.

Anyone hearing the noises of these monsters is required to make a Morale check. If the check fails, NPCs must exit the Quad he is currently in, in the exact opposite direction from the noise. Player Characters and NPCs without Morale scores must roll a successful saving throw versus Death Magic or suffer a -2 penalty to all rolls for as long as they stay in the area.

ape	behemoth	black bear
brown bear	cloud giant	giant hornet
giant owl	giant spider	giant worm
gladiator lizard	grizzly bear	herd animal
jackal	leopard	marsh leopard
nehwon ghoul	night gaunt	panther
spitting snake	stag beetle	storm giant
tiger	treant	water cobra
will o' wisp	wolf	wyvern

Technique 7:

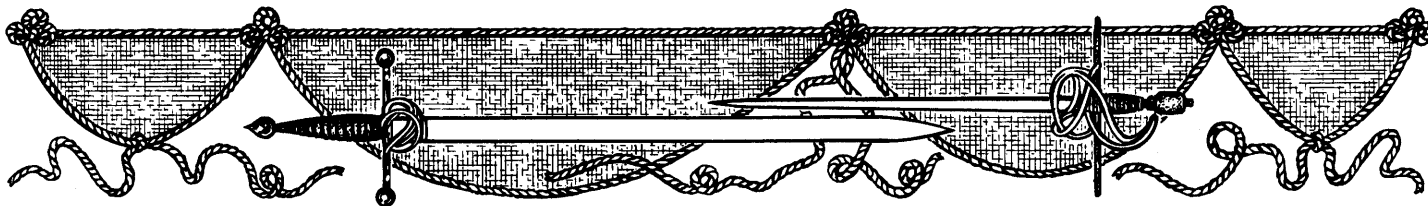
Edals hides under a large rock formation and shoots his double shot crossbow at the legs and lower frame of an approaching enemy. Once he has shot, Edals immediately leaves for another location. If Edals makes his surprise roll, he can escape before the victim can react.

Technique 8:

Using his *time bomb*, Edals rigs a deserted mine shaft to explode one to five minutes after he disappears into the opening (the DM has the prerogative to set the time according to the relative speed of the characters or NPCs who may be chasing him).

Edals sets the *time bomb* against one of the mine's support beam so that when it detonates, the roof of the mine collapses. Edals runs as fast as he can, deeper into the tunnel, in order to escape the blast and the subsequent cave-in. Edals escapes out a back tunnel 1d6 + 6 hours later into an adjacent Quad.

Any character trapped in the cave-in must roll



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a Dexterity check at a -10 in order to escape. Those who do not escape suffer an immediate $2d10$ points of damage the first round, and an additional $1d6$ per round thereafter. If the character's companions wish to save their unfortunate companion, it will take $1d6 + 2$ rounds (minus one round for every person helping) to move enough rocks for the person to breathe. Once the buried character can breathe, he no longer takes damage, but it requires another $2d6 + 4$ rounds to release the character from his near-burial (minus one round for every person helping).

Edals performs this high risk maneuver to make everyone believe he died in the blast, but if they must stop looking for him for a while to save their companions, that is beneficial as well. This would allow Edals to steal away unnoticed. The DM should note that Edals can only perform this feat once, since he only has one *time bomb*. (The *time bomb* is detailed in the *Tome of Magic* book.)

Technique 9:

As in Technique 2, Edals hides in the upper branches of a tree using his *Hide in Natural Surroundings* proficiency. As the characters or NPCs pass underneath, he fires his crossbow. He has a series of vines stationed near him, ready to facilitate his escape. If the characters spot him, Edals secures his double-shot crossbow to his back, grabs a vine, swings to a far tree (up to 50 yards away), and makes his escape.

Technique 10:

As in Technique 4, Edals hides in the hollow of a tree. As the characters pass near, Edals fires his crossbow through knot holes. He does this for a while until he fears the characters may realize the shots are coming from the tree. He escapes the back way if they approach to investigate. If the characters or NPCs fire their bolts or arrows into the tree, they do not harm Edals (except on a Natural 20, which means the missile managed to enter one of the holes).

Technique 11:

On occasion, Edals only watches the characters and NPCs pass by. If he chooses to do this, he can have one of the following actions as well:

- He can choose to sneak up on them and try to steal something from them. (Note his *Pick Pocket* percentages are slim).
- He can choose to ambush the last character or a PC in the far flank by quietly back stabbing the unfortunate victim with his magical dagger at $+4$ to hit and for $x4$ damage.

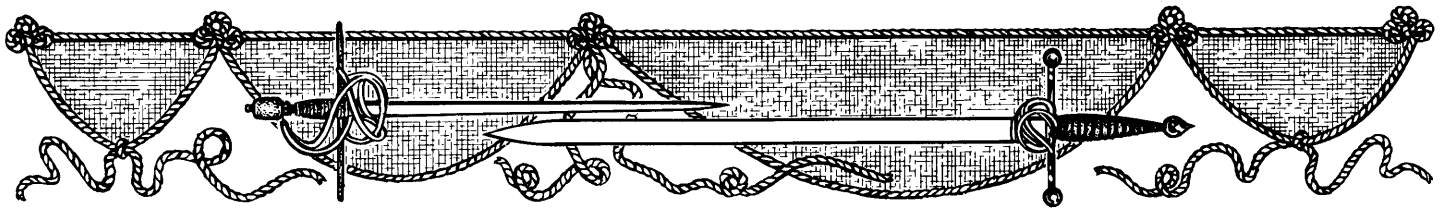
Technique 12:

When given the time required, Edals can set snares with unequalled adeptness. The traps listed in this and the next few Techniques can be created by Edals with relatively little time.

Using a thin tree trunk, Edals drills small holes along one side and fills the holes with small, sharpened spikes. He creates a trap that springs the line of sharpened stakes into the legs or bodies of the characters. This trap causes $3d4$ points of damage and slows the victim's MV rate by 9 if it strikes the legs, or by 3 if the body is struck. The MV rate loss lasts until the damage is fully healed.

Technique 13:

Edals creates a trap that suspends a character upside down, $10 + 1d20$ feet in the air. Dangling between two aspen saplings, the character's ankles are painfully spread apart. The character takes $2d4$ points of damage and the victim's MV rate is slowed by 3 for $1d4$ days. If the character cuts the vine nooses around the ankles, the character plummets to the ground, receiving $1d6$ points of damage per 10 feet (or percentage thereof) dropped. If the character wants to do this, he must roll a Wisdom check. If the check succeeds, the character cannot perform the idiotic feat. If the check fails, this indicates the character is dumb enough to try such a stunt.



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Technique 14:

Edals creates a trap that tumbles the characters into a pit lined with unsharpened sticks that cause 1d2 points of damage each. The character can be hit by as many as 12 (3d4) at a time and the resulting bruises slow the victim's MV rate by 3, requiring a full day's complete rest to recover. The fallen character cannot escape this torturous trap without help.

Technique 15:

Edals creates a trap that snags the ankle of an unfortunate character. When the trap is sprung, the sound of a rope tightening resounds to the left just as the character is flung onto his back. The vine strangling the PC's ankle pulls the character 40 + 2d10 feet into the air, dangling him upside down. Anything loose on the character's body drops to the ground.

There is nothing for the character to grab, but if he spends time and moves his body in such a way as to begin swinging, he can reach the

branches of a tree within 10 + 2d10 rounds. If the character cuts the vine noose around the ankle, the character plummets to the ground, receiving 1d6 points of damage per 10 feet dropped. If the character wants to do this, he must roll a Wisdom check. If the check succeeds, the character *cannot* do the idiotic feat. If the check fails, this indicates the character is dumb enough to try the stunt.

