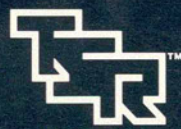


DUNGEONS & DRAGONS®

Official Game Adventure

King's Festival

by Carl Sargent



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DUNGEONS & DRAGONS®

Basic Game Adventure

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KING'S FESTIVAL

by Carl Sargent



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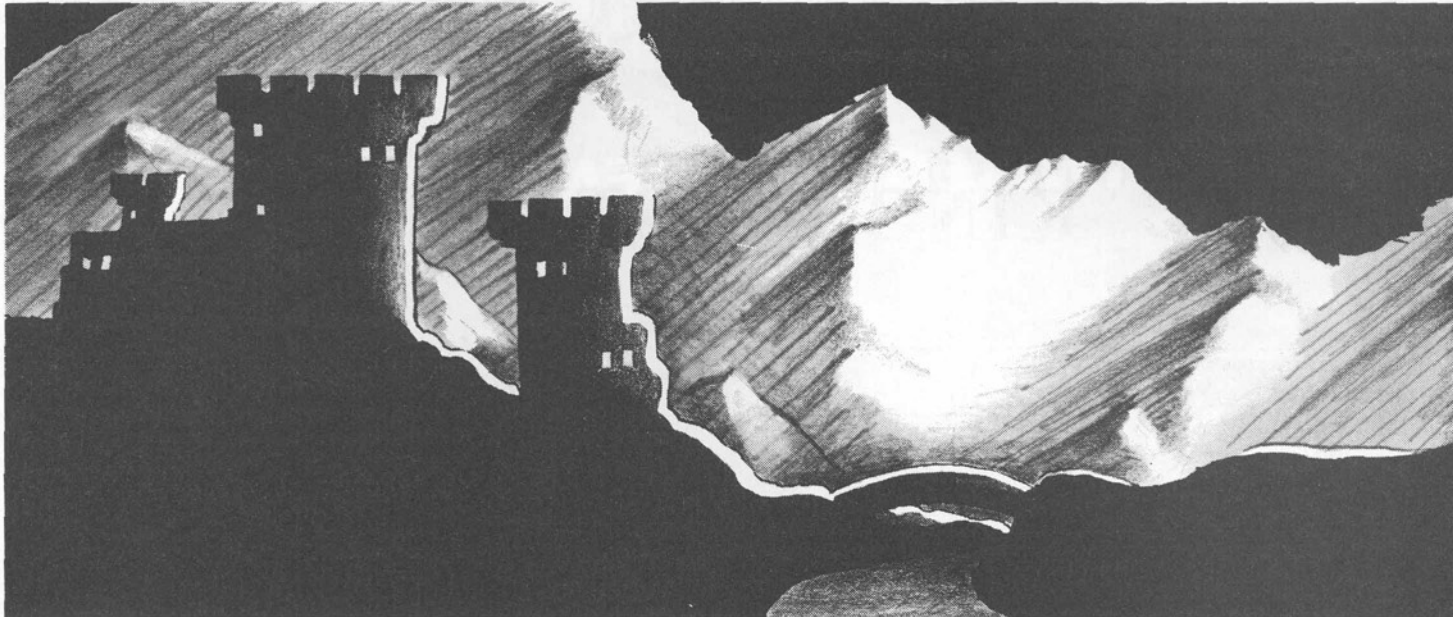
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introduction



Welcome to the endless realms of *The Dungeons & Dragons*® game, players and Dungeon Masters! *King's Festival* is an adventure pack or module, filled with information and play aids to introduce you to a fantasy world where dragons wheel in the skies and terrible monsters stalk remote wastelands, where creatures of darkness lie in wait in the gloom of dungeons and adventurers sharpen their swords and ready their spells to overcome the forces of evil and Chaos! A first adventure for heroes beginning their adventuring careers completes *King's Festival*. You stand on the threshold of thrilling adventures!

If you are going to be a player in the D&D® game contained in this product, you should read no further. Much of the material in the following pages is only for the eyes of the Dungeon Master (DM)—the person who will unfold the adventure before you.

This module has been specifically designed for inexperienced players and DMs, and it is an ideal first adventure for four or more 1st level characters. Pages 3-9 are the Dungeon Master's Guide to D&D Adventures. There you will find a wealth of tips on how to run any D&D adventure, not just the one you will find

in this product. Creating characters, organizing play, playing the roles of monsters and other characters, dealing with common problems that crop up from time to time—these and many more topics are discussed in depth. You will be a much better prepared DM after reading this section, and you can be confident that players will soon be clamoring for you to run other challenging adventures for their characters!

