

GREYHAWK[®] ADVENTURES

Official Game Adventure

Puppets

by Vince Garcia and Bruce Rabe



INTRODUCTION



The module you hold in your hands is the combination of two tournaments originally written for competition play for the ROLE-PLAYING GAME ASSOCIATION™ Network. The tournaments, titled "Puppets," by Vince Garcia, and "At Last, Ravens Bluff!," by Bruce Rabe, were run at gaming and science fiction conventions throughout the country, including the prestigious GEN CON® Game Fair in Milwaukee. "Puppets," a mystery-filled city adventure, was first run as a tournament open to Dungeon Masters only. "At Last, Ravens Bluff!," a cross-country trek, was open only to members of the Network. So, in effect, this module has been play-tested by hundreds of gamers.

The tournaments are presented here as one module for you to insert into your ongoing GREYHAWK® Adventures campaign or AD&D® game campaign. It can also be used as a special one-shot adventure.

The module is designed for four to six first- through third-level characters. This adventure tests players' abilities to the fullest and jeopardizes the lives of characters not played well. Like many RPGA™ Network tournaments, this adventure combines detective work and role playing, and offers the characters several battles. It also combines wilderness and city adventures, and emphasizes the PCs' interaction with colorful non-player characters.

The RPGA Network is an international organization of role playing game enthusiasts. The Network, which publishes a bi-monthly magazine and offers members contests and special benefits, sponsors role playing tournaments at conventions throughout the world. Network sanctioned tournaments are frequently open to the public, so you might consider playing in one at your next gaming convention.

RPGA events always challenge players' problem solving abilities, allow them to be creative, encourage role playing, and stir players' imaginations. Player characters used in tournaments are designed to give every player an equal chance of winning; tournament winners are selected by how well they role played their character, worked with the other players, and knew the rules of the game.

RPGA Network tournaments are written by Network members. The majority of the tournaments feature the AD&D® 2nd Edition game. However, others feature horror, science fiction, humor, western, war, and superhero games.

If you would like to join the RPGA Network, or if you'd like more information, contact the RPGA Network at: P.O. Box 515, Lake Geneva, WI. 53147.

Jean Rabe
RPGA Network Coordinator



The Road to Dyvers

DM's Background

The player characters are on a journey from the Wild Coast, through the Gnarley Forest, to the free and independent city of Dyvers. They were hired to guard a caravan lead by Marcus Ariol.

As DM, you should set the rate that Marcus offers to the PCs. This should be based on their renown and so on.

The caravan left the town of Narwell some days ago, and the trip through the Gnarley Forest has not been a pleasant one. Others travelers who wished to move to the bustling city of Dyvers from the Wild Coast—some twenty people in all—were along for the trek; most of them died on the road, the victims of assaults by bandits and monsters. The PCs and a female human cleric, Marya Darkeyes, are the only survivors of the ill-fated caravan.

For Marya's game stats, see the section detailing the module's major NPCs.

The adventure begins in the depths of the Gnarley Forest, still days away from Dyvers and civilization. Since the other travelers are dead, the PCs may salvage what they can from their wagons, though Marya will protect Marcus's goods. It should be clear that the road to Dyvers is the quickest way out of the forest and to safety.

As noted below in the Players' Introduction, Marya will suggest that the PCs accompany her to Dyvers. Lawful Good characters should readily take up the suggestion that the party get Marcus's goods (cloth and some ship building tools) to market, then send the money they make back to a church in Narwell—as Marya suggests. (Marcus and Marya worship St. Cuthbert.)

In any case, the PCs will probably decide that the easiest road for them leads to Dyvers, even if they don't offer to travel there with Marya. If they are indecisive about where they should go, the adventure will soon draw them toward the free city anyway.

Players' Background

A few weeks ago, a friendly paladin/cleric offered you jobs as guards for a caravan he was leading from Narwell, a town in the Wild Coast, through the depths of the Gnarley Forest to the city of Dyvers. You gladly accepted the chance to earn some money, and you all looked forward to seeing the thriving city of Dyvers.

Your characters set out upon the trek in good spirits, guiding Marcus's three wagons of salable cloth and ship building supplies, along with twenty travelers who sought your protection on the road to Dyvers. In all, eight wagons made up your group. The trip to the edge of the forest was uneventful, but once you set foot inside Gnarley Forest, the trouble started almost immediately.

It has been a long and remorseful trip since that time, and Dyvers seems farther away now than it did the day the caravan set off on the journey to the wondrous city. You have been a part of and witnessed great feats of heroism and bravery, but now only you, your friends, and Marya Darkeyes, a cleric of St. Cuthbert, remain alive.

The road through the forest has been deadly. The latest and most foul attack on your caravan came at the hands of bandits. The few remaining travelers from the Wild Coast and even Marcus Ariol, the caravan leader, perished in the fight.

It was a tough battle, but you drove the surviving brigands off—for now. Marya and any other clerics in the party have been busy for the last few hours, healing the wounded amongst you. Surprisingly, however, your characters came out of the deadly conflict intact. None of you have suffered more than minor wounds, ones easily cured by a cleric.

After you've all had a chance to rest, Marya Darkeyes gathers you together and begins to speak:

"I know that all of you must now be thinking that you would have been much safer if you had not traveled with the car-

avan. Remember, though, what is done, is done. All of you have been graced with fine combat abilities and great luck. You couldn't have survived this long if you did not have both.

"In fact, I believe that there must be some powerful force of good watching over all of you. You have survived when tough, seasoned warriors have died.

"Because I believe you destined for some good deed, I have cured you without cost. I usually charge those who do not worship St. Cuthbert for all curative spells.

"In any case, I wish you to continue on to Dyvers with me. I am going to take what little of Marcus's goods into the city I can; there, I can recover some money for Cuthbert's church. I will also take his body to church in Dyvers for proper burial rites. I hope you will accompany me.

"I will pay you what Marcus promised. If you leave now, I can only offer goods in payment. If you come to Dyvers with me, my church will pay you in gold. What is your decision?"

Since your characters are closer to Dyvers than any other civilized town or city, you'll probably decide to follow Marya's advice. She can certainly be helpful to the party if you're attacked again, and gold is probably more valuable to your characters than a few bolts of cloth.

You decide what to do next as the twenty-first day of your characters' trek to the free city of Dyvers ends. After your decision, the party will get a restful, uneventful night of sleep, then set out toward Dyvers, probably in the company of Marya of Cuthbert.

It is summer in the Gnarley Forest, and it will rain every third day of the trip. The caravan of wagons (all with hardwood roofs over the back) you set up early the next morning consists of only four wagons. Marya will take a wagon for herself, and your characters can arrange themselves where they wish on the three remaining wagons.



Day 22: Mistaken Identity

The morning of your departure is beautiful. It is one of those mornings when it feels great to be alive. However, it is only a short while after you begin to travel once again that you hear horses approaching from behind.

Two rounds pass before the characters see the mounts and riders approaching. The PCs will have an additional two rounds to take any actions they desire before the horsemen reach them.

As the riders approach, you can see that the person in the center of the three horsemen is armored in full plate and wears a red and white surcoat. His mount is in chain barding and sports colors that match its rider's. The person to this man's left is wearing a bright orange robe with black trim and a full hood. The person to the right of the armored man wears a dust-soiled white surcoat over chain mail.

The riders do not seem to have their weapons drawn, but the person in the orange robe carries a staff. The man in plate armor is urging his horse on faster at the sight of your wagons. All three continue to ride toward you.

The riders are followers of the god Pholtus of the Blinding Light. It will take Lord Krendel, their plate-armored leader, 3 rounds to catch the caravan if it is moving slowly or stopped. It will take him 8 rounds to catch the wagon if it is moving at top speed.

Without any greeting, Krendel will ride up to one of the wagons that the PCs are riding in and demand that everyone get off of the wagon.

Jarna, the orange-robed mage, will move within range of her *lightning bolt* spell (100 yards) 2 rounds after Krendel demands the PCs' cooperation. She cannot hear anyone at the wagons because of the distance (unless they are shouting very loudly). She will wait 2 rounds after this to gauge the PCs' reaction to Krendel before casting her *lightning bolt* spell.

If the PCs refuse to leave the wagon by the second round after Krendel's first demand, he will tell them that a light-

ning bolt is going to be cast at the wagon. He will offer to help someone down from the wagon, but then he will ride away about twenty yards.

Unless the player characters immediately comply with the armored paladin's demands, it is going to be nearly impossible for them to prevent Jarna from blasting the wagon. However, the bolt will be so aimed that it strikes the wagon and not the PCs. PCs insisting on staying on the wagon will take 1d6 damage for each round they remain on the wagon while it burns.

Krendel and friends will talk to the characters only after the wagon has been destroyed, and then only after he has attempted to *detect evil* in the area. (He will not discuss anything with evil characters.) The paladin, Jarna, and Jon of Pholtus will defend themselves, against any attacks the PCs launch, but will not try to harm the player characters.

After the commotion caused by the attack on the wagon dies down, Krendel will inform the PCs that the wagon had to be destroyed because there was a vampire hiding within it. He informs the PCs that he and his friends are vampire hunters. They have been following the wagon all along the western edge of Woolly Bay, from Highport to Narwell. A search of the wagon reveals nothing—no skeleton, no evidence of a vampire's presence at all.

What the PCs don't know is that the wagon was being used by a vampire (who is still in Narwell). A family who was traveling with the party earlier bought it from a slave of the undead creature, who knew Krendel was on his master's trail.

Still, Krendel is obviously a bit mad, and his followers believe whatever he tells them. Nevertheless, he offers to pay the PCs for the wagon and any lost gear. He will make reparations in gold.

If this incident cannot be settled peacefully, the PCs will find Krendel, Jarna, and Jon formidable foes. If the PCs attack after the paladin explains his mission, the Pholtus worshipers will assume the PCs' party is in league with the undead they seek to destroy. If Krendel is attacked and jumps to that conclusion, he and his allies will fight the PCs until they forswear any ties to the

undead—or one of the two sides is wiped out.

If the encounter ends peacefully, Krendel will pay the PCs for their trouble and ride back toward Narwell, a bit confused and sorry that he bothered innocent travelers.

Lord Krendel

Male Human Paladin (5th level)

Str: 17
Int: 15
Wis: 14
Dex: 16
Con: 17
Cha: 17
AC: -4
THACO: 15/12 with long sword
Hit Points: 40
Alignment: Lawful Good

Equipment: Full plate, +2 shield, +3 long sword, dagger, warhorse (24 hp) with chain barding and equipment.

Krendel is the unofficial leader of a mission from the good worshipers of Pholtus to combat vampires. He is a formidable warrior when facing what he believes to be the undead or their pawns. In fact, his desire to destroy vampires is excessive—as the heroes soon learn. For the past six months he has been moving up the Wild Coast, following the wagon the PCs are now using. Krendel cares greatly for Jarna and will lay down his life for her should he need to.

Jarna

Female Human Mage (6th level)

Str: 11
Int: 18
Wis: 17
Dex: 9
Con: 15
Cha: 13
AC: 7
THACO: 18 with staff
Hit Points: 20
Alignment: Lawful Good

Equipment: +1 staff, bracers of defense AC: 7, fully equipped medium warhorse (16 hp).

Spells: charm person, magic missile (x2), sleep, mirror image, web, lightning bolt, and protection from normal missiles.

Jarna is a devout follower of Pholtus. Two months ago, she was assigned to help Krendel find the vampire who was using the wagon. She and Krendel were good friends before this official assignment, but she is in love with him now. Jarna is seven years Krendel's senior. She hopes that upon their return to their home, the lord will marry her.

Jon of Pholtus

Male Human Cleric (4th level)

Str: 17
Int: 10
Wis: 18
Dex: 13
Con: 12
Cha: 16
AC: 2/-2 vs. missiles
THAC0: 16/14 with mace
Hit Points: 20
Alignment: Lawful Good

Equipment: +1 chain mail, +1/+4 shield vs. missiles, +1 mace/+2 vs. undead, a fully equipped medium warhorse (15 hp).

Spells: cure light wounds (x2), detect magic, protection from evil, aid, find traps, hold person, know alignment, silence 15' radius.

Jon is an important priest in a temple to Pholtus, one that is frequented by good-aligned characters. He is the spiritual leader of Krendel's group and is pretty tired of chasing the vampire all over the country. For two long months he has helped Krendel trail the undead creature up the Wild Coast. Lady Jarna is getting tired as well, but she travels on without complaining. Jon is relieved to see the wagons (and some people other than Krendel and Jarna) and will readily help the PCs when he can—once he's sure they're not in league with the vampire they're chasing.

Day 26: The Little People

The days have been melding together since Lord Krendel's attack. Today, the afternoon sun is streaming down

through the leafy canopy overhead. It feels good, comforting, warm upon your skin. Several carefree days have passed as you draw yet nearer to your destination.

You are admiring your natural surroundings when, to your astonishment, six halflings with small bows jump out on the path ahead, blocking your way. Their bows are pointed toward the ground, and each little person has an arrow fixed on bowstring. They are about 200 feet from the front of the caravan. A taller halfling with shoes and gray leather clothes runs to the center of the road and halts before the others.

"Stop right where you are," the taller halfling cries. The other halflings raise their bows. "We want to search your wagons before you may pass."

After a moment, if the PCs have not reacted to Talf's heroic stand, another halfling explains sheepishly that they are looking for a band of orcs that attacked their village a short time ago; they simply want to know if the travelers have seen any orcs. Talf, his melodramatic pose ruined, will sullenly confirm this to the PCs.

After the PCs explain that they haven't seen any orcs, the halflings will try to enlist the adventurers, aid in finding the orcs.

If greeted hostilely, the halflings will fire warning shots at the PCs. The halflings want to fight orcs, not humans.

Halfling warriors (6): AC 7; HD 1-1; Hp 5; #AT 1 or 2; Dmg 1-6; MV 9; THAC0 19 sword/16 bow.

The halflings wear leather armor and use short bows and swords. They each carry 12 sp.

Talf the Daring

Male Tallfellow Halfling
 Fighter/Thief (4th/5th level)

Str: 17
Int: 15
Wis: 12
Dex: 18
Con: 17
Cha: 12
AC: 2
THAC0: 14 with sword or bow
Hit Points: 34
Alignment: Neutral Good

Equipment: long sword: +2/+4 vs white dragons, bracers of defense AC: 6, boots of elvenkind, 2 potions of extra-healing, short bow & 20 arrows, 2 daggers, 17 gp, 34 sp, and a giant goat mount.

Giant goat: AC 7; HD 3+1; Hp 16; #AT 1; Dmg 2-16; MV 18; THAC0 16.

Talf is the leader of the halfling war band that is searching for the orcs. He likes to act like a mighty warrior, and he is rather brave. Should his men be attacked, Talf will mount his giant goat (hidden off the path at the start of the encounter) and act as a decoy to lead the humans away from his party if possible.

If questioned, the halflings will reveal that there are a dozen or more orcs roaming the area. The orcs follow a leader named "Freddie." The halflings will take whatever help they can get against the orcs, and they will be especially happy if the PCs agree to accompany them in a short search of the area.