Technique 16:

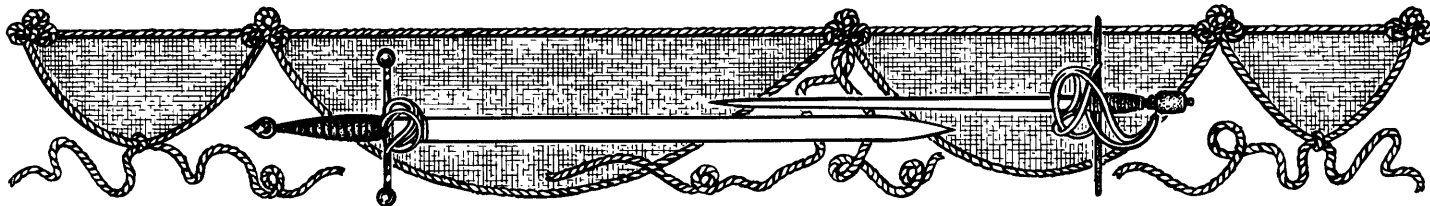
Edals creates a trap that uses a suspended tree trunk. Tree trunks, dead and rotting, waterlogged and termite-ridden, can be found everywhere. He suspends the trunk high in the branches of a pair of living trees. The ropes he uses to suspend the trunk are secured near the ground with a knot that is easily removed. When a character steps on or stumbles over the rope, the knot unties and the trunk sails from above and lands onto the unfortunate character. (A Dexterity check at 1/2 is required to avoid damage.) Those that do not make the check suffer full damage: 8d4 points.

Technique 17:

If Edals is chased into the grain fields north of the Forest of Hlal, he sets up his most lethal trap. He places the *wand of fireballs* he scrounged from the body of a dead black wizard between two large rocks; the larger rock underneath, and the smaller on top. As he runs through the grain field, the characters and NPCs quickly lose sight of him. This rock formation grants a perfect vantage point. Unfortunately when someone steps on it, the weight of the character breaks the *wand of fireballs*. The broken magic item instantly releases the 30 charges it has left, producing a *fireball* 330'L x 330'W x 165'H in size, and 10d6 hit dice in strength. All characters within this huge 165' radius area of effect must roll a saving throw versus rod/staff/wand for half damage.

Those that survive the blast are surrounded by a field of burning grain that causes an additional 1d6 points of damage (no saving





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throw) every round until the area is exited.

Given the extremely lethal nature of this trap, the DM may prefer to have the PC party witness one of the other manhunt teams set it off in the distance.

Technique 18:

Edals utilizes two fallen logs. He places the logs parallel to a commonly-walked path, one on either side of the walkway. Using ropes and vines, he raises the logs about 15 feet into the air. He secures a set of vines along either side of the logs, securing the other ends high above the pathway (these vines allow the logs to swing in so they collide about two feet above the trail floor). Using another set of vines, Edals secures the logs against still-standing trees, and moves these two support vines over to a single location, and secures them to yet another tree (these vines allow Edals to simultaneously set both logs into motion from one location). Edals places a set of wedges on both logs, enabling the logs to cut the vine supports of the other in order to crush those who would rather duck or lie flat under the logs instead of outright fleeing.

When the characters pass through this section of a trail, Edals uses his long sword to cut the support vines. Once the vines are severed, the two logs (one on each side of the trail) swing in toward the middle: the middle being the trail that the characters or NPCs are riding or walking down. The characters must roll a Wisdom check at -4 in order to hear the logs approaching. Those that hear are given a standard Dexterity roll to escape. Those that did not make their Wisdom check are given a Dexterity check at a -4 penalty once they notice the branches breaking and hear the cries of warning from the other characters.

The characters who were unable to escape the logs suffer 10d4 points of damage and an additional 1d8 per round due to internal bleeding. Until stabilized, the character has a MV rate of zero (0). The characters who duck or lie flat under the logs are crushed by them once the wedges cut their vine supports. The falling

logs cause 3d6 points of damage (no saving throw) and the trapped characters must be aided. If there is no one left to help, the characters are trapped until someone (or something) comes along.

Technique 19:

As the characters pass into a clearing full of flowers and new, ground-lying immature fruit, Edals fires at a hornets' nest with a single crossbow bolt and silently escapes in the opposite direction. All the characters are subsequently attacked by a swarm of hornets.

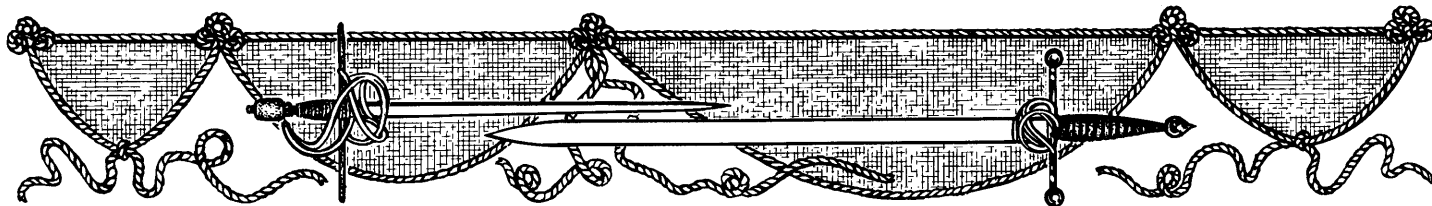
Hornet Swarm (10d10): Int Animal (1); AL N; AC 8; MV 9; HD na; THAC0 all within swarm have 90% chance to get stung repeatedly; #AT 1; Dmg 1d6 per round of contact; SA poison; SD every successful strike kills 1d2 hornets; MR nil; SZ 1" long (individual); ML Unsteady (6); XP 975 (for all)

Technique 20:

Edals prefers to attack his opponents only during the night. His greatest talent is to get between two opponents and, using his double crossbow, fire upon both enemies in the same round. Once his missiles have discharged, Edals ducks into the underbrush and heads to the side under cover. This usually causes his two opponents to retaliate by attacking each other. He prefers to do this between two different parties of mercenaries because members of the same team generally know each other well enough not to fire on one another. (When Edals performs this stunt on members of the same party, both must fail a Wisdom check before they will attack each other.)

Technique 21:

With his superior talent with the crossbow, Edals can fire upon enemies with great accuracy from great distances. He generally does this from a vantage point. He can, however, accurately strike an opponent who stands on higher ground than he; this is his favorite tactic because no one



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seems to expect it.

Technique 22:

This technique is one of Edals's favorite traps. By threading a rope under a rock submerged deeply in the water, Edals can pull on one end of the rope as a character or NPC snags his foot in the noose on the other side. As Edals pulls on the rope, the character loses his or her footing and falls into the water. As Edals continues to pull on the rope, the character slides forward deeper into the water as the rope pulls the victim closer to the submerged rock. Once Edals can no longer pull the rope, this indicates that the victim has reached the deeply submerged large boulder and will soon drown. Edals ties the rope to a tree and exits the area.

Another favorite trick for Edals is to place a number of vine nooses in the area so when he catches one member in a party, he can turn around and capture even more as they try to help their unfortunate friend.

This trap is dangerous enough when used in water. It becomes truly catastrophic when Edals uses it at the tar pits in Quads G10, G11, H10, and H11. When a character gets trapped in the pits, it takes ten times as long to surface, swim, or move than it takes to move in water.

Technique 23:

Using a tactic similar to Technique 22, Edals can snag the foot of an unfortunate character, dragging him into a nearby formation of rock. In this formation, Edals has balanced a rock precariously with a thick stick. As the victim is dragged into the trap, his body slams against the stick, snaps it, and sends a payload of heavy rock down on him. There is no saving throw once the victim is in the trap and receives 8d4 points of damage. The victim can, however, roll a Dexterity check with a -6 penalty to have the wits and deftness to snip the line before entering the trap. After the trap is sprung, the characters see Edals running away into the forest.

Technique 24:

The chasms have log suspension bridges crossing them. If Edals hears the approach of enemies while he's on the bridge, he will lower himself under the bridge and hold onto the connecting ropes with his hands and feet. He watches the characters pass and either waits until it is safe to reemerge onto the bridge, or lowers himself down with his rope to the floor of the chasm.