The DM's Guide to Karameikos on page 10 gives background information on the fantasy setting of this adventure. Next you'll find a special introduction to prepare everyone for the adventure ahead. Page 12 gives a full introduction to the adventure and setting for the players. Then, pages 21-31 hold the adventure itself, with monsters and dungeon rooms and treasures: the real heart of the action.

On pages 13-20 is a special pull-out section of game material for the players. You can detach this and use it separately simply by opening out the staples, removing these pages, and pushing the staples flat again. In this section, you will find characters for players to use if they do not yet have their own; a mapping sheet for recording details of the dungeon to be explored; a character sheet on

which players can record details of any characters they play; a map to be given to the players; a reference sheet of important details in the D&D game; and background on the game world for players.

Finally, pages 31-32 give more reference material and the details of two new monsters players will encounter in the dungeon. Especially useful is the Experience Reference Chart (page 32), which helps you keep track of treasure and experience gained as the player characters' use weapons, magic, and wit to overcome enemies and attain their goals.

Even the cover of this package is specially designed for beginning Dungeon Masters. Folded out, the inner 2 panels of the cover contain the maps you need to run the adventure. You can use this cover as a "screen" during play by standing it around your notes and the text of the game. This will keep details of the adventure away from the prying eyes of the players while letting you have the maps you need right in front of you.

So read on and begin the adventure!

DUNGEON MASTER'S GUIDE TO D&D® ADVENTURE

Getting Started

You and the players should read through most of the rulebooks in the D&D® Basic Set before you begin play. Players should start by reading pages 2-12 of the Players Manual, then pages 48-52 (which won't be fully clear to them at this stage), then page 55 on Alignment. Next, they should read pages 23-28 and 37-47 on the different character classes in the D&D game. Finally, they should reread pages 48-52, then read pages 53-61. The DM, should read this material, as well as the Dungeon Masters Rulebook. (You can skip pages 4-13 since you have an excellent first adventure in this product!) Later, players will want to read through the whole of the Players Manual, and you should browse through all sections of both the books in the D&D Basic Set.

Characters

The player characters (PCs) are the characters in the D&D game whose actions are decided by the players. Help your players as their characters are created so that everyone has a good idea of who their PC is, what their character wants to achieve, and what resources are available to that character.

Players may use the pregenerated PCs provided in the Players' Pull-out Section on pages 15-18, or generate new characters using the rules in the Players Manual. We suggest using the pregenerated characters. This saves time, and players usually want to start adventuring as quickly as possible.

The abilities, special talents, equipment, and money of the pregenerated PCs are fully detailed, but many of the PCs' characteristics have been left up to the player. The sex, age, alignment, appearance, and personality of each PC has not been filled in, so players may personalize their characters. Finally, the pregenerated PCs are a well-balanced adventuring group. Even if you decide not to use them, they are a useful guide to equipping and preparing groups of PCs for any adventure.

Which pregenerated PCs should be

used depends on the number of players. (Playing this adventure with fewer than four players is not recommended.) If you have four players, use PCs #1 through #4, and PC #6 should be used as a Non-Player Character (NPC) accompanying the group. You, the DM, play the role of the dwarf as a "sidekick" of the party. If you have more than four players, add PCs #5 through #7, in order. We don't recommend you run more than seven players in this beginning adventure, as there will be too many people for game play to run smoothly.

If players strongly prefer to create their own characters, fine. Go through character generation with them, so that the rules are followed. The Players Manual is very specific here, but you should practice generating a few sample characters yourself so that you are familiar with the rules and can help a player if a problem arises.

We also suggest you allow a minimum score when the first hit dice roll is made for PC hit points. The minimum is 5 for a fighter or dwarf; 4 for a cleric, elf, or halfling; and 3 for a magic-user or thief. If the dice roll is below the minimum for a particular character, use the minimum instead. These minimums do not include any Constitution bonuses or penalties—which should be applied as normal—and apply only to the first dice roll for hit points. Allowing minimum hit points gives PCs a better chance to survive the perils of 1st-level adventures.

Next, go through the ability scores with players to be sure that they have the bonuses and penalties for their PCs properly recorded and the players know what they mean. Ability scores are straightforward, but special abilities may need more attention. Elves, dwarves, halflings, and thieves all have special talents (infravision, detecting sloping passages or secret doors, backstabbing). Players will learn to use these special skills as their PCs go on more adventures, but they should be well aware of them and have a few ideas on how to use them right at the start. Going through them with the players will also refresh your memory of the uses of all these special abilities.