The halflings will offer whatever meager treasure they have with them, as well as whatever they find with the orcs. If that doesn't work, the halflings' leader, Talf, will appeal to the PCs' honor.

If the PCs decline to help, the halflings will walk away dejected, kicking at the dirt. Talf will mutter something about human (or elven, or dwarven) courage as he wanders off with his men.

If the PCs agree to help, they will have to leave the relative safety of the road to join the hunt. Marya Darkeyes will not leave the wagons and Marcus's corpse, however. She will wait for the PCs to return.

DM Note: Encounters after this are indicated by a number and then either an "a" or "b." All "a" encounters are used if the PCs help the halflings in their search for the orcs. The "b" encounters are to be used if the PCs do not volunteer to help the halflings. If the players are moving too quickly through this part of the adventure and need more of a challenge, use both "tracks" of encounters to keep them occupied.



Day 27a: Patrol Boys

After leaving the road and Marya Darkeyes with the wagons yesterday, you have only seen boot tracks. The halflings say that they were made by the nasty orcs who attacked their village. Travel through the trees and underbrush has not been as rough as you thought it would be.

It is now evening and the halflings have left in three groups of two to search for a good campsite. Talf is still with you and assures you that his friends will find a good spot. With a great warcry to draw your attention, two sorely wounded halflings make their way toward you. They are closely followed by a group of goblins and . . . kobolds?

Kobolds (8): AC 7; HD 1/2; Hp 3; #AT 1; Dmg 1-6; MV 6; THACO 20; AL LE.

The kobolds use short swords and have a javelin each. They will throw javelins when closing and then switch to their swords. Each carries 20 cp.

Goblins (7): AC 6; HD 1-1; Hp 4; #AT 1; Dmg 1-6; MV 6; THACO 20; AL LE.

The orcs use crude short swords and have wounded the halflings who raced into your camp with their slings. Each orc has 12 sling bullets and 11 sp.

These creatures have been taught about magic and its effects, so they will counter any spells cast if given a chance. For example, they will try to wake members effected by a *sleep* spell. If the characters kill more than 10 orcs and kobolds combined, the rest will flee in the direction of the orcish footprints found earlier.

The DM must keep track of how many of Freddie's servants the characters kill. Deduct the appropriate number from the list under the encounter on Day 31a.

Day 27b: Freddie

The time has been peaceful and relaxing since your encounter with the halflings. But as your party sits around a small fire this evening, eating dinner, a startling figure approaches your camp.

The figure is floating as it walks, and any physical features that it might have are masked by the flames that cover it. It is humanoid and stands over 6 feet in height, about 80 yards from the camp.

Freddie McKruger Leprechaun

AC 8; Hp 4; AT# 0; Dmg Nil (illusions); MV 15; THACO 20; AL LE; Magic resistance 80%.

Innate abilities (one per round):

- Invisibility
- Create Illusions
- Ventriloquism
- Polymorph Nonliving Objects

Freddie was once a jovial, fun loving little fellow—until he and some of his former friends were terrorized by a group of evil adventurers. The evil men captured and killed one of Freddie's friends. They did this horrible act while the leprechauns watched from their hidden vantage points. Later the same day, the men set camp and cleaned their equipment.

Knowing they were near a leprechaun camp, the evil adventurers set a trap for any unsuspecting thieves who might try to take their belongings. They left only a helm and their weapons out that night. Of course, Freddie and his friends stole every item that they could.

The leprechauns did not have any use for the swords they'd stolen, so they polymorphed them into cookware. Freddie took the helmet and put it on his tiny head. The helmet was, unfortunately, a trap: a *helm of opposite alignment*. Freddie immediately became a Lawful Evil leprechaun.

Freddie's friends left him one night soon after that and never returned. They kept telling him that he was not fun like he once was. Freddie became sadistic and liked to hurt hapless people on the road. Still, the leprechaun missed his old friends. He couldn't find them, though, so he settled for creatures that he could control by fear and domination.

Freddie has enslaved a number of humanoid in the forest, including a large number of orcs, kobolds, and goblins, including the orcs that raided the halfling camp. He is not cruel to these creatures, but expects them to follow his orders and protect him in battle. He and his followers are pretty well off, having gathered quite a lot of loot over the last few months.

Freddie is a master of his powers and will perform spell-like illusions as attacks on the PCs. He will, at present, only cast illusions that affect what someone will see, though leprechauns have the ability to create illusions with full audio and olfactory effects. The tall, burning man is, obviously, the result of his powers.

Freddie will avoid melee this encounter, wanting only to frighten the party away from his camp.

Day 29a: Raiders of the Lost Orcs

Yesterday was almost a waste of time. The halfling trackers lost the orcs' trail in the morning, but finally man-

aged to find it again late in the afternoon. The wounded halflings are feeling much better due to the potions Talf gave them.

You have come to a clearing—a place of bright sunlight that contrasts starkly with the deep-shadowed forest you've been moving through. All of the halflings are scouting ahead again for tracks. The clearing is large. It is nearly a half-mile wide and a full mile deep. The scouts have been gone about 20 to 30 minutes and should return soon.

After you wait for a few moments on the edge of the forest, you hear something in the dark woods behind you. As the creatures crash through the undergrowth, you see that a patrol of orcs, kobolds, and worse is racing toward you!

Kobolds (5): AC 7; HD 1/2; Hp 3; #AT 1; Dmg 1-6; MV 6; THAC0 20; AL LE.

The kobolds use short swords in close combat, but will throw a javelin each before closing to melee. Each carries 8 cp.

Goblins (4): AC 6; HD 1-1; Hp 4; #AT 1; Dmg 1-6; MV 6; THAC0 20; AL LE.

These goblins use short swords and slings. They will loose their slings at the PCs and then charge. Each carries 5 sp and 20 sling bullets.

Orcs (3): AC 6; HD 1; Hp 5; #AT 1; Dmg 1-8; MV 9; THAC0 19; AL LE.

These creatures use fine long swords and short bows. They will fire their bows once and then charge. Each has 20 arrows and 2 gp.

Hobgoblins (2): AC 5; HD 1+1; Hp 6; #AT 1; Dmg 1-10; MV 9; THAC0 18; AL LE.

The hobgoblins use halberds in melee and short composite bows in ranged combat. They will fire their bows only once before closing in. Both hobgoblins carry 20 arrows and a 50 gp gem.

Flind: AC 5; HD 2+3; Hp 15; #AT 1; Dmg 1-10; MV 12; THAC0 15; AL LE.

This creature is the leader of the patrol. It uses a two-handed sword in combat and commands its troops with an iron fist. The flind will flee if the battle is going against the patrol or if it gets wounded. It has a belt pouch that contains two gems worth 50 gp each.

If the players are smart, they will retreat into the brightly lit clearing. The kobolds, goblins, and orcs will fight at a -1 penalty to hit there, because of the sunlight. Despite this disadvantage, though, the creatures will attack the PCs if they retreat to the clearing; their leaders are strong enough to make the orcs, goblins, and kobolds do whatever they command.

Note that they are "magic smart," like the goblins and kobolds encountered on Day 27a.

The halflings will return 5 rounds after any fighting was initiated. Talf, riding his giant goat, will be at the forefront of his men. They will fire arrows into the patrol if possible, then close to melee.

Once again, keep track of the creatures killed and then deduct these from the army of followers listed in Day 31a.

Day 29b: Learning To Fly

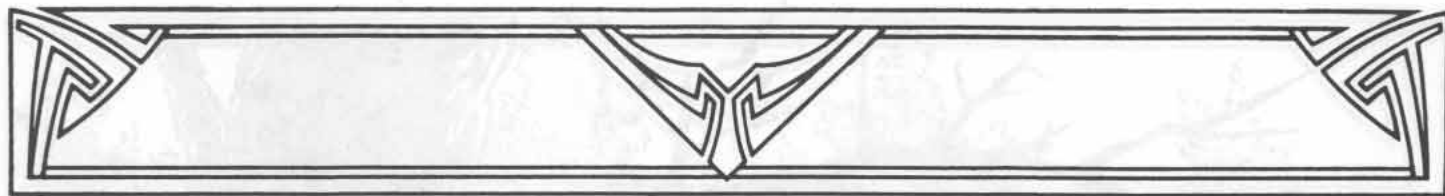
It's early afternoon on the road to Dyvers. For approximately the past ten minutes, you have heard rustling sounds in the trees to your left. The sounds have not been overly loud, but easily noticeable, even from the road. Unfortunately, the moving wagons make so much noise that it's difficult to make out what's causing the sounds.

Those of you in the front two wagons see what appears to be a medium-sized shape hit a limb on the left side of the road. It's hard to see what it was since it happened about a quarter of a mile up the road. The form, perhaps a large squirrel, then went crashing to the right side of the road, rolling into the underbrush and disappearing from view.

The poor, frightened, crashing creature is Karat, a nineteen-week-old gold dragon. Karat has been attempting to follow the wagons from within the trees as he tried out his wings and learned to fly.

Karat, in dragon form, is about ten feet long. Karat likes soft food and will not hesitate to hang around until he gets some. Most importantly, though, Karat will follow his mother's teaching to the letter. She always said, "Do not let any creature who walks on its hind legs see you in your dragon form." Karat likes to change into a large, brilliant yellow tom-





cat. It is in this form that the characters will encounter him if they search the bushes at the side of the road.

Gold dragon: AC -1; HD 10; Hp 70; #AT 3; Dmg 1-10 +1/1-10 +1/6-36 +1; MV 12/40; THAC0 11; AL LG.

Innate abilities:

Water Breathing
Speak With Animals
Immune to Fire & Gas
Polymorph Self (3x per day)

Karat has not fully learned the grammar of common speech. He always places the nouns of a sentence first and the verb last. (Examples: Food for me you have? Where you are going? You who are?) Even as a cat, he will talk to the adventurers, making up some story about being enchanted to explain himself.

This is the dragon's first experience with humans. He wants to learn all that he can about them, so he will ask a large number of questions. Karat really has no sense of time and will stay with the PCs as long as they let him. A talking cat will hopefully prove interesting enough to the PCs that they won't mind the company. Under no circumstances will Karat polymorph into his normal form.

Day 31a: Freddie & Friends

The battle with the humanoid patrol is now behind you. Neither you nor the halflings ever heard of such a wide variety of races working together in this part of the forest. The patrol was well organized and that fact distresses Talf greatly.

It is midmorning as you set off again on the orcs' trail, and the birds are singing. But then again, so is someone to your left. It sounds like a human voice, belting out a song. The singing is coming from 30 degrees left of your present path.

If the characters want to ignore the singing, they can try, but the halflings will not. Talf will scout ahead for the owner of the singing voice if the PCs want him to do so. He will not offer this service unless the PCs ask.

Whether the PCs or Talf scout ahead for the singer, they will find the following:

Ahead, in the distance (about 100 yards), are several large huts, built in amongst the trees. In the center of these huts is a clearing (about 60' across and no underbrush). In the clearing is an odd display of logs and tree stumps.

Sitting on the logs are a variety of humanoids. Amidst them sits a human, who is strumming a guitar and singing. The humanoids look familiar—kobolds, orcs, and goblins. They seem not to notice you; they are wrapped up in the man and the song. He seems to be singing about a man who lost his true love to a barbarian. The humanoids are trying to join in the chorus. They need a few lessons.

The singer is a wererat named Jason. He is an associate of Freddie. Jason is a rather typical wererat—a true scavenger. He does not live by Freddie's (or his servants') code of ethics, so he will not fight to defend the camp. He prefers to run away and stay healthy.

If Jason notices the PCs—he won't see the halflings, as they will hide at first sight of the camp—he will wave to them and ask them to join in the song and merriment. He hopes the goblins, kobolds, and orcs will make short work of the party when they get near so he can get a share of whatever wealth they are carrying.

The orcs, kobolds, and so on will attack to subdue initially, thinking there might be a way to ransom the PCs for money. If they are able to subdue the characters, they will tie the PCs up and put them in the middle of the camp, where they can be watched. However, if the PCs look like they are going to win the battle, the humanoids will flee, following Jason's lead.

Kobolds (15): AC 7; HD 1/2; Hp 3; #AT 1; Dmg 1-6; MV 6; THAC0 20; AL LE.

Goblins (15): AC 6; HD 1-1; Hp 4; #AT 1; Dmg 1-6; MV 6; THAC0 20; AL LE.

Orcs (9): AC 6; HD 1; Hp 5; #AT 1; Dmg 1-8; MV 9; THAC0 19; AL LE.

Hobgoblins (6): AC 5; HD 1+1; Hp 6; #AT 1; Dmg 1-10; MV 9; THAC0 18; AL LE.

Flind (3): AC 5; HD 2+3; Hp 15; #AT 1; Dmg 1-10; MV 12; THAC0 15; AL LE.

Jason (Wererat): AC 6; HD 3+1; Hp 18; #AT 1; Dmg 1-8; MV 12; THAC0 16; AL LE.

All of these creatures, except Jason, believe that Freddie is some kind of powerful creature from the Planes—not a leprechaun. He has also taught them a little about magic, enough to know how to work against some lower level spells. They fear, but still like Freddie, mostly because of his power. The humanoids will fight to the death to protect their master.

If the PCs are tricked by Jason into coming into the camp, the halflings will remain hidden in the woods. They do not want to enter the camp. However, if the PCs get captured, they will sneak into the camp when it gets dark and rescue them.