Technique 25:

When the characters enter the clearing, they are instantly subjected to a barrage of crossbow bolts. Please note that Edals does possess one double-shot heavy crossbow and one standard heavy crossbow, giving him three shots before he must reload. If the characters chase after him while he is reloading, he uses his *Hide in Natural Surroundings* proficiency to hide from them until it is safe to reload.

Technique 26:

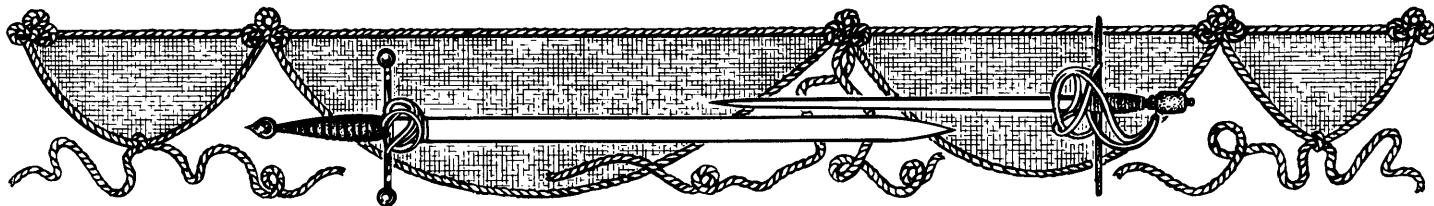
If Edals is wounded he can use this procedure to partially heal himself in order to keep himself fit and strong in order to escape the persecution he currently suffers. Edals uses his *Healing* and *Herbalism* proficiencies in order to locate and utilize plants around him to create balms and powders to ease the pain of combat. He also can create nonmagical potions that can cure mild forms of infection.

Technique 27:

If he finds one of the character badly wounded and abandoned, Edals nurses the character to the point where he is guaranteed to survive (if he can). If the character wakes up, he is instructed to lie still. If he does not, Edals uses a small dose of arrow poison to knock the character out. In the character's condition, he is not allowed a saving throw.

Technique 28:

Edals is always willing to speak with the characters. He would be willing to speak with



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the NPCs as well, but they are set on his destruction; as far as the design of this module is concerned, they are nonnegotiable. If the characters are willing to discuss Edals's plight in good terms, he will speak with them. The Dungeon Master should refer to the chapter labelled *Speaking with Edals*.

Technique 29:

Edals, when chased by the characters or pesky NPCs, has a high probability of doubling back on his tracks in order to confuse any tracking animal, ranger, or character with tracking proficiency. This gives Edals a 30% chance to escape, -5% per individual tracking.

Technique 30:

A vine snags the foot of an unfortunate character, and the sound of other vines whipping through the trees rebound to both sides; the rope snaps through branches and shreds leaves. The character has a brief second to cut the vine on his ankle (AC 6, hp 7).



(The vine has an initiative of 5. If the character beats this initiative, he or she can take a swipe at the vine.) If the vine is not cut, the character is immediately taken off his feet and flung forward at an incredible velocity toward a woeful fate.

The character is impaled upside down onto a vertical bed of sharpened spikes. The spikes cause 1d2 + 1 points of damage each and the character can be struck by 3d4 spikes.

Technique 31:

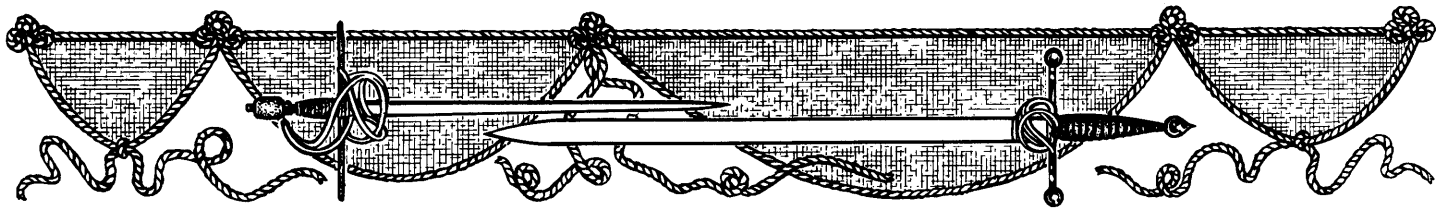
Similar to Technique 30; a vine snags the foot of an unfortunate character, and the character is immediately taken off his feet and flung forward at an incredible velocity. The character's velocity is halted by a thick tree trunk, causing 4d6 points of damage.

Technique 32:

Similar to Technique 30; a vine snags the foot of an unfortunate character, and the character is flung head first into the mouth of a carnivorous plant.

Tri-flower Frond (1d10): Int Non (0); AL N; AC 9; MV nil; HD 2 + 8; hp 24; #AT special; Dmg special; SA special; SD nil; MR nil; SZ M (8' tall); ML Average (10); XP 175 each.

The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellow, and intense red. The orange flower shoots 2d4 pollen-covered tendrils, each 3' long; any creature struck must roll a successful save versus poison or fall into a coma for 1d4 hours. The sensitive rootlets of the yellow blossom tell it where to find slumbering victims; the bloom bends over and shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until washed off (damage reduced by one point per flask of water; complete immersion in water removes the sap). The red flower extends tendrils into the victim, draining bodily fluids at a rate of 1d6 points of damage per round.



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Technique 33:

Similar to Technique 30, a vine snags the foot of an unfortunate character, and the character is flung into the middle of the swamp. As the character's flailing arms strike the lily-covered surface, 3-24 (3d8) crocodiles splash into the water, heading for the character.

Crocodiles (3d8): Int animal (1); AL N; AC 5; MV 6 sw12; HD 3; hp 21; THAC0 16; #AT 2; Dmg 2d4/1d12; SA nil; SD surprise; MR nil; SZ L (8-15' long); ML Average (9); XP 65 each.

Technique 34:

Similar to Technique 30, a vine snags the foot of an unfortunate character, and the character is flung into the middle of the tar pits. If the character is wearing any armor at all, he starts sinking and disappears under the surface of the hot tar in 1d4 + 4 rounds. The character cannot stop the process unless the armor is removed.

Technique 35:

Similar to Technique 30, a vine snags the foot of an unfortunate character, and the character is flung 10d8 feet straight up into the air. As the character passes the 20-foot-high mark, the vine attached to his leg snaps near the ground and follows the character on his upward arc like a long tail. When he finally hits ground after his flight, the character receives 1d6 points of damage for every ten feet fallen (round fractions up).

Technique 36:

Similar to Technique 30, a vine snags the foot of an unfortunate character, and the character is flung 10d8 feet out into the piranha-infested waters of the Hlal river.

Piranha (5d10): Int Animal (1); AL N; AC 8; MV Sw8; HD 1/2; hp 4; THAC0 20; #AT 1; Dmg 1d2; SA Swarm; SD Nil; MR Nil; SZ T (8"-10" long); ML Unsteady (6); XP 7 each.

Technique 37:

Edals sets up a 20-foot-deep pit fall trap in a

forested locale, making the surface above the pit appear like normal ground. When a PC or NPC falls through the ceiling of the pit, he takes 2d6 points of falling damage and falls onto the trigger of another trap. This trap causes a large cut tree to fall toward the pit. If the characters assisting the fallen character fail an Intelligence check, they do not notice the sound of crumbing branches and leaves and are hit by the falling tree. If the Intelligence check is successful, a Dexterity check is required to move out of the way.