Finally, spellcasters (magic-users, elves, and eventually clerics) are a crucial part of any successful adventuring party. Make sure that players are well aware of what their spells can and can't do and what the ranges, areas of effect, and other specifics of their spells are. Since spellcasters have few spells in their spellbooks to begin with, this won't be too difficult to deal with quickly.

Equipment

Of course PCs must have weapons, armor, and the like, but there's more to properly equipping a party of adventurers than that. A cleric cannot turn undead without a holy symbol; a thief cannot open locks or check for traps without his tools. If a character falls into a pit, a rope is vital for getting him out. PCs finding a big pile of treasure coins can't carry it without sacks, and so on.

So a well-equipped party has a major advantage, and it's a good idea to have the players check through the equipment their PCs have between them and list what new equipment they need, as well as ideas for how each item could be used effectively. This just might save a PC's life during the adventure. Give the players time to think this through. Remember to check the cost of their purchases correctly when they finally outfit their PCs.

Preparing to Play

Completed character sheets, dice, pencils, rulebooks, and erasers should be handy as you prepare to play. It's helpful to use paper for notes that can be kept in a ring binder so players can store and revise useful information they come across in the game. Also, the mapping page on page 14 of this product is crucial for play. As with the Character Record Sheet, this mapping page may be photocopied for personal use.

There is a special reference section on page 13 of the Players' Pull-out Section of *King's Festival* that lists lots of useful information players will need during the game. Your players will want to have this



handy for combats so that checks can be made quickly when needed.

Finally, you should photocopy the back outside cover of the D&D® Basic Set's *Dungeon Masters Rulebook*—the Index. This makes it easy locate the answers to rules questions quickly.

Now you and your players are ready to undertake an adventure!

The Organized Dungeon Master

Players have less to do in a game than you do. Each player usually plays but one PC. You've got to run the whole adventure! In addition to keeping track of all the players' actions, you play all the monsters and people they encounter. A good DM gives the players descriptions of the lands and creatures they encounter, too. There are many practical ways in which you can lighten the burden of good DMing.

First, the adventure you plan to run must be ready for play. Here, life is easy, since you have a fully developed adventure in this product. When you write

your own, there will be much more to do! You must have maps of the area where the action will take place, an introduction with background information for the PCs, full lists of monsters with armor class, hit points, and other stats fully recorded, and perhaps hand-outs for players (if PCs find some message or map). This is a lot of paper to have floating around at a game. Minimize the work required to keep track of it all by being organized.

Separate sets of notes, covering different dungeon levels or NPCs the players will encounter, can be kept in individual packets. Different colored paper can be very useful for this. Then, during the game when you've finished with one packet of game material, put it to one side so it doesn't get mixed with the notes you still need.

Also be sure that you, like the players, have paper, pencils, dice, and erasers handy. You'll need a good place to play, too. Usually a solid table, with comfortable chairs and a place at the head of it for the DM is best. You can keep your

game notes out of sight of the players behind the cover of this module.

When the adventure begins, help the players organize their characters as a group. The PCs will usually have a standard "marching order" in a dungeon, the relative positions the PCs occupy when moving—usually with fighters at the front, magic-users and thieves in the middle, and so on. It's helpful to make a note of this so you don't have to keep asking during the game.

Organize how players will give information on their characters' actions to you, too. Having a Caller—a person who tells the DM what the party is doing—is helpful. However, be sure to encourage players to discuss their actions before the Caller says who is doing what. And, of course, players other than the Caller will sometimes need to tell what their PC is doing (if, for example, a thief is acting as an advance spy, moving silently and alone down a hall).

Time and Movement

Time in the game, referred to as “game time,” is often crucial, but don’t be precise when it isn’t necessary. If PCs need to spend a day on the road traveling, don’t count Turn (10 minutes) by Turn. That will only slow things down unnecessarily. If there are no encounters in the morning, for example, just say “you spend a pleasant morning strolling along through the autumn sunshine and eat your lunch under the shade of a beech tree” (or whatever fits the circumstances).

When time does matter, monitor it carefully. In combat, measure time in Rounds. With many spells that have a definite duration (like *shield*, which lasts for 2 Turns), keeping track of time in either Rounds or Turns will be vital. The Adventure Clock on page 20 will be very helpful here—while this is in the Players’ Pull-out Section, it is primarily for your use. You may photocopy this for personal use.