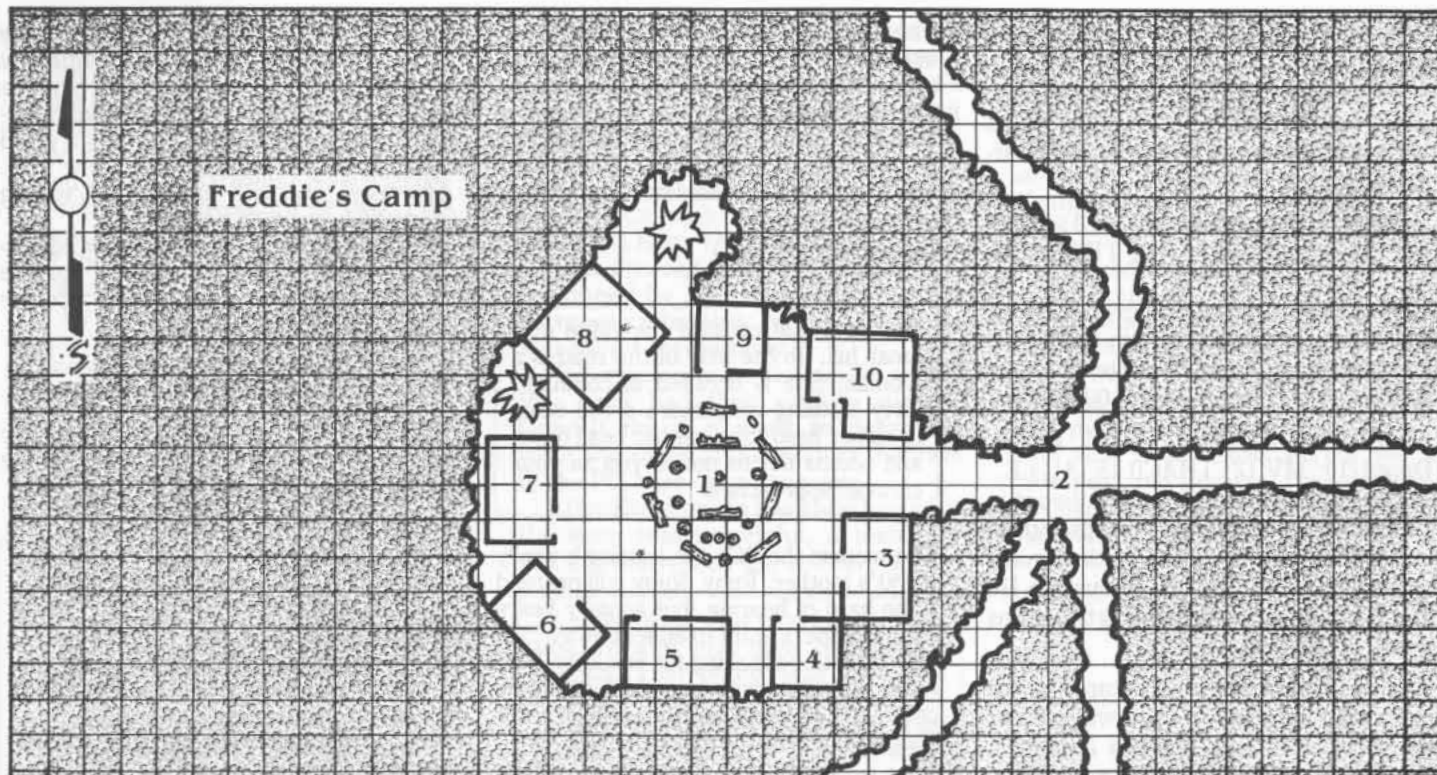
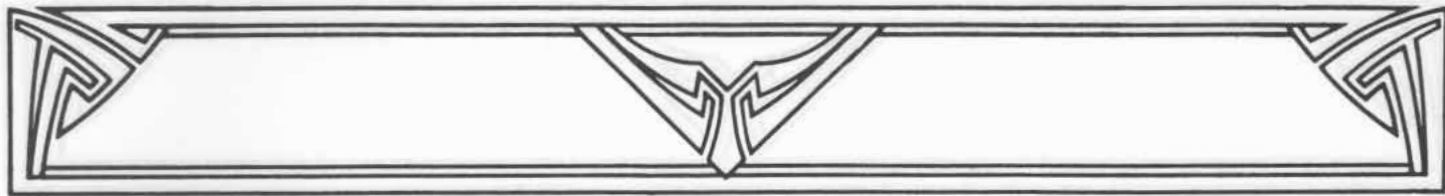
If the PCs pass on the invitation to enter the camp, Jason will continue playing. When he believes the PCs are far enough away, he will send the kobolds and orcs after them. The humanoids will attempt to subdue the party, again with the hopes of ransoming them.

If the Jason and the humanoids end up fleeing from the PCs, Freddie, who is hidden in the forest nearby, will step in with his illusions to help cover their retreat. He has no desire to have his gang wiped out by a handful of humans. Freddie will avoid melee until it looks like his troops will be slaughtered—or if someone goes near his hut. Freddie will then attack with as many ingenious illusions as possible, trying to drive the PCs away.

If any of the humanoids are caught, they will not divulge information about Freddie, as they think he is a powerful creature that could come and slay them if they revealed what they know.

Note that the humanoids that escaped from the encounters on Day 27a and Day 29a will make up part of the group in the camp (and will recognize the PCs). Please remember to subtract the creatures slain in the encounters on Day 27a and Day 29a to determine the number in the remaining gang.

Once the battle begins, you will need to use the map showing the layout of the camp. The following is a key for what is in the evil creatures' area. DMs should embellish on the interior descriptions of the huts as they wish:



1. Logs and stumps.
2. Three-foot-wide paths. The west trail is the most heavily used.
3. Kobold hiding among broken furniture. He will not fight.
4. Jason's hut. It is filled with a dozen knives and lots of dust and dirt. In a hole under the bed is a sack containing 500 gp and a pearl with 100 gp. A huge two-bladed ax hangs on the wall. It is worth 10 gp.
5. Flint quarters. These will be empty after the fight. A total of 150 gp and 30 sp can be found by searching.
6. Kobold quarters. Again, this will be empty after the fight. There is a bag of 30 clay marbles, four short swords (one of them +1), and 100 gp.
7. Hobgoblins quarters. Empty after the fight. 30 sp, 300 cp, and three bottles of old wine (each worth 20 gp) can be found by searching through the barracks.
8. Orc haven. This building smells. A collection of bones, meat scraps, and

moldy cheese can be found. In the rafters is a bag containing 200 cp and a silver ring worth 180 gp.

9. Freddie's hut. An owlbear skin covers the doorway. This hut is furnished the best, although all the furniture is very small—about one quarter human size. Five polished knives (worth 30 gp each) are displayed on the wall. Freddie's treasure is kept in the bottom of an oil lamp—four gems, each worth 250 gp and a pile of 250 highly polished pieces of gold. Also in the hut is a giant weasel pelt, which Freddie uses as a comforter. It is worth 1,500 gp.
10. Goblin barracks. There is little of value here. The PCs, after several turns of searching, can come up with 20 sp and 300 cp.

Day 31b: Forest of Doom

The rain that started early this morning has nearly quit and only a drizzle is falling from the sky. The forest has been full of surprises thus far, but Marya is

very happy that nothing has attempted to slow down your pace recently. She assumes that the city cannot be much more than a week away.

Suddenly, two humanoid figures appear on the road ahead. They are about 100 yards from the lead of your group, standing in the road, waving short swords.

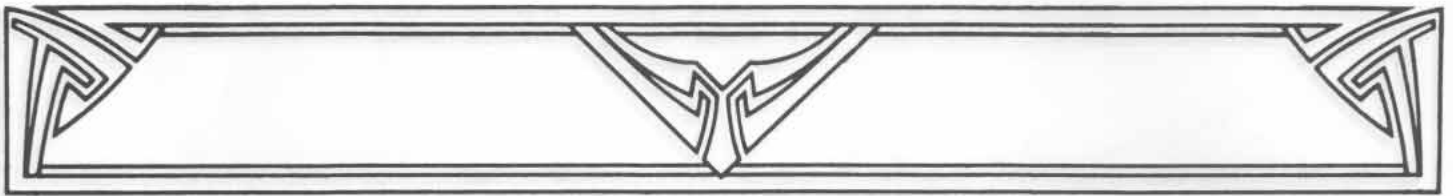
The creatures in the road are two of Freddie's goblins. Other humanoids from the leprechaun's gang are waiting in the brush until the first part of the wagon train is about 60 yards from the goblins. At that time, the entire group will either fire and throw missile weapons or rush for the wagons. This all depends upon how PCs react to the creatures in the road.

Kobolds (5): AC 7; HD 1/2; Hp 3; #AT 1; Dmg 1-6; MV 6; THAC0 20; AL LE.

The kobolds use short swords, but will throw a javelin each before closing to melee. Each carries 8 cp.

Goblins (4): AC 6; HD 1-1; Hp 4; #AT 1; Dmg 1-6; MV 6; THAC0 20; AL LE.

These goblins use short swords, but will attack with slings before they charge. Each carries 5 sp and 20 sling bullets.



Orcs (3): AC 6; HD 1; Hp 5; #AT 1; Dmg 1-8; MV 9; THAC0 19; AL LE.

These orcs carry fine long swords and short bows. They will fire their bows once and then charge. Each orc has 20 arrows and 2 gp.

Hobgoblins (2): AC 5; HD 1+1; Hp 6; #AT 1; Dmg 1-10; MV 9; THAC0 18; AL LE.

The hobgoblins use halberds in melee and short composite bows in ranged attacks. They will fire their bows once. Both carry 20 arrows and a 100 gp gem.

Flind: AC 5; HD 2+3; Hp 15; #AT 1; Dmg 1-10; MV 12; THAC0 15; AL LE.

The flind uses a two-handed sword in combat. He commands his troops with an iron fist, but will flee if the battle is going against his men or if he gets wounded. He has in a belt pouch containing two gems worth 50 gp each.

Freddie taught these creatures about magic and its effects. They will counter any *sleep* spell cast if given a chance. The flind will retreat if personally threatened with the possibility of tough melee combat. He is not a coward, but must report about the attack to Freddie.

PCs can follow the flind for some time, eventually coming upon Freddie's camp (detailed under Day 31a). Remember to subtract any humanoids killed throughout the adventure from those present at Jason's recital.

Day 32a: Birds in the Bush

Surely the city of Dyvers cannot be much farther ahead. This trip certainly has been filled with strange events and creatures.

Though it's been quiet this morning, you're moving along in your wagons, watching for signs of ambush. Forty yards to your right you see a half-dozen hawks flying. They appear to be heading toward you. The birds have their beaks wide open and claws poised for attack.

Blood hawks (7): AC 7; HD 1+1; Hp 6; #AT 3; Dmg 1-4/1-4/1-6; MV 24; THAC0 18; AL N.

The blood hawks will attack relentlessly until 6 have been killed or dealt with magically. Marya Darkeyes will aid anyone who is unfortunate enough to be downed by one of the birds. All of the blood hawks will attack randomly, but only 2 maximum will attack a single character at one time.

Day 32b: Mother

You have just crested the ridge of a small hill. To the side of the road is a woman. She is dressed in common, dirty clothing and wears a red scarf upon her head. She has her head down and seems not to notice you as your caravan approaches.

The woman the PCs are nearing is really Karat's mother, Ruby. Ruby will pretend to be hard of hearing, but actually hears even whispers at up to 80 feet away. She will claim to be looking for her kitty. The kitty, she explains, is a golden yellow color and is quite large—a perfect description of Karat.

Gold dragon (mature adult): AC -7; HD 19; Hp 130; #AT 3; Dmg 1-10+7/1-10+7/6-36+7; MV 12/40; THAC0 5; AL LG.

Spells: *protection from evil, gaze reflection, invisibility, knock, protection from normal missiles, slow.*

Innate abilities:

- Water Breathing
- Speak with Animals
- Immune to Fire and Gas
- Polymorph Self (3x per day)
- Bless (3x per day)
- Detect Lie (3x per day)
- Animal Summoning (once per day)
- Luck Bonus (once per day)

If Karat is still with the PCs, he will hide in the back of the wagon at the woman's approach. If Karat was not found by the characters or he left them already, the woman will question the PCs to find out where they have been and where they are going.

If the PCs have Karat and turn him over to the woman, she will reward the humans by granting one of them a luck bonus, as detailed in the *Monstrous Compendium* entry on gold dragons.

If the PCs have harmed Karat or have mistreated him (unlikely since Karat is

quite able to take care of himself), the dragon will reveal itself to the humans and demand that the person or persons who harmed her son be punished in accordance to local laws. Rudy is a good dragon, so she will not attack the PCs. However, she will expect any wrong done to her son to be righted.

This is a good hook for a later adventure or even good motivation for the PCs to continue on with Marya to the good church in Dyvers.

Day 37: More Little People

This encounter will take place about one hour before dawn. The dolls will be in the trees surrounding the PCs' camp.

The evening passed uneventfully, as did the early hours this morning. But now, rustling in the trees has caught your attention. As you listen, you can hear something falling—or jumping—from the trees over the wagons.

You rush to the wagons and quickly check the roof. Standing on the roofs of all the wagons are tiny, black-garbed men, no bigger than a childrens' toys!

The little men are indeed dolls, puppets animated by the mage Bronwynn in Dyvers. They were supposed to drop silently onto the wagons and steal whatever they could. Obviously, that plan didn't work.

Thief puppets (10): AC 5; HD 1; Hp 8; #AT 1; Dmg 1-3; MV 9; THAC0 20; AL N.

The tiny thieves all carry small daggers that are very sharp. They will attack the PCs only if necessary to escape.

The puppets are immune to *sleep, charm, and hold* spells. They may be turned by clerics as wights.

If the puppets are destroyed in combat, they will shatter like normal porcelain figurines. If they are captured, they will struggle for an instant, then "die," becoming lifeless dolls again.

At Last, Dyvers . . .

After a few hours travel, you find yourselves out of the woods and on the open road to the city. Eventually,

in the distance, you see banners. The free city of Dyvers awaits. It will be nice to get inside the gates and away from the terrors you have faced over the past few days. Who knows what you will find? Bargains? New friends? Certainly an adventure or two. Perhaps even the answer to the mystery of the little men who attacked your wagons.

Dyvers is said to be a melting pot, drawing people of all races and professions and keeping them safe and happy within its walls.

Finally, you arrive at the tent town sprawled outside the city gates. A few yards away from you, a man stands, waving at you.

"Hey, you're new to the city, aren't you?" says the man, apparently a member of the city guard.

If the PCs say yes, proceed with the remainder of this encounter. If they say no, Mart will step aside, ending his scam.

In either case, the man the heroes see before them is dressed in a spit and polish uniform with lots of brass buttons and gold braid dangling over his right shoulder. On his right side is a big, shiny sword. Around his neck is a big brass whistle. He looks very official.

If the PCs note that they are new to town or if they even hesitate in answering, Mart will launch into the following speech:

"It's nice to see new folks like you entering the city. Dyvers needs new blood. Oh, by the way, do you have a license to enter? No license? Well, it's going to cost you 10 gold each to get a permit to enter the city. I'll collect it here so you won't have to wait in line at the gate proper. Pay up now or I'll be forced to call my guards and have you escorted out."

To the man's right and about 20 yards behind him 12 guards appear, each armed with a long sword.

"Of course, I also have other permits available. For example, for 5 gold each I can sell you a permit that will let you keep your weapons. Otherwise, you'll have to check the weapons with my guards. For 3 gold each, I can sell you a permit that will let you keep your horse with you. And for 2 gp each, I can sell you a ticket to the mayor's ball that's set for tomorrow night."

The man is Mart Remeltim, a wizard. The guards standing behind him are an illusion, as is Mart's appearance. Mart's wife and another associate are standing nearby, acting like they are part of the crowd in the tent city. They are waiting to pick the pockets of a few of the PCs.

If the PCs catch on to Mart's scam, he will beat a hasty retreat, using *invisibility* and *alter self* to fly away. If the PCs are duped by Mart (who will quickly disappear after they pass him by), he will collect their money.

Roll randomly to determine which PCs have had their pockets picked. Consult the PCs' sheet to determine what was taken and announce the theft to the PC later on in the game.

After the charade has ended—and if the scam was successful, a merchant will approach the PCs, snickering.

"You really are new to the city, aren't you. You've just been duped, my friends. That fellow was Mart Remeltim, a second-class mage who is bilking newcomers for phony gate passes. I would have tried to warn you, but I was in the middle of a sale. Can't lose customers, you know."