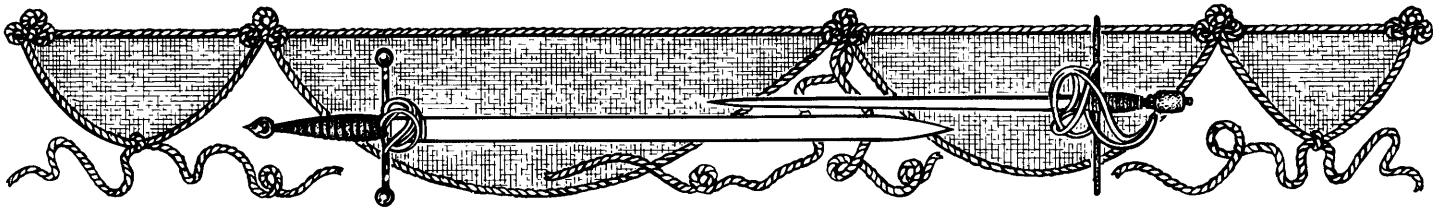
Those that are crushed by this tree trunk must make a saving throw vs. Death Magic (the PC trapped in the pit is undamaged from this part of the trap). Those who make their save take 8d6 damage. Those who fail take the damage and, in addition, lose a limb (equal chance of an arm or leg). These unfortunates must make a system shock roll to survive and will continue to lose 1d6 Hit points per round due to blood loss until rescued.

It takes a combined Strength total of 30 points in order to lift the trunk from the trapped characters (the PC in the pit cannot assist since he is 20' under the trunk). Once the tree trunk is removed from the mouth of the pit, the trapped character within the pit can be rescued.

Technique 38:

This trap consists of several vines, makeshift pulleys, and a series of heavily-leaved branches. When the characters activate the trap, the vines pull along the pulleys, lifting the leafy branches from their resting place—under a pit of vipers. The vipers are thrown through the air to land upon the characters' location.

These snakes are not pleased when they are hurled through the air, and bite immediately upon contact. Each character has the possibility of being struck by 1d8 - 3 snakes the first round. Thereafter, only 1d4 snakes per round can attack any one character. By simply moving out of the snakes' location, the characters can avoid being bit. The snakes' bite delivers one point of damage (no save), and causes an incapacitating sickness that lasts



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2d8 days unless a save vs. poison is made (a *neutralize poison* spell will cure the sickness).

Pit Vipers (Snake, Poison) (3d4): Int Animal (1); AL N; AC 6; MV 15; HD 2+1; hp 15; THAC0 19; #AT 1; Dmg 1; SA Poison; SD Nil; MR Nil; SZ S (5' long); ML Average (9); XP 175 each.

Technique 39:

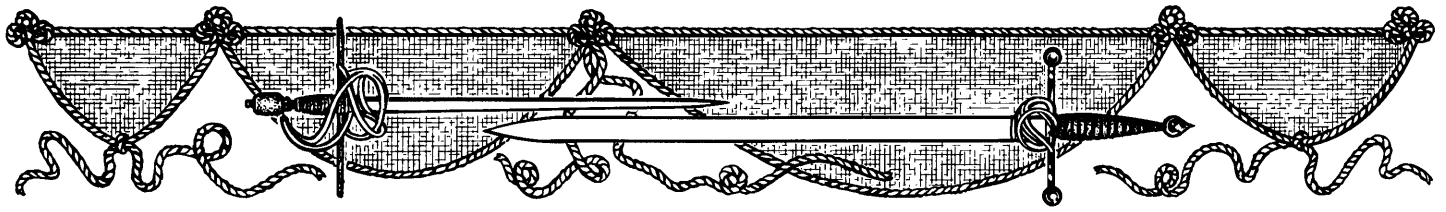
This trap is more of a nuisance than anything. When the characters pass under a specific tree and discharge the trap, a very large container of animal intestines, animal fat, and partially cooked bone marrow drops on the characters. (Edals designs this trap to get the characters when they are in a Quad with no water in it.) By spilling this stench on the characters, they will attract the attention of carnivores, omnivores, and scavengers, scaring away the herbivores. The Dungeon Master should increase the chance of interaction with carnivorous and scavenging wildlife by about six times, while reducing the chance of

encountering a herbivore to one-sixth. The gunk can be washed off in a river, stream, or lake, but it will take a while to get there...

Technique 40:

This trap is set against the slant of a mountainside. As a character walks, his foot slips on the trap trigger, causing the character to fall down and slide a few feet down the mountain unless a Dexterity check is successful. As the foot slips, the trap trigger dislodges a strategically placed boulder, causing a landslide to start. All characters are allowed a Dexterity check at -4 to avoid being flung down the side of the mountain with the rocks, instead taking 2d4 points of damage. Those that fail slide 3d20 + 50 feet down, taking 6d6 points of damage.





The Alternative Endings

This chapter lists many of the possible endings and ties in with the most-likely ending: *The Slayers' Retribution*—assuming the characters do not kill Edals outright. The Dungeon Master should apply the ending appropriate to the character's actions.

If the Characters Kill Edals

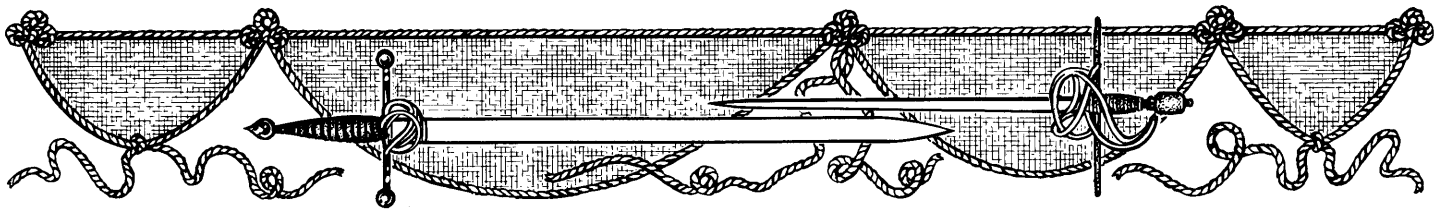
Elad Edals' life is worth a mere 5,000 Experience Points to the Player Character party. These points should be split evenly among all the Characters who participated in Edals's death.

If the characters take the deceased Edals back to the city of Lankhmar, they are not accosted by either the Slayers' Brotherhood or the constabulary. Both of these groups allow the party to pass down the road adjacent to the Hlal River, asking only if they require assistance or a guard troupe to join them. If the characters agree to receiving help or guards, the constabulary assists by giving them 1d4 + 4

warriors of the 4th level to carry Edals's body and to assist in case of bandits. If the characters do not return Edals's corpse to the city of Lankhmar, they do not receive their payment.

When the characters enter the city, they are well-received by the public—all except one elderly lady. She beseeches the characters to give her Edals's—her son's—belongings. Tears roll down her cheeks when she sees the double-shot crossbow and all of his other belongings. The guards with the characters tell them they are under no obligation to hand the deceased's belongings to his family, but it is viewed as an act of honor in the eyes of the commoners. (At this point the Dungeon Master should remind the players that the Lankhmar Social Level is an important statistical score for their characters.) If a PC returns the belongings, grant the character a bonus of +1 to his Social Level. The characters who make comments against returning the objects are not given the Social Level bonus.





The Alternative Endings

A parade is given in the characters' honor the next morning, and they are ushered into a wagon drawn by 18 Clydesdale horses; their wagon is the last in the parade. The entourage travels from the Grain Gate, north on Grain Street, east on Festival Street, counterclockwise around the Spire of Rhan, north on Carter Street, to the Street Of The Gods where the parade disbands. (See the map on page 51 for the complete parade route.) The streets are littered with graffiti and adoring citizens. The characters gain +1 to their individual Social Levels and are revered as heroes.

In a highly publicized ceremony on the corner of Carter Street and the Street Of The Gods, the characters are awarded their 4,000 gold rilk honorarium from an emissary of the Overlord. The emissary congratulates the characters on a job well done and offers them a place in the ranks of the Northern Barracks. If the characters accept the position, their Social Level increases an additional point.

Since the characters killed an innocent man, the word eventually leaks out. Within 1d4 + 2 weeks game time, the characters' Social Levels drop by four points. The Merchants' Consortium and the Overlord both claim they are innocent of any allegations of murder since they specifically told the characters "bring Edals to us alive." (This is a half-truth at best since the government forgot to add the "dead or" before "alive," but the government is known to tell white lies in order to protect its interest and its status among the citizenry. After all, the government is worried that citywide rioting and mayhem would follow if word leaked that the government made a mistake.) If the characters are in the city during the time that the truth leaks out, they are scorned by the public. The constabulary cannot do anything to the characters since they were commissioned to be on the manhunt, however, and the PCs are not harmed or accosted in any way.