Time spent searching rooms may be important if PCs have spells running. To make life easy, say it takes 4 rounds for a party to make a basic search of a room 20’ x 20’ or smaller; 7 rounds for 20’ x 20’ to 40’ x 40’ (or equivalent); 1 Turn for anything bigger. This does not include searching for secret doors or carefully hidden items.

Keeping precise track of movement is usually only important in combat or attempted escapes, when characters are using their per Round movement rates to close on enemies, rush to aid their colleagues, or flee from some angry and powerful monster. Can the cleric get to the fighter to help him before the ogre lands a killing blow? Can the armor-clad dwarf escape from the goblin horde? Movement and time are important in such common situations.

Keep things simple: in normal combat situations, just make a rough check on your dungeon map for the relative position of, say, a PC fighter and a potential opponent. If a PC wants to rush to the attack and can cover the distance in a round let him or her make the attack. With longer chases or other more com-

plicated scenarios, see pages 16-17 of the *Dungeon Masters Rulebook*.

Experience and Experience Points

As the adventure progresses, PCs will accumulate experience points (XPs) for monsters and enemies overcome, and treasures gained. You can record these as you go along, keeping a list, but there is another way of doing this in this particular product that is even faster—the Experience Reference Sheet on page 32, which lists all the monster XPs and treasure to be found in the dungeon.

When the PCs defeat a monster, simply put a check by the monster—which is listed together with the numbered dungeon area it is in—to record that the PCs have overcome it. Then, at the end of the adventure, you can simply add up the total monster XPs earned by the players. A similar procedure can be used for treasure gained. Note that the Experience Reference Sheet does not give XPs for magic items the players might find. These items have no XP value: the magic is reward enough.

Finally, as the Basic D&D *Dungeon Masters Rulebook* notes, XPs are awarded at the end of an adventure, not at the end of an evening’s play. Characters should complete the adventure to their satisfaction and reach a place of safety before any XPs are awarded.

The Descriptive Dungeon Master

Never forget that you are the eyes and ears of the player characters during the game. Players are wholly dependent on you to tell them what their PCs see, hear, and so on. Good DMs are able to convey the feel and atmosphere of an adventure, the thrills and scares, by using good descriptions of what actions are taking place and what the PC can see around them.

King’s Festival has sections of boxed text for you to read to players that will show you how to describe adventure locations and events. It’s a skill you acquire with experience. Just avoid the two extremes of DM description!

First, don’t be too sparing with description. Players will quickly become bored if you describe all the rooms simply by their dimensions. Players will simply sigh, “Oh, it’s another 30 foot square room with a door opposite us” if all the rooms in your dungeon look the same. A few well-placed spider webs, dusty floors, creaking (wooden) or slippery (stone) floors, squeaks, odd noises (bats in the attic, harmless beetles scuttling underfoot) can add a lot to a game.

The other extreme to avoid is overdoing your description. If most rooms have symbols of evil all over the walls and dried blood on the floor, or every door the PCs open creaks, the overuse of repetitive sights and sounds destroys a genuine build-up of tension and excitement in players. Remember, some locations may be mundane and not worth a lengthy description. A good DM will know what the PCs need to see, hear, and smell.

An important final point is that a good DM details more than simply what PCs see. Don’t forget noises (scurrying vermin, voices, whistling wind, owl hoots, the scraping of something on stone—is it metal, chitinous claws, or something even more horrid?), smells (food, garbage, the reek of a filthy ogre aiming a club at a PC), and tactile senses (“you feel hair rising at the nape of your neck,” or “the stone feels cold and slimy as you touch it”).

Monsters and NPCs

Playing out encounters—whether it’s a battle with a giant or a meeting with a patron at a tavern—is the heart of the D&D game. The following notes on how to deal with this important part of DMing should be very helpful to you as you run this or any adventure.

Wandering Monsters. Be careful with wandering monsters (or WMs for short). It can be a disaster to have a weakened PC party meet a nasty WM because of a random dice roll. Use your best judgement. If the players have been playing well or a battle with a wandering monster would hurt the flow of the game, over-



rule the dice and don't use the encounter.

On the other hand, you might have a bunch of over-cautious players taking too much time to act. Often these players will take a long time to check every door for noises and traps or crawl along with a pole, checking for pits everywhere (even after you've told them that it really isn't necessary). Then you should decide that you'll have a WM encounter whatever the dice say, and tell players that "this can happen if you take so long to do everything."