He smiles and points to the city gates. "It doesn't cost you to enter Dyvers. Have a nice stay here, and, oh, watch out for Mart. The local guards can't seem to catch him."

You pass through the tent town, stopping to listen to the various cries of the merchants and the children asking for coppers. It isn't long before you reach the real entrance to the city. You enter and are immediately caught up in the sights and sounds of the place. The city is big and alive, and it's great to be back in civilization.

Mart Remeltim

Male Human Wizard (8th level)

Str: 9
Int: 16
Wis: 16
Con: 10
Dex: 17
Cha: 10
AC: 2
THACO: 16
Hit Points: 25
Alignment: Chaotic Neutral

Equipment: bracers AC 5, hat of disguise, ring of animal friendship, +3 dagger, three potions of healing, two potions of fire breath.

Spells: color spray, darkness, change self, wall of fog, alter self, improved phantasmal force, invisibility, spectral force, wraithform, emotion.

Mart, tired of a platinum scam he was running outside Dyvers's gates, learned quick money could be gained by selling fake certificates and licenses to people new to the city. He disguises himself as a city guard using his *hat of disguise* and asks people entering the city if this is their first visit. Those saying yes are promptly sold licenses. He has been at this particular scam for a week and has made a good bit of cash.

Marilyn Remeltim

Female Human Thief (5th level)

Str: 14
Int: 10
Wis: 10
Con: 17
Dex: 18
Cha: 12
AC: 4
THACO: 18
Hit Points: 32
Alignment: Chaotic Neutral

Equipment: cloak of elvenkind, dagger +1, potions of healing and flying, leather armor, two 40 gp pearls.

Pick Pockets: 50%
Open Locks: 42%
Move Silently: 40%
Hide in Shadows: 31%
Climb Walls: 90%

Marilyn is happy that her husband is enjoying his new scam. Once again, she, her husband, and their friend Elmek are preying upon unsuspecting fools. Though she feels very superior to the "sheep" she steals from every day, Marilyn is very cautious in her thieving. If a character notices that his pocket is being picked, Marilyn will move away from them and try to remain unseen.

Elmek Willot
Male Half-Elven Thief (4th level)

Str: 17
Int: 7
Wis: 6
Con: 18
Dex: 18
Cha: 10
AC: 3
THACO: 17
Hit Points: 25
Alignment: Chaotic Neutral

Equipment: *leather +1, dagger +2, dust of disappearance 2 uses, three large pieces of jade each worth 350 gp, small sack of rock candy.*

Pick Pockets: 45%
Open Locks: 37%
Move Silently: 33%
Hide in Shadows: 25%
Climb Walls: 88%

Elmek is dressed as a city guard. He will attempt to take the PCs' weapons if they do not agree to buy the proper papers from Mart. Elmek enjoys watching Mart work on the foolish newcomers to the city. Though a thief, he will never backstab anyone. Elmek is loyal to the Remeltims, but will not risk his life for either of them.





Puppets

DM's Background

About a year prior to the start of this adventure, a female wizard named Bronwynn was dismissed from a far away college of magic for making repeated "unapproved" experiments in sorcery. And so, bag in hand, she hit the trail and, for a time, tried her hand at adventuring.

Soon Bronwynn discovered that the risks of adventuring tended to outweigh the potential reward (especially in light of the fact her fellow adventurers thought her request for a double share of treasure to be excessive). The wizard forsook that profession and eventually found herself in Dyvers. With her dwindling funds, she rented a tower near the inn district and turned her attention to solving the problem faced by all magic-users: how to obtain funding for arcane experiments at the least personal cost. Ultimately, fate stepped in and provided a somewhat unlawful—but devious—answer to her dilemma.

Late one evening, a thump sounded outside the tower's back door. Bronwynn investigated and discovered the limp body of Zeb Lightfoot, a member of the local thieves' guild. Caught during an attempted burglary of one of the more affluent local merchants' business, Zeb was severely wounded. However, he managed to escape down an alley, finally collapsing against the mage's tower.

Nothing could be done for him, Bronwynn concluded, but his sudden appearance was indeed fortuitous. And so, glancing about to make sure no one was observing, the wizard dragged Zeb inside her tower, bolting the door behind her. Zeb, who was delirious, revealed much about himself to her before he died.

An hour later, the now less-than-intact thief was dropped down a trap door in the tower's cellar to the sewer below.

One of the discoveries Bronwynn had made prior to departing the wizards' college was a long-forgotten incantation for creating animated henchmen out of ordinary dolls or puppets. At the time Zeb appeared, she'd been making use of the spell to create a few servants to maintain the tower, but the wizard realized that the thief's "contribution" to her incantation could open the door to some unique possibilities.

The day after the thief's death, Bronwynn went out to the marketplace to purchase some dolls and puppets (for she hated sewing). She then began to work on her masterpiece. The result was Jester, a henchman created from an old ventriloquist's dummy she'd found for sale. With Zeb's essence enchanted into his wooden body, Jester far surpassed the other henchmen because he fully possessed the talents of a mortal thief.

Bronwynn soon created several lesser puppet servants to act as helpers for Jester.

Three days after his creation, and shortly after the stars signaled midnight, Jester slipped out of the tower, making his way through alleys and over buildings, until he arrived on the rooftop of the King's Arms Inn.

Clambering down a chimney, he entered a locked merchant's room. He exited the same way a few minutes later with a purse full of jewels he'd removed from a chest. Unseen, Jester returned to the tower, enriching his mistress by nearly 300 gold pieces.

Jester and the other puppets have been conducting nightly thieving forays for about two months. And they have been doing quite well, taking home up to 500 gold pieces worth of valuables each week from local inns and manor houses in the city, as well as small caravans as far away as the outskirts of the Gnarley Forest (as the PCs have already seen). Local innkeepers, with business starting to suffer, have banded together and offered a reward of 1,000 gp to anyone able to apprehend the thieves and put a stop to these incidents.

This reward will come to the players' attention soon after they enter the city and finish their business with Marya.

Players' Introduction

You've finished your business with Marya Darkeyes, and you've been paid for your services to the caravan (if you hadn't already received your payment). Now, your party has been in Dyvers for about one month.

Things have been quiet in the city, at least recently, but now an adventure presents itself within the city's walls. There has been a rash of burglaries at the city's best inns, and rumors that a reward has been offered by several hostels for anyone able to put a stop to the incidents around in Dyvers.

With this reward in mind, you have decided to aid Dyvers by ending the thefts—and aid yourselves by adding gold to your purses. After a long discussion, you and your comrades decide that you must first go to one of the inns beset by burglars and find out about the supposed reward—and learn more about the crimes.

There are several inns in this part of the city that have been robbed in the past few weeks. They are of varying quality and rates, including:

The Diamond Dagger

Quality: Good

Food & lodging cost: 2 gp/night

The Come On Inn

Quality: Average

Food & lodging cost: 1 gp/night

The Sleepy Dragon

Quality: Average

Food & lodging cost: 8 sp/night

The King's Arms

Quality: Excellent

Food & lodging cost: 5 gp/night

Once the group has expressed an interest in visiting a particular inn, the following introduction may be read:

Stepping through the doorway, you are greeted by the familiar smells of roasting meats and various sorts of liquid refreshments. About half the tables are occupied by patrons enjoying either a cool drink or dining on a meal, and the innkeeper can be seen checking a business ledger behind the bar. As you step out of the way of a barmaid carrying a tray of food, your gaze is attracted to a note tacked up next to the door. It reads:

1,000 gold piece reward for the apprehension of the person or persons responsible for burglarizing neighborhood businesses—see innkeeper.

A similar note will be found tacked to a wall in the other three inns detailed above. The other three inns will also look similar on the inside to the one the party visited. The DM should vary descriptions and the personalities of the innkeepers as he sees fit.

If questioned about the notice, any of the four innkeepers will explain that the inns in the area have been subject to a series of burglaries over the past few months. Despite normally effective precautions—including the posting of guards in some cases—the thieves have been striking within a couple of hours either way of midnight, making off with small valuables that can be easily concealed and leaving no apparent signs of forced entry. Consequently, a reward of 1,000 gold pieces has been offered to anyone who can put a stop to the robberies.

Assuming the group expresses an interest in tackling the problem, the innkeepers will work with them to the best of their abilities, allowing unrestricted access to the premises (within reason), and even cooperating in setting up one or more of the adventurers as apparently wealthy visitors who are staying at an inn.

The Search Begins

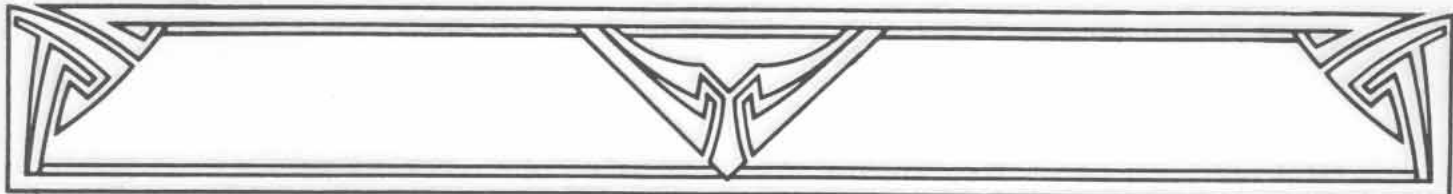
A check of the general area will reveal quite a number of old and new businesses, warehouses, and a marketplace. Also noticeable are several residences, which the adventurers will learn are inhabited by spellcasters of various sorts, along with their retainers. None of the spellcasters will take time to talk with the strangers about the robberies. Such matters seem below the wizards' notice.

The following types of shops are in the vicinity of the inns: winery, cheese shop, warehouse, scribe, leather worker, herbalist, candlemaker, and tailor. The shopkeepers will know little of the robberies. They only know that the crimes are frequent, and they are hoping the thieves are caught so they don't broaden their forays to include the local businesses.

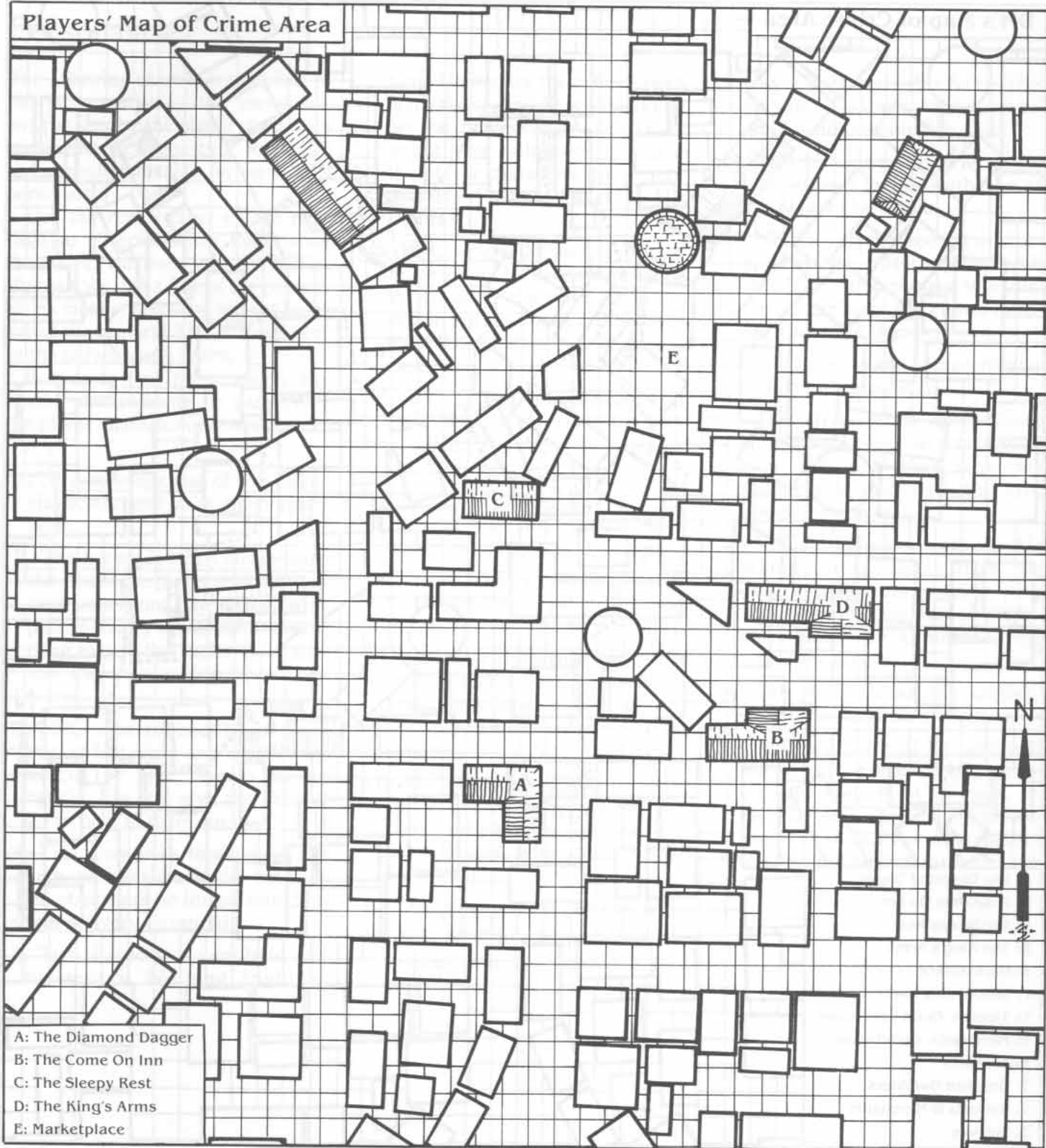
Most of the shopkeepers believe the thieves' guild is responsible, although the shopkeepers will be quick to add that the guild usually keeps a low profile. (And these robberies are not low profile.)

At least one merchant suggests that the inns must have treated a wizard badly recently, and that the mage must now be exacting revenge on the innkeepers. Other suggestions raised by the locals include some type of undead that only makes itself known near midnight.