With their lowered Social Level and the scorn of the public, the Slayers' Brotherhood

approaches the characters to see if they are willing to join their ranks.

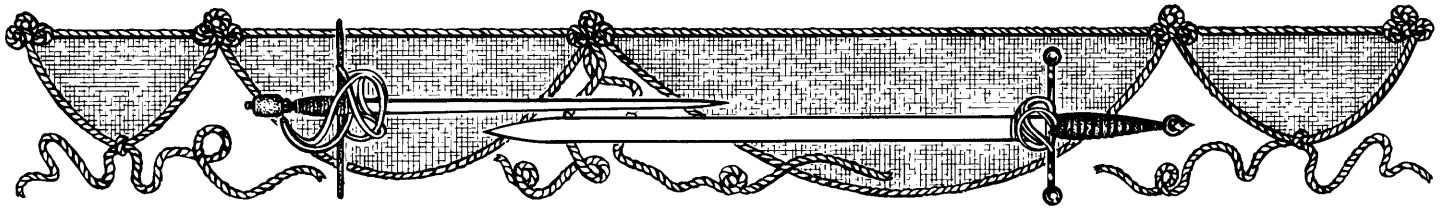
If the PCs Capture Edals

If the characters manage to capture Elad Edals without killing him first, he will attempt to escape. When he attempts to break loose of his bonds, the Dungeon Master should roll an Open Locks ability for Edals (his Open Lock skill is rated at 90%). If this roll is successful, he can untie or loosen his binds. If the roll is unsuccessful, Edals cannot escape. The conditions below are required for Elad Edals to make his escape, but however he may flee, he tries to do it in a way that does not cause injury to anyone—especially himself.

- When the characters are secure in the fact that they have captured him and they leave him alone, even for a brief moment.
- At night when the camp is quiet and the character on watch leaves the camp either to investigate an obscure sound or to perform natural functions.
- When the characters are attacked by hungry or territorial creatures.
- When the characters are speaking with a group of NPCs that have wandered into their area.
- If all the characters fall asleep without having someone on watch.
- When the characters' attentions are otherwise directed elsewhere.

When Edals escapes his captors, the Dungeon Master has two choices ahead of him.

1. The DM can make up the tactics used by Edals to further his escape once he is free of his bonds. This requires the DM to keep track of Edals' actions and the time they take for the rest of the adventure, since the time line is disrupted by the outlaw's capture. This option is the most realistic, but it is also requires the most work on the Dungeon Master's part. It also gives the DM a chance to have the characters chase about the forest after a wilderness-wise



The Alternative Endings

man who can set traps as fast as most people eat breakfast.

2. The Dungeon Master can require Edals to move at x2 to x3 speed back through the terrain he was just taken from in order to return to his previous location. From there, the Dungeon Master can continue to follow the actions as laid out in the timeline. This option is the easiest for the DM, but it may be illogical and cause your players to react unhappily.

If the characters are successful in capturing Edals and he is unsuccessful in escaping, Edals tries to speak with the characters. If the PCs give him a chance and listen to him, refer to the next section. If the PCs do not listen to him, the DM should refer to the chapter *The Slayer's Retribution*.

If the PCs Speak with Edals

If the Player Characters give Edals a chance to speak, he gives them a brief summary of his life before the events that lead to the manhunt (this is Part One). If during this, the characters interrupt him or seem to become bored, Edals cuts to the chase and tells the story in Part Two.

Part One

"I was born in Lankhmar of a nobleman whose life bored me to tears. My father always accused me of looking for trouble, but I wasn't. I was just looking for innocent excitement and amusement. On my 19th birthday, I joined the Lankhmar army, much to the displeasure of my father. In fact, he almost had me removed thrice. After a brief leg in the Forest of Hlal, I was stationed at Ilthmar where my regiment quelled rebellions for the Ilthmart government.

"When I retired after nine long years, I was shipped back to Lankhmar. They did not help me find employment, or give me enough money to get by until I was situated. After living in the gardens near the Overlord's castle for nearly a month, I was finally able to get a job, but I didn't last long. I was laid off from that and about a

dozen other jobs within a few months' time. Therefore, I found myself taking any job that promised fun. I didn't ask questions, since questions often forfeited the job."

Part Two

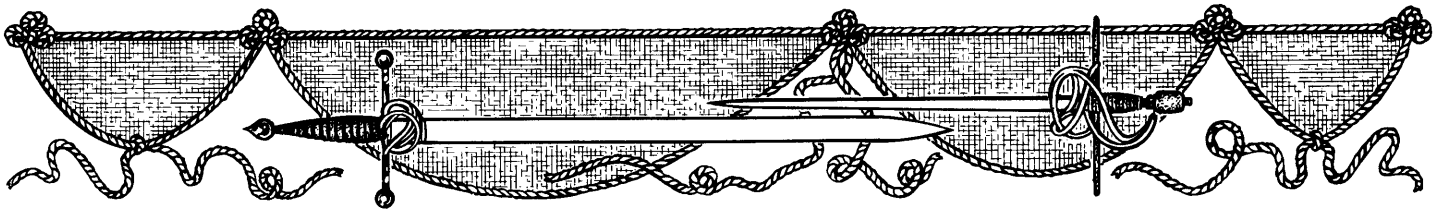
"One night in particular, I was hired to place a black vase and a calla lily on the nightstand of the guildmaster of the Merchant's Consortium. The man who hired me said that he was with the Slayers' Brotherhood and the two of them played this game often. He paid me 75 gold rils up front, so I had no problem doing the assignment.

"When I approached the house, I saw a person in the room stab repeatedly a sleeping woman. When the murderer saw me, he ran toward me with the knife up. I ran. The murderer chased after me, screaming 'Murderer, Murderer' at the top of his lungs. I managed to lose the villain around a blind corner, but not until several dozen people witnessed the chase and recognized me. I left Lankhmar, scaling the wall several blocks south of the Marsh Gate. I traveled alone to the south, running most of the way, not trusting anyone or anything, until I came here, to the Forest of Hlal, which I once called home. The Forest is the perfect companion; never overbearing, always neutral, and persistently dispassionate.

"If you want, I can take you to the location of the murder and I will prove my innocence." If the characters accept this, the DM should refer to both *Investigating the Murder Scene* and *The Slayers' Retribution* chapter for more information.

Befriending Edals

If the characters talk with Edals they will find that he was framed. If they befriend Edals, release him, and promise to help acquit his name, the Dungeon Master should refer to *The Slayers' Retribution* chapter (page 55). If Edals is released, he fights alongside the characters when they are attacked.



The Alternative Endings

Investigating the Murder Scene

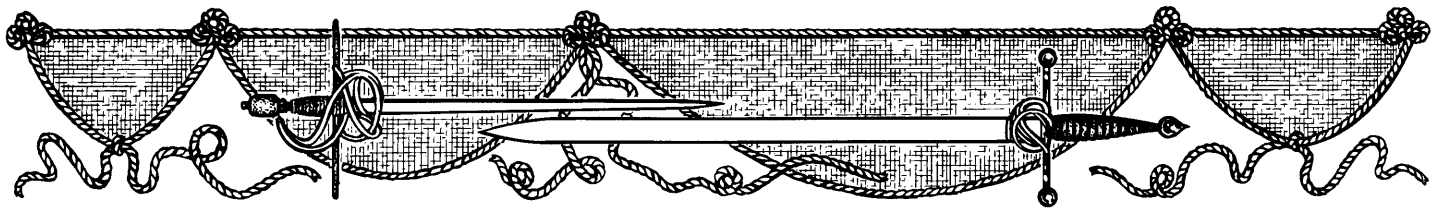
If Edals and the Player Characters investigate the murder scene, they see that the scene has been roped off by the constabulary, but no one guards the perimeter. Edals leads the PCs to the window. The window is two feet wide and four feet tall. Glass litters the soft grounds underneath the window. A black vase with dead flowers lies on the ground.

Two sets of footprints can be seen. One set (the larger of the two) approach the window, apparently stop and then move away from the window at an ever-increasing rate. The other set of footprints (the smaller set) start about four feet from the window, heels toward the wall. They are exceptionally deep, with the heels being deeper than the toes. A right hand

print dents the soft dirt near the deep prints. A large sliver of glass is covered in blood in the hand print. These footprints then turn and follow the prints of the larger foot. It can be ascertained that the smaller prints follow the larger as the smaller overlap the larger on occasion.

Edals shows his right hand; he has no scar on the hand. He places his palm in the dirt, and his hand is a full joint larger. He puts his foot in the larger prints and it is a perfect match. "As you can see, I am innocent. I never got into the house. This does prove, however, that I was here, and I will probably serve time for that anyway; but this I can accept. I will not accept, however, the death penalty for a crime I did not commit. Now I must find myself a good lawyer."





The Slayers' Retribution

This chapter is used only under the following circumstances:

- If the characters talk with Edals and believe his story.
- If they attempt to bring Edals into custody at the Lankmart constabulary.
- If they attempt to solve the mystery on their own terms.
- If they release Edals and treat him as an equal.

The Slayers' Brotherhood has a 85% chance per day to find out about any of the stated actions above since they have spies everywhere in the Forest of Hlal. In the unlikely event that the Slayers never find out about the alliance between the characters and Edals, the DM can ignore this chapter. Otherwise, the DM should run this chapter when the Slayers find out.

When the Slayers discover the alliance between the characters and Edals, They immediately dispatch an emissary to the character's location (this person arrives within 1d4 hours) to speak with the characters.

Slayer Emissary (M) (1): AL NE; AC -1; MV 12; HD F14; hp 119; THAC0 7; #AT 2; ML 15; Items: leather armor, large helmet, *gauntlets of ogre power*, *cloak of protection +5*, *ring of protection +2*, *broad sword +3*.

The Slayer requests an audience with one or more of the characters. He pulls them aside and makes any or all of the following points:

- Edals is a very sly, dexterous, and ingenious man. Kill him while you can for he will escape your bonds—note my words. If he flees, the Slayers' Brotherhood will be the ones you must answer to for your irresponsibility.
- Edals told his last captors that he was innocent. They felt pity upon him, and they released him. He killed them all in their sleep a few days later. Think about it! This is why we are finding so many groups of dead bodies.
- Edals uses a magical spell or something to

control the minds of his captors. This is what has happened to you, otherwise you would never have allowed a confessed murderer to escape his bonds!

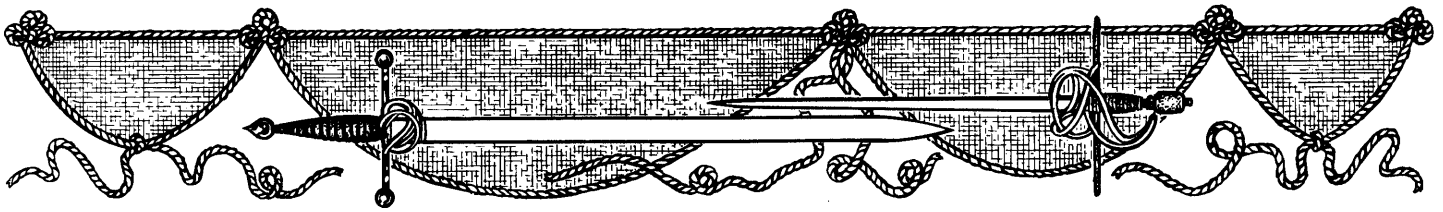
- Edals was killed two days' ago. You have a doppelganger on your hands. Kill it while you can!
- Edals is a rogue member of the Slayers' Brotherhood. He just had the Captain of the cavalry, Sara (data on page 9), put to death for 200 rilks. Kill him and gain the glory, or I shall.
- Kill him or suffer Death's agony at the hands of the Slayer's Brotherhood. We have no pity on the weak and stupid.
- If you will not kill him, state your preferred method of death: quick and painless, an honorable death in the line of duty, an illustrious passing during the heat of battle, or torture.

If the characters rush this man, he will put up a valiant fight. He attacks the person with the least armor (and the one he believes would be the easiest to attack), even if he has to push his way through other fighters to get to this person. If the person the Slayer is attacking dies, he starts on the next lowest armor class available. The Slayer knows he is going to die at the characters' hands, so he wants to make sure he has some company on his journey to the Shadowlands.

If the characters are killed by this sole Slayer, he kills Edals and returns the corpse to the city of Lankhmar and collects the reward. He soon disappears and is never heard from or seen again. Rumors persist that he moved to Ilthmar.

If the characters kill the Slayer, the rest of the Brotherhood uses this as an excuse to start a bloodhunt. Every Slayer in Lankhmar is commissioned to find and butcher the characters.

Since the Slayers are not as adept at hiding in natural surroundings or creating nasty traps as Elad Edals, they have a smaller number of tricks they can play on the characters. In each of the seven terrain categories below, there are a number of things that the Slayers can attempt



The Slayers' Retribution

to stop the characters at any cost.

The Slayers have 2d4 8th-level warriors, 2d6 7th-level warriors, 1d6 8th-level black wizards, and 1d4 10th-level black wizards joining the fray against the characters. The statistics for these four generic types of warriors and black wizards are listed below.

7th level Warrior (M or F) (2d6): AL CE, NE, or LE; AC 7; MV 12; HD F7; hp 72; THAC0 14; #AT 3/2; ML 12; Items: leather armor, large helmet, large shield, long sword, bow or crossbow.

8th level Warrior (M or F) (2d4): AL CE, NE, or LE; AC 4; MV 12; HD F8; hp 75; THAC0 13; #AT 3/2; ML 13; Items: chain mail armor, long sword or two-handed sword, large or small shield, and a miscellaneous magical item of the DM's choice.

8th level Black Wizard (M or F) (1d6): AL CN, CE, NE, or LE; AC 5; MV 12; HD W8; hp 23; THAC0 18; #AT 1; ML 10; Items: light leather walking robe, daggers (2), a random staff or rod, *bracers of defense* or *ring of protection*.

10th level Black Wizard (M or F) (1d4): AL CE, LN, NE, or LE; AC 5; MV 12; HD W10; hp 29; THAC0 17; #AT 1; ML 11; Items: *dagger +1*, *staff of striking*, *bracers of defense* AC 5, *medallion of ESP*.

If the characters are in the forest

While in the forest, the characters are probably in the greatest danger. Since several of the Slayers' number have died or have been seriously injured in the many traps that Edals set up during his escape attempt, the Slayers learned a few techniques that they plan to use against the PCs. These include Techniques 7, 9, and 21.

The Slayers can also use any one of the following techniques as well:

- They can rush the characters in a circular pattern, forcing the characters into a defensive circle. A mage then sprays the area with either *magic missiles* or a *fireball*, setting all nearby

trees, grass, and undergrowth aflame as well.

- They can place poison on their arrows, throwing daggers, darts, and the like, allowing them to further weaken the characters for a final assault. The DM is suggested to use the poison classes of A, B, C, D, O, or P. Poison classes E, F, and N may be too powerful to use, but the DM has final say over the exact nature of the poison. (Please refer to Table 51 in the *Dungeon Master's Guide* on page 73 for the Poison Strength table.)

If the characters are on or near a river

The Dungeon Master should remember that the river is infested with leeches and piranha. (These monsters' statistics are given on page 59 of this booklet.) The Slayers realize that these dangers exist, and they do not plan to follow the characters into the water (assuming the characters swim into the huge Hlal River). If the PCs do enter the Hlal River, the Slayers watch them for several minutes before following the river up to Quad G5 to cross at the bridge.

In any other water, the Slayers will follow the characters without apprehension. They do, however, check themselves for leeches immediately after leaving the water. In these locations the Slayers will use the following Techniques: 5, 7, or 25.