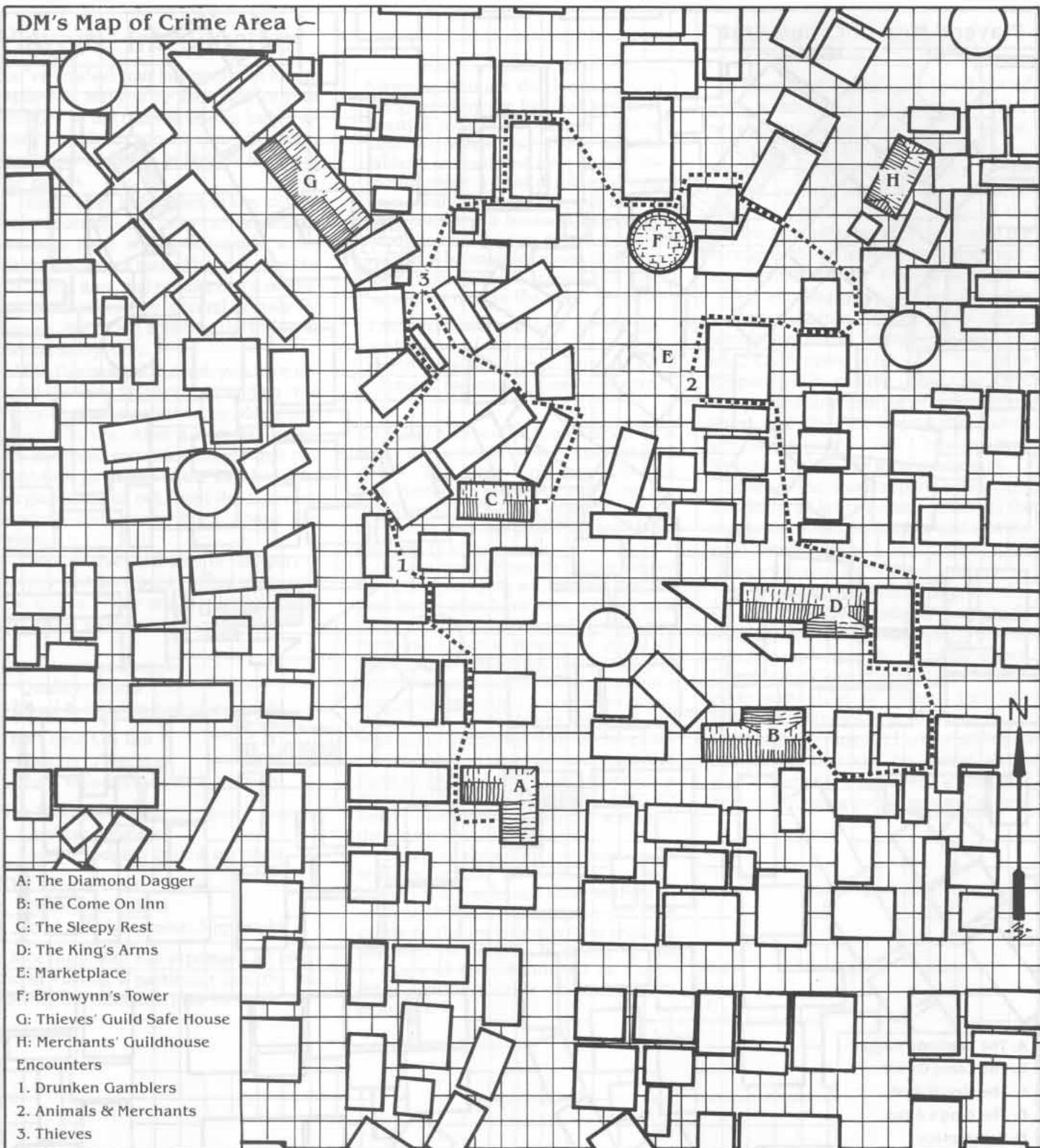
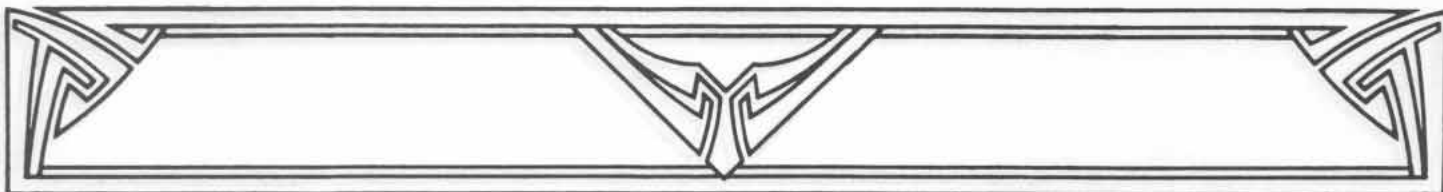
Consult the rumors chart for additional information that can be gained if the player characters will spend a little gold when questioning people around the inns.



Players' Map of Crime Area



- A: The Diamond Dagger
- B: The Come On Inn
- C: The Sleepy Rest
- D: The King's Arms
- E: Marketplace



Personalities

The following chart is a guideline to the personalities of the merchants and passers-by the player characters might attempt to question. Roll a d20 and consult the table for an NPC's personality.

Use the rumor chart on the next page to determine any information the players can learn from the NPCs. Please note that a few of the personalities mentioned below will not know any of the rumors. This is noted next to the personality's entry.

It is up to the DM to supply any names of merchants or passers-by the player characters encounter.

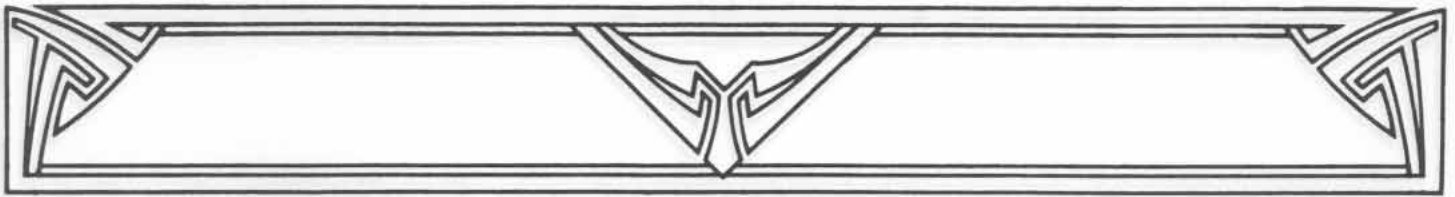
1. NPC is suspicious of the player characters and asks them questions.
2. This person is lonely and relishes the idea of the player character adventurers taking time to chat. This person will try to talk about everything except the thefts. *This person knows nothing about the crimes.*
3. NPC was robbed by a pick-pocket last night and wants very much for any thieves to be caught. He will give the PCs 10 gp to help in their quest.
4. This woman is terrified of the rash of burglaries and believes the streets are no longer safe. She will act very paranoid.
5. This character is very bold and boisterous. Nothing frightens him. He knows there have been some thefts, and he would like to see the thieves caught. In fact, he might even volunteer to help if the player characters invite him. AC 10; Fighter, Level 1; Hit Points 4.
6. NPC is greedy and is out to make a sale. He is unaware of the thefts, as all that he pays attention to are his money and his own troubles. *He does not know any rumors.*
7. NPC is very friendly and will try to help the players in any way possible. The NPC is generous and kind.
8. NPC is curious about the crimes, but can't help. *NPC knows no rumors.*
9. Person is quiet and shy. It takes much coaxing to get this person to talk.
10. NPC is a flibbertigibbet, very flighty and silly. If this NPC knows anything, it will be very difficult to find out what he or she knows.
11. NPC is a talker. It will be difficult to get this person to end the conversation, even after the PCs have learned what rumors this NPC knows.
12. This person is rude and insulting.
13. This NPC has friends who are thieves (but he won't tell the player characters this fact). This person will insist the thieves' guild is not responsible.
14. This NPC is a flirt. He or she will attempt to flirt with one of the player characters.
15. NPC is very belligerent and argumentative. After arguing with this NPC, the players will discover that he or she knows nothing about the crimes.
16. NPC is mute and communicates with hand gestures.
17. This character is upset about something. The character, however, will not share what his problem is and will not talk about the crimes.
18. NPC is hiding something. He will try to get away from the player characters quickly. (He thinks the PCs are part of the local watch.) *He knows nothing about the crimes.*
19. This person is serious, somber, and somewhat soft-spoken.
20. NPC is a habitual liar and will tell the player characters what he believes they want to hear. In fact, he will often tell them the opposite of whatever true rumors they've gathered so far.

Rumors

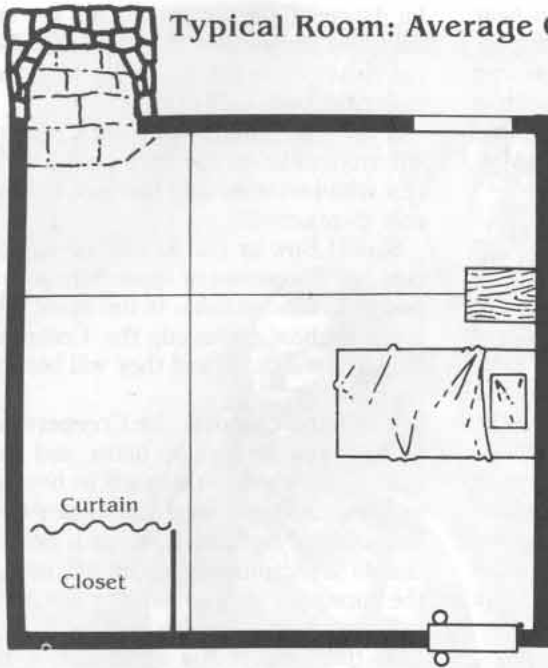
Rumors abound in the area occupied by the inns. Most people have theories about the burglaries and who may be responsible for them. Each player character may, if he or she chooses, obtain up to three leads at a cost of 4 gp each for "tips and gratuities."

The following table can be used to determine what clues a player character uncovers.

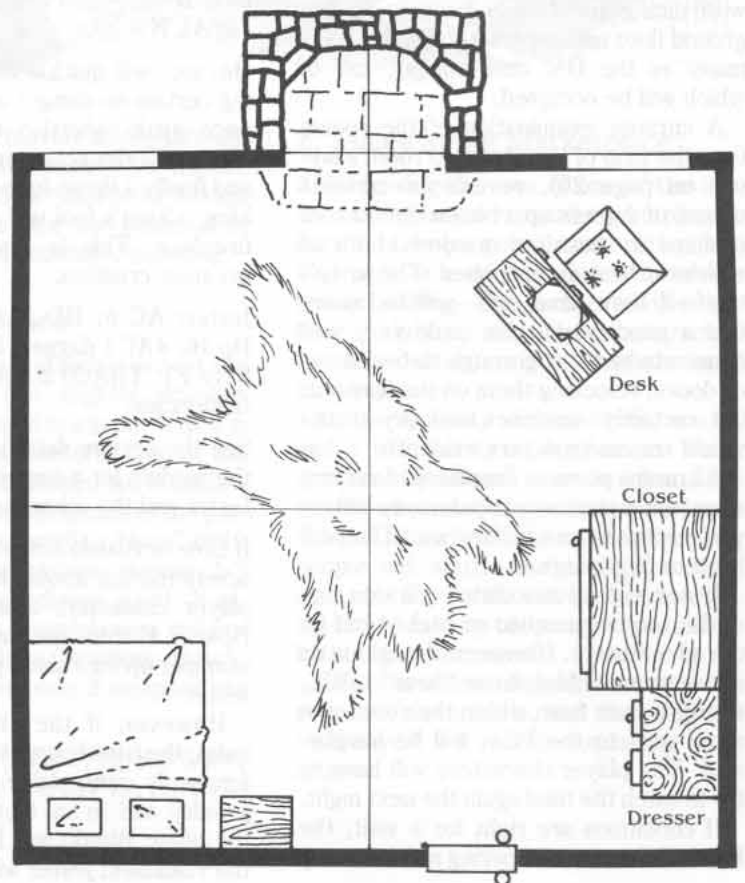
1. The local thieves' guild has come under much pressure lately because of these burglaries, and the guildmaster has ordered all members to halt any burglary-related activities. (True)
- 2-3. The thieves' guild is not responsible for these incidents; it must be a group of freelancers or members of a rival guild. (Partially True)
4. The parties responsible for the burglaries include several high-level thieves attempting to form a new guild in this area. (False)
5. A renegade member of the thieves' guild, Zeb Lightfoot, is single-handedly responsible for these excursions, and the guildmaster has placed a bounty of 100 gp on his head for not paying the guild tax. (False)
6. Two months ago, Zeb Lightfoot, a guild member, was wounded while attempting to burglarize the shop of a very wealthy merchant. He apparently escaped, but hasn't been heard of since. (True)
- 7-8. About two months ago, when these burglaries began, a Chaotic magic-user and his apprentice were thrown out of the King's Arms for raucous behavior. The pair vowed revenge but haven't been seen since. (True but unrelated)
9. The price of finely crafted dolls has gone up recently—in part because a number of especially well crafted dolls have been stolen of late. (True)
10. In the weeks prior to the start of these incidents, eerie noises and phantom lights were detected coming from the tower near the Come On Inn. (True but unrelated)
11. The cleric dwelling in the tower west of the Sleepy Dragon is insane; several of his servants have disappeared suddenly—no doubt victims of his unholy experiments. (False. He's just unpleasant and as a result has a high turnover of help)
12. The wizard living in the tower east of the marketplace hasn't been seen in two months. (True but unrelated. He's been off adventuring, leaving a few servants in charge)
13. The lady wizard in the tower north of the marketplace moved there about six months ago after being expelled from a wizards' guild on the Wild Coast. (True)
14. A powerful wizard received poor service at the Sleepy Dragon and has cursed the area. (False)
15. A small humanoid was observed slinking into the alleys north of the Diamond Dagger just moments after a burglary was discovered. (True. It was Jester)
16. A guard in the hallway of the King's Arms investigated a noise in a room, only to discover it had been robbed—and the doors and windows were still locked. (True)
17. The supposed robberies actually have been staged by the innkeepers, who have been seeking a gullible group to implicate, thereby diverting suspicion from themselves. (False)
18. A group of thieves in possession of an *amulet of gaseous form* have been using it to slip in and out of the rooms. (False)
19. The local guildmaster thief is responsible for these robberies. (False)
20. To increase their patronage, the Raven's Inn across town has hired a skilled group of thieves to cause problems for other hostels in the city. (False)




Typical Room: Average Quality Inn



Typical Room: Good to Excellent Quality Inn





Setting a Trap

If the players become too preoccupied with questioning NPCs, one of the innkeepers will suggest they pose as wealthy foreigners and stay at one of the inns—free of charge, of course.

If the player characters agree, or if they came up with the idea on their own, they will be visited by Jester and his associates sometime between 10 pm and 2 am the first night of their stay.

Almost every night between 10 pm and 2 am, Jester will visit one of the inns. Jester is usually accompanied by two of Bronwynn's "Midnight Creepers," as she calls them. During these hours, the streets are almost deserted and the tiny thieves can sneak through alleyways and cross darkened roads in virtual invisibility, following their standard paths to and from the various inns.

Each target inn is a two-story structure with dining and tavern facilities on the ground floor and several rooms above (as many as the DM determines), half of which will be occupied.

A cursory examination of the rooms (see the map of the standard room's layout on page 20), reveals no obvious means of ingress apart from the door or perhaps a shuttered window, both of which can be securely bolted. The party's thief—if they have one—will be aware that a good cat-burglar could very well penetrate and exit through the windows or doors, relocking them on the way out, but certainly scratches and pry marks would remain (none are evident).

All rooms possess fireplaces of varying sizes, and a glance up the chimney will reveal a space even a halfling would find difficult to fit through.

Jester and his associates will visit one of the rooms occupied or staked out by the adventurers. However, if a light is on in the room or Jester can "hear" talking or movement from within the room, the room next to the PCs' will be burglarized. The player characters will have to try to catch the thief again the next night.

If conditions are right for a visit, the PCs will hear a scampering noise coming

from the chimney (allow a roll to hear noise). Then, a tiny humanoid will appear in the chimney. She is about 1' tall, attired in a bonnet and long dress, and holds a small shepherd's staff. This is a Little Bow Peep, an advance scout for the Midnight Creepers.

Bow Peep: AC 5; HD 1; Hp 8; #AT 1; Dmg 1-3; MV 9; Save F1; THAC0 20; AL N.

On entering the room, Bow will take a quick look around to make sure all is safe. Assuming any attempt has been made to feign sleep or remain hidden (in the closet, under the bed, hide in shadows, and so on), she will place her fingers to her lips and quietly whistle up the chimney. More scampering will be heard, and a diminutive figure in a flowing black cape with a chalk-white complexion will join her. This is Baron Blardo.

Baron Blardo: AC 5; HD 1; Hp 8; #AT 1 bite; Dmg 1-4; MV 9; Save F1; THAC0 19; AL N.

He, too, will quickly glance about, making certain no danger is present as Bow once again whistles up the chimney. Next, a louder scampering will be heard, and finally a three-foot-tall figure resembling a king's fool will emerge from the fireplace. This is Jester, Bronwynn's greatest creation.

Jester: AC 5; HD 2, but strikes as 1; Hp 16; #AT 1 dagger; Dmg 1-4; MV 12; Save F1; THAC0 20; AL N with Chaotic tendencies.

See the section detailing major NPCs in the module for a complete description of Jester and the other puppets.

If Bow or Blardo noticed the player characters moving about the room, or if the player characters attempt to go after Bow or Blardo, the pair will attempt to scamper up the chimney before calling for Jester.

However, if the characters remain quiet, the trio of puppets will start looking for easily concealable valuables (coins, jewelry, and so on) that have been left in the open. Blardo and Bow will head for the valuables; Jester will keep an eye out

for danger. If the puppets do not see any valuables in the open, Bow will make for the closet while Blardo moves to search under the bed.

If they are confronted, the Creepers will attempt to escape back up the chimney with Jester leading the way, fighting only if cornered.

Should Bow or Blardo be "killed," the remains will consist of apparently normal porcelain-headed dolls. In the event they are somehow captured, the Creepers' life force will cease and they will become normal dolls.

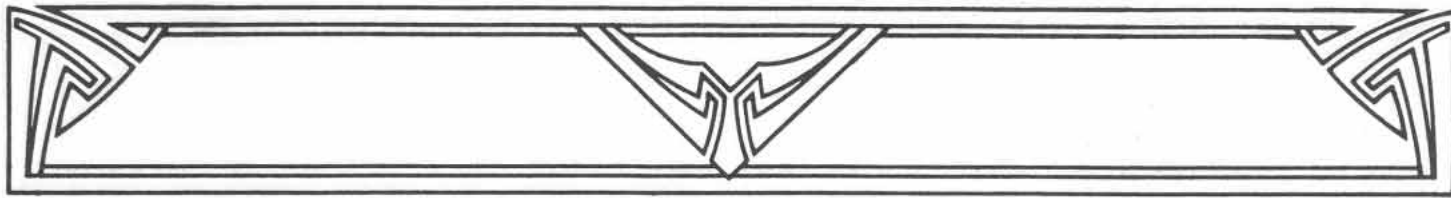
Inside the chimney, the Creepers will be safe from immediate harm, and anyone looking up after them will be bombed by a rotten egg dropped by Jester from his pouch of equipment. Even if Bow or Blardo are captured, Jester will escape the encounter by scampering away at the very first sign of trouble.

At this point in the adventure, if the party doesn't pursue the departing Creepers, they may choose to inform the innkeepers that they have solved the mystery of the burglaries. While the knowledge of what has been robbing the inns and how they have been getting into the rooms will be welcomed, that alone will not be deemed sufficient to warrant the entire reward. However, the group will be paid 250 gp.

The adventurers will then be informed that the balance of the reward will be paid if they can capture whomever or whatever is ultimately responsible for the incidents. The most obvious means of doing this, they'll sooner or later figure out, is to follow the Creepers home from a raid.

The Chase

Upon gaining the roof of whatever inn he's just robbed, Jester will hurriedly clamber down a rain gutter at a corner of the building with Bow and Blardo hanging onto his coattails. The noise will be detectable to any still inside the room the puppets just left, and it should be clear that the PCs still have a chance to follow the fleeing Creepers home.



For the player character thief, the quickest means of beginning the chase is to swing out a window and climb down to the ground, which will place the character on the Creepers' trail in but a single round. For others, tramping down to the first floor of the inn to exit through a door will delay the pursuers by three rounds (four for other characters arming and joining the chase from other rooms).

Each round of delay will result in a 10% cumulative chance of losing the Creepers' trail. Note, however, that this penalty will not be apply to any characters who went through the window or employed other methods to stay aware of the puppets' whereabouts.

But following the Jester and the other Creepers won't be easy for the PCs, even if they lost no time in picking up the trail. Many things can sidetrack them during the chase, and the same 10% cumulative chance/round of delay applies when the PCs stop for encounters in the city.

On the DM's map of the crime area (on page 18), the Creepers will follow the

dotted trail home, moving lithely through alleyways and sometimes over houses and buildings in their efforts to thwart capture. Pursuers face the potential of several different encounters, including:

1. Roll Them Bones

Amidst some darkened buildings near the Sleepy Dragon, five slightly drunken gamblers are engaged in a game of dice in the light of a single lantern. One of the group has just been cleaned out of his last assets. He will take advantage of the party's approach to panhandle a "loan" of 10 cp, thus delaying at least one pursuer 1-3 rounds (unless immediately paid). If attacked, he and his acquaintances will engage the group in a punching match, resorting to daggers only if weapons are used against them.

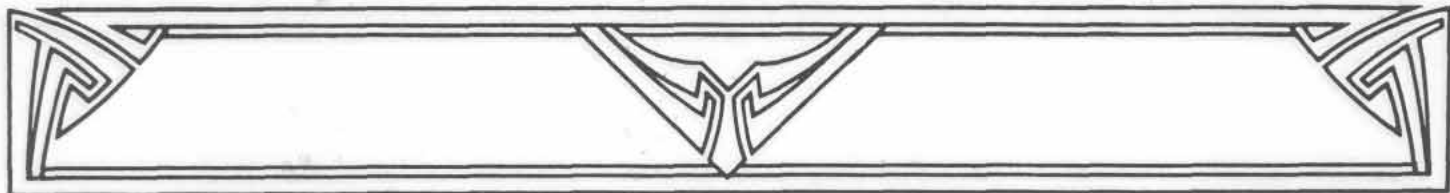
Gamblers (5): AC 8; Ftr 1; Hp 8/5/5/4/4; #AT 1; Dmg 1-3 or 1-4; MV 12; Save F1; THAC0 20; AL N.

2. Mules in the Marketplace

After leaving the area of one of the inns and cutting toward a small marketplace in pursuit of the puppets, Jester will lead the Creepers in a calculated detour over a handy building. The pursuers will either have to climb up after them, backtrack (a two-round delay), or go through the small marketplace.

In the market, various stalls, wares, and a few beasts of burden are being overseen by a dozen or so merchants and guards who await the market's opening at dawn. The sudden appearance of running people will startle the animals, leaving each character with a 20% chance of being kicked for 1 hp of damage by a random horse, mule, or camel.

The overseers will quickly move to the source of the trouble, and the party will be delayed 1-6 rounds explaining their actions.



3. Like Thieves in the Night

As the Creepers enter the final stretch of the journey home, the pursuing adventurers risk penetrating too near an establishment frequented by members of the thieves' guild. Several guild members are posted on guard in the shadows and atop the northern L-shaped warehouse. Their purpose is to keep strangers away and provide advance warning in the event the local watch decides to visit. Due to the Creepers' small size and almost silent movement, they will safely pass through the area while those following will certainly attract the attention of the guards.

An arrow from a Bowman on the roof of the building will thud into the ground in front of the first character. Then, a voice from the shadows will alert the group that they must have "lost their way" and suggest they leave the area by the way they came, resulting in a two-round delay to detour east.

Failure to take the suggested detour will cause the thieves to materialize from the shadows and attack the intruders.

Bowman: AC 2; Ftr 1; Hp 5; #AT 1; Dmg 1-6 or 1-4; MV 12; Save F1; THAC0 20; AL N.

Thieves (4): AC 8; Thf 1; Hp 6/4/4/4; #AT 1 dagger; Dmg 1-4; MV 12; Save Thf 1; THAC0 20; AL N.

The first thief, formerly acting as the spokesman, is armed with a dagger coated with a poison that causes a deep sleep. A player stuck with this dagger will sleep for three rounds if a saving throw versus poison is failed. This thief's preferred target will be a fighter if at all possible.

Throughout the melee, the thieves will be assisted by the Bowman on the roof, a mixed blessing as there is a 20% chance that a missed shot will hit the thief nearest the intended target. The thieves will break off the fight if the PCs back out the way they entered. A search of the bodies, if applicable, will reveal coinage totaling 3 gp.

Eventually, after a few false starts, the PCs should be able to track the puppets to Bronwynn's tower. If this doesn't work,

they can still be lead to investigating the wizard's stronghold through the rumors they hear while investigating the crimes.

Bronwynn's Tower

The tower you see before you is similar to a many buildings throughout the city, being a three-story structure of mortared stone and brick about 60 feet in diameter. Windows (slits, really) are 3' tall and only 1' wide, and are scattered about the tower's circumference. The only obvious entrances are two doorways, one to the south (with a peep hole for security) and a back door to the north.

If the PCs examine the back door closely, they will discover signs of dried blood about its base. The blood is from Zeb, the thief whose essence now animates Jester.

The Creepers usually enter the tower by scaling the northern side of the building, entering through the antechamber window on the second floor (Room 4).

If the PCs have managed to remain hot on the heels of the Creepers, they will finally lose the trail as they approach the tower. They should quickly notice that the top floor of the tower is lit by the soft glow of candlelight, though no movement will be detected through the windows, most of which are covered by heavy curtains.

In the event the Creepers reach home without suspecting they've been followed, Bronwynn's continued presence at the tower is guaranteed at least until the puppets' next foray—or the point she feels safety dictates abandoning her residence. The DM should note that Bronwynn's escape in this adventure is presumed, as a low-level party would likely find it beyond their abilities to deal with a sorceress of her level. She will leave the tower at the first sign of trouble, using her amulet and grabbing what valuables she can. The Creepers and Jester will likely go with her.

If Bronwynn doesn't suspect her enemies are closing in on her, the group could stake out the tower. A 24-hour watch will reveal the following activities:

7:00 am. Dawn. A teamster makes a water delivery at the tower's back door.

7:30 am. A meat vendor calls at the front door, and Bronwynn purchases a shank of freshly cut lamb.

8:00 am. Smoke from the chimney reveals breakfast is being prepared.

8:30 am. Smoke stops.

12:30 pm. A vegetable vendor calls at the front door, and Bronwynn makes a purchase.

2:00 pm. A street urchin knocks at the front door to see if Bronwynn needs any errands run, departing after being told no.

5:00 pm. Smoke from the chimney shows that dinner being prepared.

5:30 pm. Smoke stops.

7:30 pm. Dusk comes. Lights are lit on the tower's upper floors.

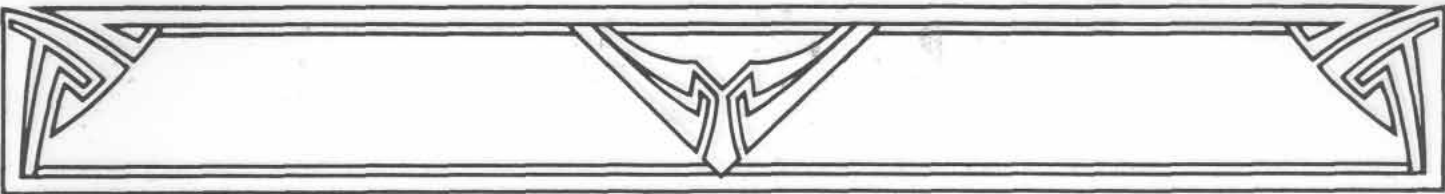
9:00 pm. Bronwynn retires if no crime is planned for the evening. Otherwise, she remains up until the Creepers return home, prepared for a hasty departure if necessary. Lights are extinguished.

If at any time a member of the group attempts to communicate with Bronwynn by yelling at the tower or knocking on a door, the suspicious sorceress will have no time for conversation and will dismiss any strangers from behind the safety of a stout, locked door.

Should the PCs desire to infiltrate the tower right away, they may enter through either of the outer doors. Both are locked and barred, so they must be forced open (deduct 1 from an open doors roll if the lock is not picked first).

There is, however, a 20% cumulative chance per attempt at opening the door that Jester will hear the noise and alert Bronwynn to the presence of intruders, resulting in her packing and immediately thereafter using her magic locket (see character description) to escape.

If Jester and the Creepers were able to get back into the tower, the DM may place them anywhere within the tower he desires—if they didn't escape with Bronwynn. Jester may even hide in



shadows to watch the party move from room to room within the tower, and may try to help a puppet attack a player character. However, Jester will not aid in an attack if the odds are clearly in the player characters' favor.

The map of Bronwynn's tower can be found on the inside of the back cover of the module. The following is a description of the tower's various areas:

1. Cellar

From the kitchen, an L-shaped flight of stairs descends to a 30'x30' unlit cellar, which is now used as a magic-user's workshop. In the northwest corner of the room, an arcane symbol has been scribed onto the floor near an oaken table, and against the south wall is an equipment case, inside of which may be found a selection of alchemical supplies along with a small brazier (total value 200 gp).

Near the southwest corner of the room can be seen a trap door, securely barred. If opened, the stench coming up from below will alert those in the room that the city sewer lies some 10' beneath the cellar.

Should a light source be present, there is a 1 in 6 chance that anyone looking down the trap door will catch sight of a bony hand protruding from the muck. Assuming the light source to be a torch, the flame will jump somewhat, and a bluish cap will be seen atop it, a result of gas seepage from below.

If a character should choose to explore the sewer with torch in hand, upon submerging the flame below the opening, a small incendiary explosion will result, scalding the explorer(s) for 1-4 hit points of damage.

The bony hand, of course, belongs to Zeb. If his remains are unearthed, it will be noted that the ribs surrounding the chest cavity have been cut away and small pieces of bone are missing from the corpse.

2. Kitchen

Through the back door lies a darkened semicircular kitchen, its most obvious fea-

ture a large fireplace-oven to the south, next to a sink and a water barrel. Several large cupboards stand next to the back door, filled with cutlery and vegetables.

At the center of the room rests a food preparation table, beneath which is a 3' puppet servant dressed as a chef and armed with a meat cleaver. At a stranger's approach, the chef—with an obnoxious grin painted upon his linen face—will move from his hiding place to defend his kitchen.

Chef: AC 5; HD 1; Hp 8; #AT 1; Dmg 1-4; MV 9; Save F1; THAC0 20; AL N.

The chef's vocabulary is limited to phrases such as, "cut the carrots," "mash the potatoes," and "squash the intruders."