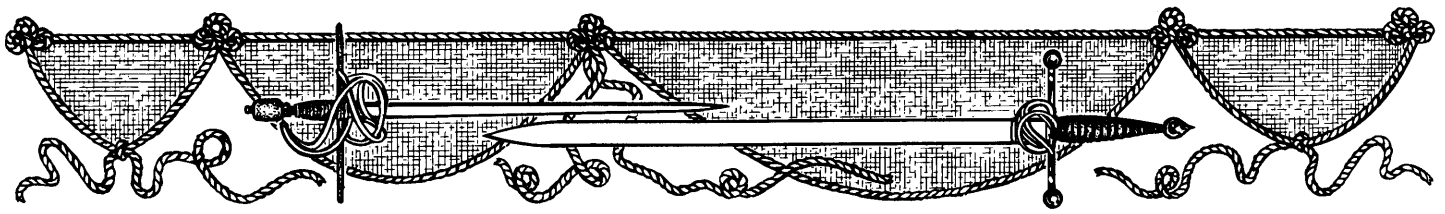
If the characters are in the grain fields

The grain fields are a dangerous place to be during mid to late summer. The fields of once-green grain turns yellow, brittle, and highly combustible. A simple *flame finger* spell can turn the whole field of grain into a smoldering pasture of blackened soil.

While in this area, the Slayers can choose from the following Techniques: 19, 25, or 28.

If the characters are in the swamp

The swamp areas include the small swamp within the Forest of Hlal as well as the great swamp to the east of the City of Lankmar. Either way, the dangers of giant spiders,



The Slayers' Retribution

brigands, and especially crocodiles is so high that the threat from the Slayers becomes secondary. The Slayers, however, can use the following Techniques: 2 or 9.

If the characters are on a bridge

On a bridge, anyone and everyone becomes extremely vulnerable. The best way to handle a threat while crossing a bridge is to not be afraid of heights or water and to hope that water is directly below you—just in case. The Slayers can perform the following Technique while in this area: 24.

The Slayers can also perform the following techniques when the characters are crossing a bridge:

- If a group of Slayers work on one side of a bridge, they can cause one side of the overpass to fall into the chasm. Anyone on the bridge is required to make a Dexterity check in order to grab a handhold as one side falls down. Within 1d3 rounds, the bridge finishes its one-sided drop, and everyone who managed to get a handhold must make a Strength check. If this check fails, the character loses his grip and plummets to the bottom of the chasm, receiving 1d6 points of damage for every 10 feet fallen (to a maximum of 20d6 points of damage).
- If they have a group on either side of the bridge, the Slayers will begin to work the bridge with knives, hatchets, axes, and swords. Within 1d4 rounds, they can have a bridge completely dismantled on either side, sending the central portion of the bridge down to the floor of the chasm below.
- The Slayers can ignite the bridge material on either side of the bridge, making the bridge collapse within 2d10 + 10 rounds. This forces the characters to either wait until the bridge drops into the chasm or river, willingly jump over the side of the bridge, or brave the flames and rush the fire before the flames cause the bridge to fall.

If the characters are in a meadow

(Please see the Grain Fields entry.)

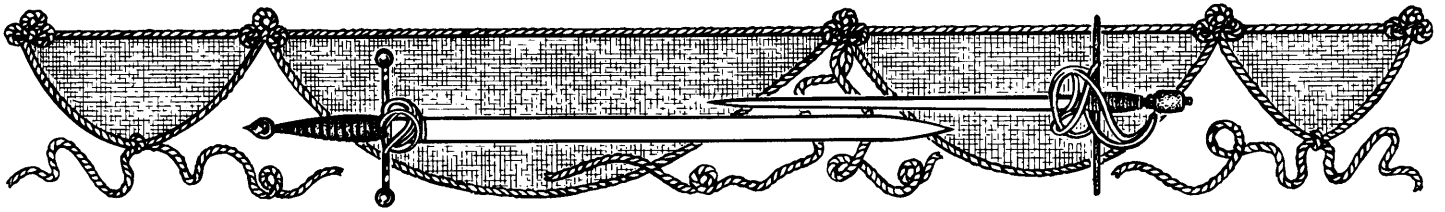
If the characters are in or near Lankhmar

When the characters make it into the city or even near the city limits, they become extremely dangerous to the Slayers, who will do anything to stop the characters. In the city, the number of NPC Slayers trying to stop the characters doubles. In addition:

- The Slayers cause a panic in the Southern Barracks by saying that Edals is coming back to Lankhmar to wreak his vengeance upon the Merchant Consortium and the Overlord himself. There is a 20% chance that the City Guard will lock the Grain Gate and not let anyone through during the evening and the night hours. (If this happens, the characters should reach the gate during these hours.) The characters must wait outside the gate until morning or find another way in.
- A group of Slayers jump from a low roof top and attack the characters. (Use 1d4 + 3 7th-level warriors from the statistics on page 56.)
- The Slayers Brotherhood hire 4d6 wererats from the lower city (the sewers) to attack the characters—and Edals. These creepy individuals rise from the sewer drains and manholes to attack the characters with short swords and daggers. Many of the wererats will summon their giant rat companions to fight the characters as well.

Wererats (4d6): Int Very (11-12), AL LE; AC 6; MV 12; HD 3 + 1; hp 22; THAC0 17; #AT 1; Dmg by weapon; SA surprise, each wererat can summon and control 2d6 giant rats; SD hit only by silver or +1 or better weapons; MR nil; SZ S-M (3'-6'); ML Steady (11-12); XP 270 each. Anyone injured by a wererat has a 1% chance per point of damage to become a wererat.

Giant Rat (Sumatran rats): Int Semi- (2-4); AL N(E); AC 7; MV 12, Sw 6; HD 1/2; hp 1d4; THAC0 20; #AT 1; Dmg 1d3; SA anyone bit by a



The Slayers' Retribution

giant rat has a 5% chance per wound of catching a debilitating disease (a save versus poison prevents the disease from taking hold); SD nil; MR nil; SZ T (2' long from nose to rump); ML Unsteady (5-7); XP 15 each.

- A group of Slayers jumps from a low rooftop and attacks the characters. (Use 1d6 + 3 8th level warriors from the statistics on page 56.)
- The Slayers surround the PCs and attack from all sides. Use both the 7th and the 8th level warriors and black wizards, but use about half of the stated number.

If the PCs bring Edals in

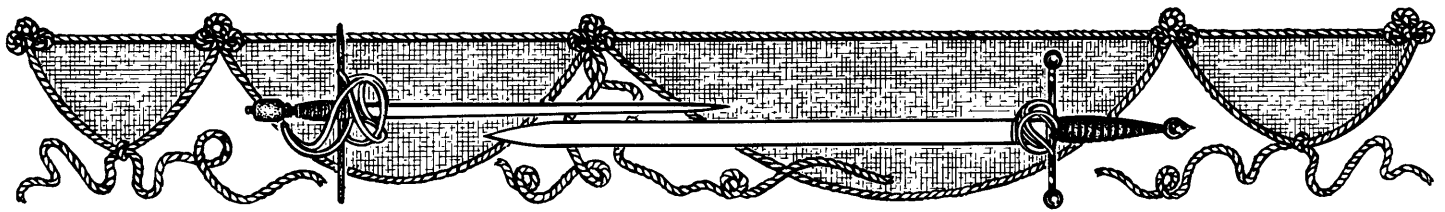
When you bring Edals to the Southern Barracks, he is arrested, but Edals tells you it's alright. After a few days' time, a long, drawn out court session that lasts nearly

three months begins. White wizards with their divination spells are summoned and hired to predict the weight of truth in everyone who takes the stand.

At the end of the quarter year, the jury departs the court room and discusses the trial for nearly seven full days. When they return, Edals is acquitted of murder, but sentenced to five months labor for attempting to enter a person's house unlawfully. Since the Slayers' Brotherhood played such a large part in the arrest of Edals, the jury demands an extensive investigation into the operation and the financial records of the Slayers' Brotherhood be undertaken immediately, and that all contractual services rendered by the Slayers for the City of Lankhmar be suspended until the investigation proves satisfactory.