To the southeast of the kitchen is the door to the dining room, next to stairs which descend to the cellar.

3. Dining Room

The southern half of the tower level holds a dining room, which is decorated with a number of tapestries and lit by candles set atop a mahogany dinner table. Seated at the table are a pair of puppet servants dressed as chambermaids. Both are busily polishing the silver (value 20 gp), and will pay no attention to the party. They can be slain without resistance if the group desires.

4. Antechamber

As the PCs climb the stairs to this room, they will see a human figure, looking much like Bronwynn, standing at the head of the stairway. The figure is silent, though it sways slightly and moves its arms.

The "mage" in this room will continue its movements after the PCs enter, and if a character should draw within 5' of it, he or she will discover the mage figure is actually a human-sized marionette being manipulated by a rag doll sitting on a support beam near the ceiling.

Another set of stairs lead up to the third level, and two doorways may be seen on either side of the chimney casing from the kitchen fireplace below.

The rag doll will attempt to wrap the strings of the mage marionette around a character, and will hurl herself from the support beam onto a PC. She cannot be hurt by a fall, as she is a rag doll. This doll will say phrases such as "Hug Me," "Rock Me," and "Take Me Home."

Rag doll: AC 7; HD 1; Hp 8; #AT 1; Dmg 1-3; MV 9; Save F1; THAC0 20; AL N.

5. Servants' Quarters

The unused servants' quarters can be found through the northeast door of the second floor. Four beds lie to the east, and several lockers stand next to a doorway in the western wall. If searched, a set of *leather armor +1* will be found lying with a non-magical short sword. Both belonged to the departed Zeb and were left here for storage.

6. Library

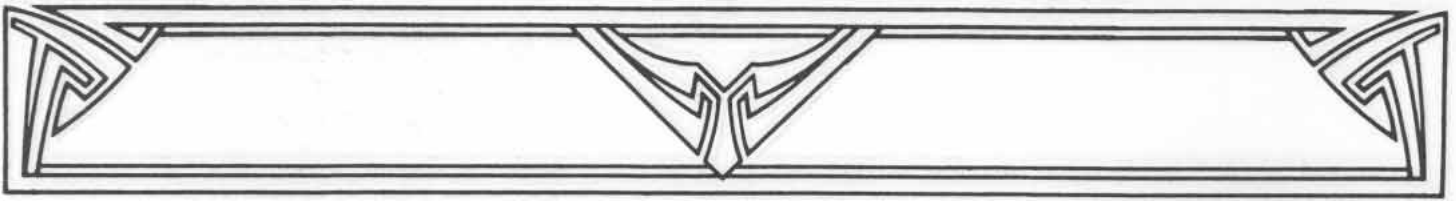
The southwest section of the second level holds a large library. Many old and decaying books line the shelves of a huge bookcase (none are of significant value or magical), and a desk may be seen in front of a fireplace. Should anyone move to search it, they will be attacked by five clown dolls with knives, which are hiding in the fireplace. These dolls laugh hideously as they move in for the kill.

Clowns (5): AC 5; HD 1; Hp 8 each; #AT 1; Dmg 1-4; MV 9; Save F1; THAC0 20; AL N.

A search of the desk will reveal inks, quills, and parchments—nothing of any high value.

7. Bronwynn's Chambers

The whole of the topmost level is taken up by Bronwynn's living area, and is heavily guarded by her remaining servants. As the group moves up the stairs, two dolls resembling miniature gladiators will push a suit of armor on top of the intruders. As the armor comes tumbling down the stairs, all in its path must roll their dexterity or less on a D20 or be knocked down for 2 hp of damage.



The gladiators, meanwhile, will leap for the door to Bronwynn's room, slamming and barring it shut behind them.

If the adventurers force the door, they will be met by the remainder of Bronwynn's puppets and dolls. The force includes:

Conn the Barbaric: This musclebound, 2'-tall barbarian doll will bravely swing a two-handed dagger at anyone stepping through the doorway.

Conn: AC 5; HD 2; Hp 10; #AT 1; Dmg 1-4; MV 9; Save F1; THAC0 19; AL N.

Romulus and Remus: The two gladiator dolls, having taken a position before the door, will sweep small nets at anyone standing in the doorway. Anyone struck by a net must make an ability check versus dexterity or else be tripped up for a penalty of -2 to attack rolls and armor class.

Gladiators (2): AC 5; HD 1; Hp 8 each; #AT 1; Dmg special; MV 9; Save F1; THAC0 20; AL N.

Little Miss Muffet and Boris the Spider: These dolls are hiding in the eastern corner of the chamber, next to a tapestry. Both will drop down from the ceiling, suspended by a leather spider's web. Boris, while quite harmless, will jump and wiggle about the head and shoulders of a target as though biting, while Miss Muffet attacks with a small knife.

Miss Muffet: AC 5; HD 1; Hp 8; #AT 1; Dmg 1-3 and 0; MV 9; Save F1; THAC0 20; AL N.

Boris the Spider: AC 5; HD 1; Hp 8; #AT 1; Dmg 0 (annoyance); MV 9; Save F1; THAC0 20; AL N.

Gerry the Clown: Standing atop Bronwynn's desk, this nasty little clown with an evil smirk on his face will hurl handfuls of pepper into the room, causing all in the vicinity to save vs poison or suffer a -2 penalty to hit (with spell casting impossible) due to sneezing fits.

Gerry the Clown: AC 5; HD 1; Hp 8; #AT 1; Dmg special; MV 9; Save F1; THAC0 20; AL N.

Upon the conclusion of the battle, the characters may move safely inside to discover no other inhabitants. If they are inclined to search the room, a check of the desk will reveal a scroll with a *sleep* spell amongst a pile of relatively unimportant papers.

In actuality, this is a parting shot by Bronwynn against anyone spoiling her racket—the spell has deliberately been mis-scribed and any wizard who either writes the spell in a book or tries using the scroll will find (hopefully at a critical time) that it just doesn't work.

Bronwynn's canopied bed lies against the southern wall. An open trunk lies next to it. This is where her treasure was stored at one time. The trunk's contents will vary with the degree of warning Bronwynn had to evacuate her tower with her booty.

Plenty of advance warning:

Gold	Silver	Copper	Gems/Jewelry
12	220	557	Ruby ring worth 500 gp

Little advance notice:

Gold	Silver	Copper	Gems/Jewelry
854	220	557	Various objects worth 3,000 gp, including the ruby ring and a small crystal ball that has shiny colored flakes floating in it (worth 1,750 gp).

To the north, on the other side of the fireplace and chimney casing, are two doors. The southern opens into a chamber containing a copper bathtub.

The northern door leads to a large closet, inside of which are a number of

robes and gowns. There is also a small locked chest here, the key to which may be found in a drawer of the dressing table against the west wall. If the chest is unlocked, the lid will flip open and a jack-in-the-box will give the adventurers a Bronx cheer, before handing them a note which reads:

*A good gig while it lasted.
So long, fools!!
Perhaps we'll meet again.*
—Bronwynn

Concluding the Adventure

If a good potion of the jewelry was left behind, and the party is honest enough to report finding it, most of it will be identified and claimed by the rightful owners. In any case, the ruby ring will end up in the group's hands. Should it ever be examined closely, a small catch will be detected.

If it's moved, the catch will cause the ring's face to swing open, revealing a small white pill which radiates magic. Swallowing the pill will fully heal any physical damage suffered by the imbiber, as well as curing the PC of any disease or poison.

Though the locals will claim the jewelry if given the chance, the rest of Bronwynn's trove, including the coinage, will be given to the adventurers along with the reward offered them.

As for Bronwynn (and the three Creepers if they made it back to her), they may or may not be encountered at a future time in the group's travels. However, Jester's leering grin will not soon leave the memories of those who've had close contact with the malevolent little puppet, and Bronwynn—ever willing to exploit a good idea—will sooner or later make use of her puppets in even greater ways. . . .

npcs

Bronwynn

Human Female Wizard (10th level)

Str:	12
Int:	18
Wis:	14
Dex:	14
Con:	12
Chr:	16
Armor Class:	5 (from bracers)
THACO:	18
Hit Points:	35
Alignment:	Neutral

Spells: *magic missile, charm person, dancing lights, burning hands, darkness 15' radius, knock, web, mirror image, fly, gust of wind, lightning bolt, Evard's black tentacles, polymorph other, create puppet servants, feeblemind.*

Bronwynn's most prized possession is a magic locket that allows her and what she carries to be transformed into a large crow. She plans many escape contingencies around this device, so she is difficult to capture. In really tough situations, Bronwynn will surrender, always preferring to "live to fight another day."

Thus, she will never be found "fighting to the death," and will always seek escape over confrontation—a possible source of frustration to those encountering her.

Puppet Servants. Bronwynn's puppet servants are created by an arcane process of enchantment using various sorts of dolls or puppets. The typical creature of this sort possesses very limited capacity for independent thought, being able to do little more than follow the letter its creator's simple commands. It is possible, however, to fashion somewhat more advanced models—like Jester—through the incorporation of a spell used mostly by mages to contact animal familiars.

Either sort of puppet servant is immune to *sleep, charm, and hold* spells. They may be struck by any sort of weapon, and they always strike as 1 hit die creatures (unless otherwise noted), although their hit points vary depending upon the spell components used. Since they are animated using a dead person's essence, these puppets may be turned by clerics as wights.

The puppets can sense the world around them, seeing and hearing things in their surroundings. Some are capable of limited speech, such as phrases relating to their purpose.

Due to their small size and limited strength, the weapons the puppets use never exceed a D4 in damage potential. Further, they are basically incapable of performing acts not "assigned" to them.

Experience value: 10 (lesser servant); 25 (greater servant).

Jester. Jester is a unique greater servant fashioned from a wooden ventriloquist's dummy. With the essence of a thief enchanted into him, he has all the talents of a 1st level thief, double the hit points of most other puppets, and also possesses a malevolent cunning (which is reflected by an evil, leering grin).

Jester is capable of independent thought and also has the talent to "teach" other puppets of lesser ilk to do such things as haul mechanical devices or search rooms for valuables in a surreptitious and effective manner. While Jester is not capable of speech—at least not yet—he can utter a wooden laugh and generally communicate with his mistress.

Mirroring his creator's philosophies, Jester will always seek escape over conflict, but will resort to a dagger if forced to fight. He wears a small pouch in which are held a rotten egg and some pepper (both used to delay pursuers), and a set of thief's tools. Goods pilfered from inn rooms are also stored in the pouch until he returns to Bronwynn's tower.

Lady Marya Darkeyes

Human Female Cleric (9th level)

Str:	13
Int:	18
Wis:	16
Dex:	12
Con:	14
Chr:	17
AC:	0
THACO:	12 with mace
Hit Points:	42
Alignment:	Lawful Good

Equipment: *bracers of defense: AC 2, +3 mace, +1 ring of protection, boots of striding and springing, bag of holding, and 3 potions of extra-healing.*

Spells: *cure light wounds (x3), protection from evil, aid, chant, hold person, know alignment, dispel magic, prayer, speak with dead, cure serious wounds, protection from evil 10' radius, raise dead.*

Marya will be hard pressed to charge the PCs for curing, but will demand 1,000 gold for a *potion of extra-healing*. She will *raise dead* on a PC if he/she was doing "good" when killed. Marya will not charge for this unless she has raised someone more than once.

PREGENERATED Player Characters



Larissa

Human Female
3rd Level Fighter

Str:	14
Int:	13
Wis:	14
Dex:	17
Con:	16
Chr:	14
Armor Class:	1
THACO:	18
Hit Points:	23
Alignment:	Neutral Good
Height:	5'2"
Weight:	110
Hair:	Blond
Eyes:	Blue
Age:	23

Weapon proficiencies: long sword, dagger, short bow.

Nonweapon proficiencies: direction sense, fishing, hunting.

Equipment: chain mail, shield, short bow w/20 arrows, backpack with a week's rations, 50' of rope, dagger, 2 torches, flint and steel, riding horse.

Magic items: long sword +1, ring of fire resistance.

Money: 20 gp.

You are bold and courageous to a fault. Some consider you a bit too adventurous, but you enjoy taking risks. You are also ambitious. You want to become rich so you can build a stronghold and attract many fighter henchmen. However, you are not so greedy that you would steal or take wealth from others. The gold you want so badly, you want to come by honestly. It will be worth more that way.

You were born and raised in the Kron Hills, west of Dyvers. There you learned a number of useful outdoor

skills. Recently you chose to follow the path of adventure, and through the local Adventurers' Guild you met your present companions.

Your first impressions of your fellow adventures are:

Sir James: He is good looking and chivalrous, but he is a bit too narrow-minded. He is brave, but you are the better fighter—and you could be a better leader.

Rashaman: Although he isn't very good looking, there's definitely something about this man that inspires you. Maybe you're intrigued because he's from a far-away place. Maybe it's his mastery of magic.

Kelth: She's very pretty. Prettier than you. But you're not a person prone to jealousy . . . at least not prone to *great* jealousy. You'll give her a chance to prove herself to you. Maybe she has more than good looks going for her.

Ignatius: You greatly respect this man who is a good cleric, but also fights well—even if he is a dwarf.

Sir James Hardwicke

Human Male
3rd Level Fighter

Str: 17
Int: 13
Wis: 14
Dex: 14
Con: 15
Chr: 16
Armor Class: 3
THACO: 17
Hit Points: 27
Alignment: Lawful Good
Height: 6'
Weight: 180
Hair: Black
Eyes: Blue
Age: 25

Weapon proficiencies: bastard sword, lance, dagger.

Nonweapon proficiencies: etiquette, riding (land-based), heraldry.

Equipment: plate mail, bastard sword, lance, light war horse with saddlebags holding a week's rations.

Magic items: *dagger +1, potion of healing.*

Money: 75 gp.

You are one of the most noble fighters in this area of the country. Your skill with a blade is second to very few. And your leadership abilities are impressive. Someday you will be in charge of troops. Today, however, you will settle for leading adventuring parties and taking care of the adventurers under your wing.

Although you love to fight, you are a planner. You prefer to observe situations and calculate your actions rather than plunge in without thought. You are slow to anger, even though it is frustrating to deal with lesser individuals. You are also usually considerate of others and very protective of women.

You were raised in the household of a powerful noble residing in the distant city of Jalpa, where you learned the arts proper for both a gentleman and a warrior. Several months ago, you had a vision of a magnificent and powerful sword of Good resting in the horde of a dragon. You asked your liege for permission to depart his service in quest of the sword. When you reached the Wild Coast you called at the local Adventurers' Guild to unsuccessfully question its members about any rumors of dragons, and it was there you met up with your fellow party members.