As a side note to end this adventure, the PCs now have a grateful new ally—Edals.

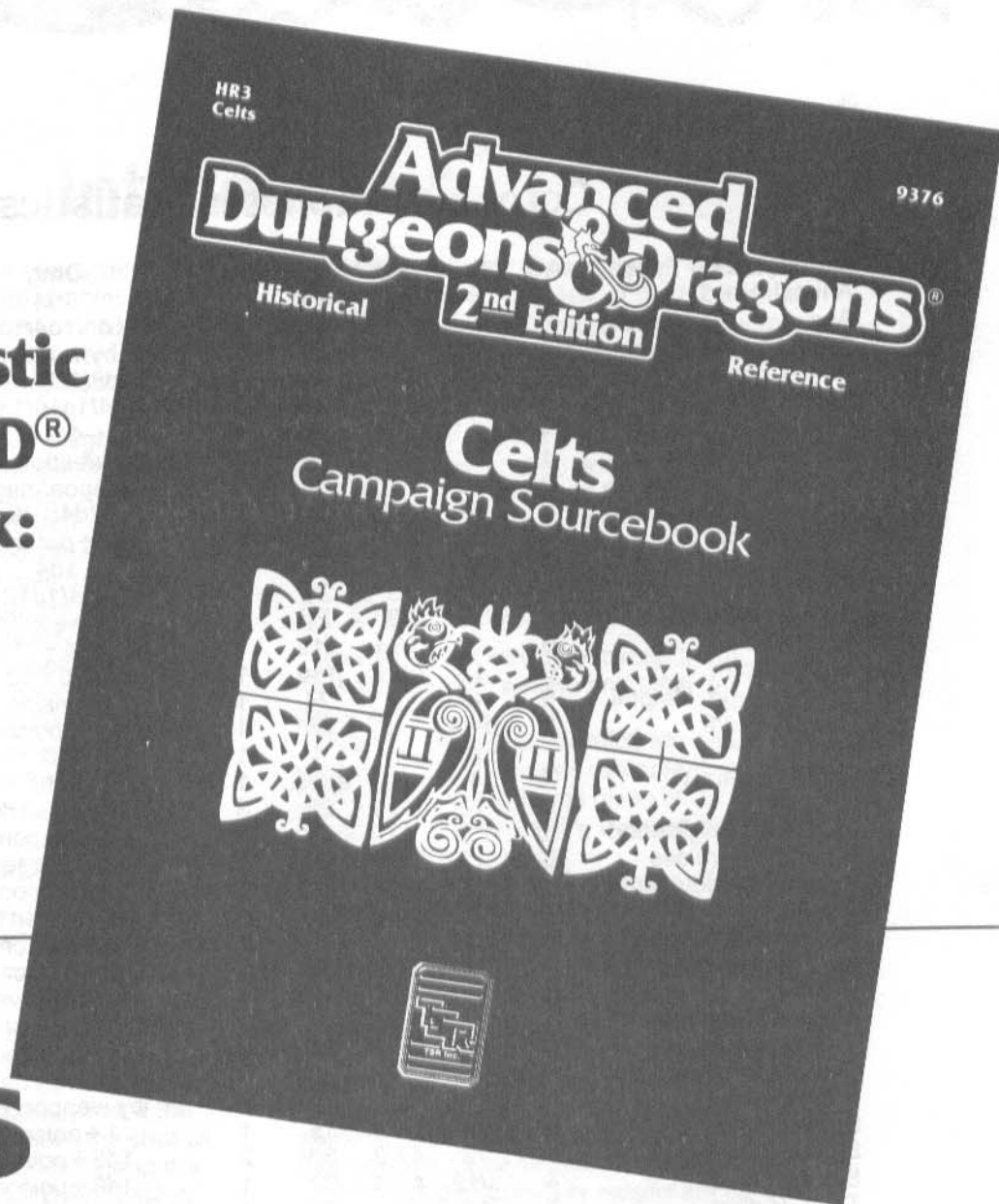




Combined Monster Statistics Table

Monster/NPC Type	AC	Move	HD	hp	#AT	Dmg	THAC0	AL	XP
Animal, Herd	7	24	2	14	1	1d4	16	N	35-120
Ape	6	12/9	5	35	3	1d4/1d4/1d8	15	N	175
Bard, Lonely	4	12	4	19	1	by weapon	19	CG	varies
Bear, Cave	6	12	6+6	48	3	1d8/1d8/1d12	15	N	650
Beetle, Stag	3	6	7	49	3	4d4/1d10/1d10	13	N	975
Behemoth	4	12/18	15	105	1	4d10	5	N	5,000
Berserker, Enraged	1	12	9	85	2	by weapon +3	12	CG	varies
Black Wizard, Evil	3	12	7	30	1	weapon/magic	18	CE	varies
Boar (Warthog)	7	12	3	24	2	2d4/1d8	17	N	120
Carrion Crawler	3/7	12	3+1	22	8	1d2 + paralysis	17	N	270
Coyote	7	15	1+1	8	1	1d4	19	N	35
Crocodile	5	6/12	3	21	2	2d4/1d12	16	N	65
Ghoul, Nehwon	6	12	3	21	1	by weapon	17	NE	175
Giant, Cloud	0	15	16+	119	1	1d10 or 6d4 + 11 or 2d12	3	NG/NE	11,000
Giant, Storm	0	15	19+	140	1	1d10 or 3d10 + 12 or spec.	3	CG	14,000
Hedge Mage, Helpful	5	12	9	24	1	by magic	18	LG	varies
Hornet, Giant	2	6/24	5	35	1	1d4 + poison	15	N	650
Jackal	7	12	1/2	4	1	1d2	20	N	7
Leech (Swarm)	10	1	na	spec.	1	1d10	na	N	15
Leopard	6	15	3+2	23	3	1d3/1d3/1d6	17	N	175
Merchant, Frightened	10	12	2	20	1	by weapon	19	LG	varies
Nomad, Harmless	8	12	1	7	1	1d4 (dagger)	20	NG	varies
Paladin, Meddlesome	2	12	13	110	2	by weapon	8	LG	varies
Panther	5	15	5+2	37	3	1d4/1d4/1d10	15	N	420
Pilgrim, Curious	7	12	4	27	1	by weapon	17	N	varies
Pilgrim, Penniless	7	12	5	33	1	by weapon	16	N	varies
Piranha	8	9	1/2	4	1	1d2	20	N	7
Plant, Carnivorous Tri-flower frond	9	nil	2+8	24	spec.	2d4	16	N	175
Slaver Merchant, Dangerous	-2	12	11	79	2	by weapon +2	10	NE	varies
Snake, Pit Viper	6	15	2+1	15	1	1 + poison	19	N	175
Snake, Spitting	5	12	4+2	30	2	1d3 + poison	17	N	650
Spider, Giant	4	3/12	4+4	32	1	1d8 + poison	17	CE	650
Thief, Hiding	7	12	9	26	1	by weapon + poison	16	LE	varies
Tiger	6	12	5+5	40	3	1d4 + 1/1d4 + 1/1d10	15	N	650
Treant	0	12	12	84	2	4d6/4d6	9	CG	14,000
Tribesman, Bold	1	12	7	45	1	by weapon	14	CG	varies
Tribesman, Warlike	4	12	13	90	2	by weapon +2	8	CN	varies
Warrior, Dangerous	6	12	12	80	2	by weapon +3	9	NE	varies
Wererat	6	12	3+1	22	1	by weapon	17	LE	270
Will o' Wisp	-8	18	9	63	1	2d8	11	CE	3,000
White Wizard, Evil	4	12	14	64	1	weapon/magic	12	LE	varies
White Wizard, Neutral	4	12	7	39	1	weapon/magic	16	N	varies
Wolf, Astral	3	18	3	24	1	2d4	17	NE	175
Wyvern	3	6/24	7+7	42	2	2d8/1d6 + poison	13	N(E)	2,000

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