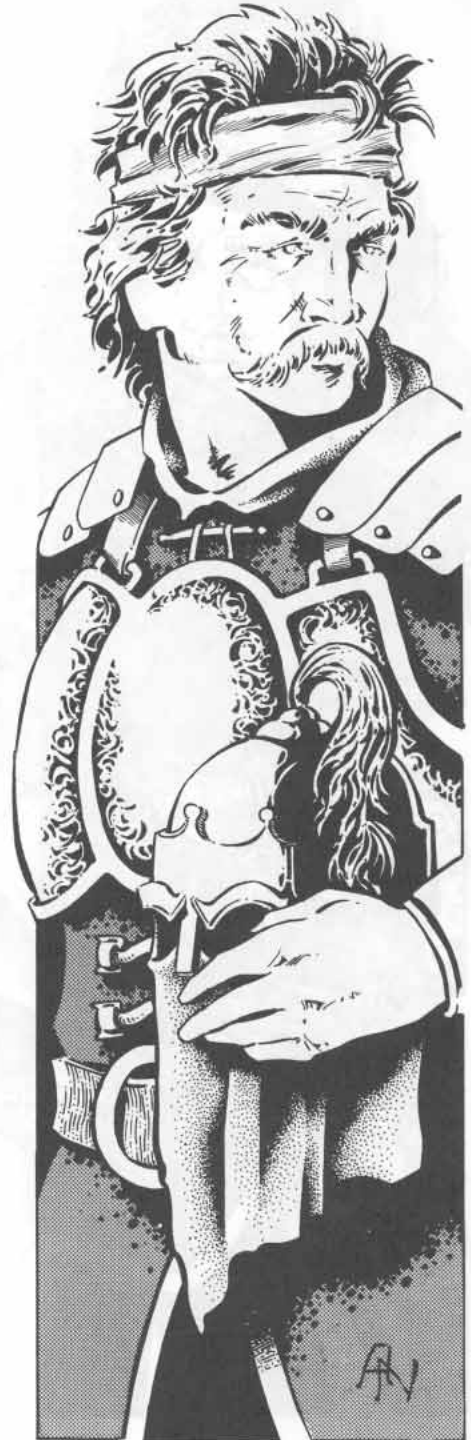
Although you have not known your companions long, you have formed a few opinions of them:

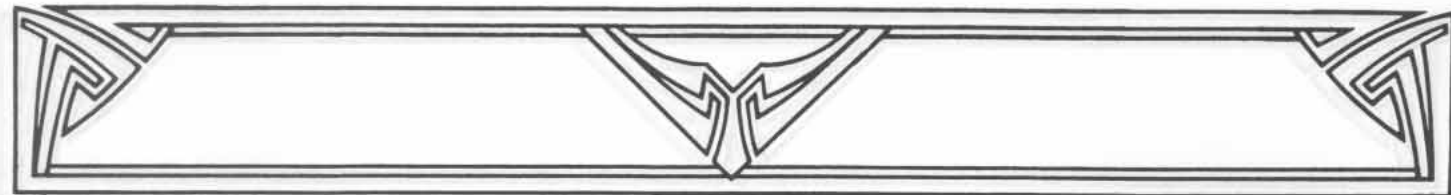
Larissa: She should be taking up knitting or cooking somewhere, but she does have some skill with a sword. You will humor her and let her believe she is a great fighter. After all, it would be cruel to tell her what you really think.

Rashaman: He is mysterious, and he seems to have captured the attentions of the women in the group. You're much better looking, so you're definitely curious about him. What makes him so special?

Kelth: This beauty is in some respects a welcome addition to the group because of her spellcasting abilities. But, since she is a woman, she is also a hindrance, as you must busy yourself with protecting her.

Ignatius: You're torn because of this cleric. You like him. He's friendly and appears to be competent. You could even consider him a friend if he weren't a dwarf.





Rashaman

Human Male
3rd Level Wizard (Illusionist)

Str:	13
Int:	18
Wis:	14
Dex:	16
Con:	15
Chr:	14
Armor Class:	6
THACO:	20
Hit Points:	11
Alignment:	Neutral
Height:	6'
Weight:	170
Hair:	Black
Eyes:	Black
Age:	32

Weapon proficiencies: dagger.

Nonweapon proficiencies: ancient languages, astrology, spellcraft.

Equipment: spellbook, spell components, dagger, pack with a week's rations.

Magic items: *ring of protection +2*, *potion of healing*.

Money: 40 gp.

Spells: 2 first, 1 second, which you may choose from the following list:

First level:

Audible Glamer
Cantrip
Change Self
Phantasmal Force
Spook

Second level:

Blur
Hypnotic Pattern
Invisibility
Mirror Image

You were born and raised in the Grand Duchy of Geoff. Apprenticed to the royal court mage, you learned the craft of illusion-sorcery. Having fallen into

disfavor (caused by some indiscretion at court), you fled from your lands and came to the Wild Coasts' Adventurers' Guild.

You act aloof to keep others from getting close to you. The arm of the court is long, and you fear their frustration over your escape will earn you a visit sooner or later by an angry warrior from the duke. Thus, you tend to keep a low profile.

You are fascinated by anything magical. Because of that, you wouldn't mind staying with this group, as they could help you accumulate magical treasure. Magic is the key to power, and if you accumulated enough power you would no longer need to fear the duke.

You have not known your fellow companions long, but you have formed a few opinions of them:

Larissa: The woman is a wonder! She is a brilliant fighter with a brave heart. She seems to be someone to trust. And perhaps you will confide in her after you get to know her better. She seems to like your mysterious nature.

Sir James: The man is a little too flashy and could easily draw a lot of attention to this group, something you don't want. Perhaps you can convince him that subtlety is more valuable than direct assault.

Kelth: She knows nature magic, which is not as powerful as the magic you want to possess. Still, perhaps you can learn a little from her. But you will be cautious—she doesn't talk much about her past, and you can't trust people who are not very open.

Ignatius: The cleric is dangerous. You have heard about his love of fire and fire-spells. He could draw too much attention to the group. Perhaps he was planted in this group by the duke. You don't want him to stray too far from sight because of this possibility. Of course, you can't do anything to hurt the dwarf. That would alert the court and call too much attention to you.

Kelth

Half-Elf Female
3rd Level Cleric (Druid)

Str: 10
Int: 16
Wis: 17
Dex: 16
Con: 13
Chr: 16
Armor Class: 7
THACO: 20
Hit Points: 20
Alignment: Neutral
Height: 5'2"
Weight: 108
Hair: Silver
Eyes: Green
Age: 60

Weapon proficiencies: dagger, scimitar.

Nonweapon proficiencies: herbalism, spellcraft, religion, dancing.

Equipment: dagger, pack with a week's rations.

Magic items: *cloak of protection +1*.

Money: 25 gp.

Spells: 4 first, 3 second (because of wisdom bonus). Often uses the following:

First level:

Bless
Create Water
Cure Light Wounds
Shillelagh
Faerie Fire

Second level:

Speak with Animals
Charm Person or Animal
Dust Devil
Slow Poison
Barkskin
Obscurement

You were born in the Vesve Forest and from your mother you learned the art of nature magic. Choosing to see something of the world, you began to wan-

der a few years ago, and eventually found yourself at the Wild Coast. In time you went to the Adventurers' Guild. Here you met up with a group of adventurers.

You are at your best in the woods, but believe spending some time in a town gives you a better perspective on life and helps you appreciate the woods more. You respect all life and will never turn down someone's request for aid. You will not let others suffer needlessly, no matter what their alignment. You also do not judge others, as good and evil are necessary components in the world.

You are fastidious about yourself, always wanting to look good so others will think well of you. You wear the best clothes you can buy, sleep in the best inns when traveling, and purchase fine food and wine when in town. Nothing in life is certain, so hoarding gold is useless.

You want to get to know your companions better. So far, your first impressions are:

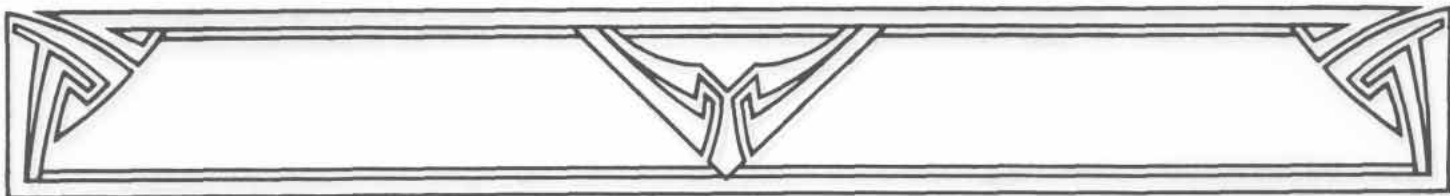
Larissa: The woman is much like you—brave, competent, a good fighter. She is not quite as pretty as you, but looks aren't everything. You respect her and are willing to take her advice.

Ignatius: He fascinates you because of his skills with clerical magic. But you want to make sure he stays in the city. A dwarf who likes to play with fire has no place in the woods.

Sir James: He is a little too lawful and biased for your tastes. And he is too formal in his approach to situations. But you will try to give him a chance.

Rashaman: This man of mystery is enchanting. You want to know more about him. He may not be very dashing, but there is something about him that you find attractive.





Ignatius

Dwarf Male
2nd Level Cleric

Str:	14
Int:	18
Wis:	15
Dex:	14
Con:	16
Chr:	14
Armor Class:	5
THACO:	20
Hit Points:	12
Alignment:	Chaotic Good
Height:	4'2"
Weight:	160
Hair:	Brown
Eyes:	Brown
Age:	170

Weapon proficiencies: mace, warhammer.

Nonweapon proficiencies: fire-building, blacksmithing, spellcraft, religion.

Equipment: dagger, chain mail, holy symbol, pack with a week's rations, tinder, 4 flasks of oil.

Magic items: *mace +1*, *oil of fiery burning*.

Money: 12 gp.

Spells: 4 first level. Often uses the following:

First level:

Detect Evil
Cure Light Wounds
Light
Faerie Fire
Endure Heat/Endure Cold
Sanctuary

You were born in the Corusk Mountains. Your father indoctrinated you into the clerical arts. With a background that fostered a fascination with clerical magic, you have journeyed to the Wild Coast in search of knowledge of the subject. Arriving at the Adven-

turers' Guild, you met up with a group of young adventurers.

You are excited about the prospect of adventuring. You know adventures can yield treasures and tall tales. There is so much to see and do, and you want to experience it all. You are fascinated with the idea of traveling throughout the world.

You are also fascinated by fire, a trait that alarms your parents and friends. But you know that fire can be quite useful. It can keep you warm. It can keep monsters away. It can be used to forge weapons—or even as a weapon if need be. But to keep the others you travel with more comfortable, you will try to consult with them before you use it.

You have not known these adventurers long, but you seem to like most of them:

Kelth: She knows a lot about the woodlands, and you think you should know more about her clerical powers because of your heritage. Perhaps you can talk her into letting you go with her on her next foray into the woods.

Rashaman: You definitely want to know more about him. Even though he's an illusionist he might be able to teach you something. Does he know any fire spells clerics can use?

Larissa: She is a grand woman! She seems to be the self-appointed leader of this group, and that's all right with you.

Sir James: Sometimes it seems like he wants to be your friend, and then suddenly he changes his mind. Perhaps if you show off your skills in front of him he will like you better.





Dyvers
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SELINTAN
ERY
NEEN RIVER
GREYHAWK
CAIRN HILLS

Maure Castle

Narwell

Hardby

ABBORALZ

Safeton

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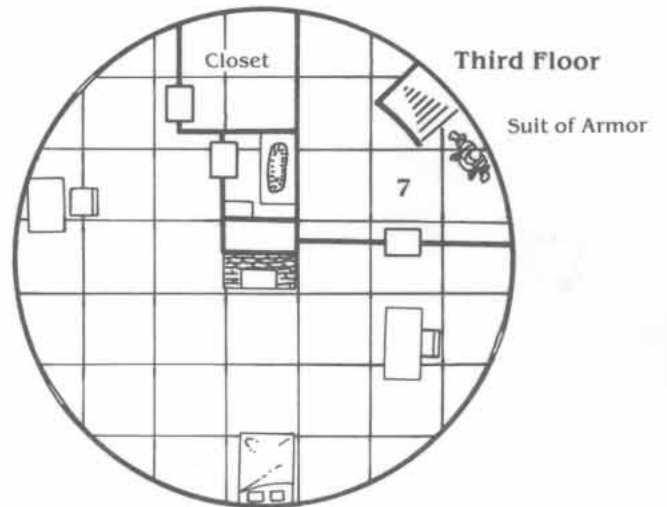
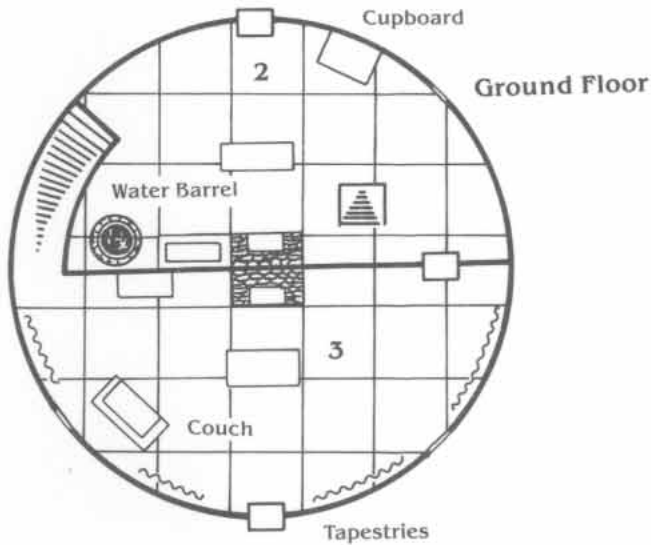
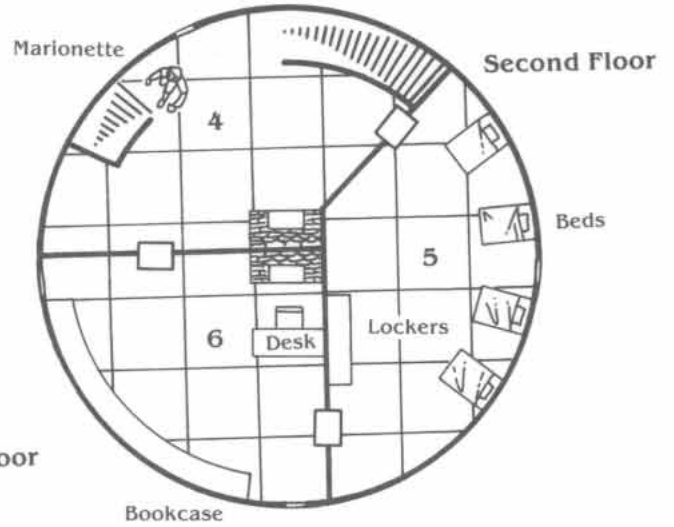
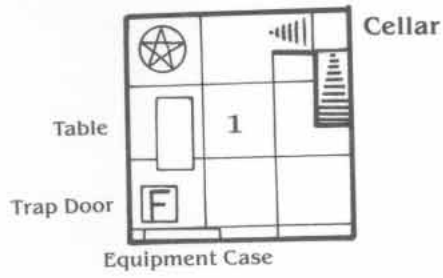
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ISBN 0-88038-781-5
9269XXX1401
\$5.95 U.S.