Morale. As with wandering monsters, override the dice on morale rolls if this is sensible. As one example of when you should override the dice, consider a final showdown in an adventure—the "Big Fight Climax." Using a morale roll that has the monsters surrender after one is wounded will be a disappointment to the players if they've been working toward this battle for many nights of gaming.

If you don't want monsters to surrender for a good reason, they don't have to because of a single morale roll. Maybe

the monsters are fanatical or their king has drummed it into his troops that humans always kill their prisoners. What goblin is going to surrender then? Use your best judgement.

Reactions. Again, use this rule sensibly. If a group of fighters has decimated a goblin den, they can hardly expect to negotiate with the surviving goblins easily, regardless of a positive reaction roll. As a rule of thumb, reaction rolls are only plausible when negotiation is a realistic possibility—which usually means that whoever the PCs are negotiating with are fairly neutral about what the PCs are doing.

You should also interpret the results of any reaction rolls in a way that makes sense. For example, when a group of well-armed PCs try to talk to a single, unarmed goblin, it is very unlikely that the goblin will attack them, regardless of the reaction roll. Instead, a negative reaction role will usually be interpreted in this situation as the goblin being unfriendly and rude toward the PCs.

A similar logic applies to "friendly" reaction rolls. A friendly NPC will converse and be helpful, but will not necessarily hand over money or go completely out of his way to assist the PCs. Whatever the reaction roll is, what happens must make sense in terms of your campaign and the situation at the moment in the game.

Running Combat

On page 13 of this module you will find a Combat Sequence Table that lists all the steps involved in combat. You should refer to this continually to organize combats smoothly. The players will also have a copy of this on the Players' Reference Sheet, which also contains full charts and tables for weapon damage, armor class, saving throws, and other factors important in combat. You might consider making a photocopy or two of this page, for which permission is given for personal use.

Combat rules are straightforward and after one or two fights you and the play

ers will find that determining combat results becomes faster and easier with practice. However, there are some specific points on combats you should understand before you begin.

Surprise. Sometimes, the situation of an encounter or combat dictates that surprise is not a realistic possibility for one or both sides involved. For example, if the party has listened at a door and heard goblin speech beyond, they are unlikely to be surprised by the goblin guards in the room when they open the door! Again, if a guard has run away from one fight with the PCs and warned guards deeper in the dungeon, they will be highly alert and probably not surprised when they encounter the PCs. Sometimes, you may rule that surprise is impossible or unlikely (so that surprise only occurs on a roll of 1 on 1d6, rather than the usual 1 or 2 on 1d6).

Two-handed Weapons. Several weapons need two hands for use: all bows, the battle axe, the pole arm, and the two-handed sword. Characters or NPCs using these weapons always strike last in the round.

Initiative is only important with these weapons if one or more combatants on both sides in a fight are using a two-handed weapon. Men or monsters using two-handed weapons still strike after everyone else has done so in the round. However, the combatants fighting with two-handed weapons, who also have the initiative, strike before the combatants who lost the initiative and are fighting with two-handed weapons.

Actions Allowable per Round. A character can only perform one action per round—a cleric cannot cast a spell, try to turn undead, and also take a swing at the monster trying to skewer him in the same round! You must enforce this rule. Over-enthusiastic players often want their PCs to do more than they can in a round.

There are a few exceptions to this rule. The one special case you are likely to encounter quickly as a new DM is when a PC tries to switch or draw a weapon. In

most cases it takes a full round to draw a weapon or switch weapons (e.g., from a sword to a bow). While it does take a full round to switch to a dagger, it does not take a full round to draw a dagger (which means you can draw this particular weapon and attack with it in the same round).

This is a Role-Playing Game!

Much of the above has been about combat and fighting. These are essential parts of the D&D® game for almost all gamers; a climactic combat is an almost mandatory ending for most adventures, allowing built-up excitement and tension to be dissipated, generating thrills and fun in the process. Further, players of strong fighters, tough dwarves, and most other characters enjoy the challenge of a tough combat against evil foes. The forces of evil and Chaos are there to be overcome, after all.

However, this is not just a combat game. It's a lot more than a small-scale, sword-and-sorcery tactical skirmish game. What makes it much more than this is the existence of player characters (and the non-player characters played by the DM) as interesting fictional creations, characters with their own personalities, goals, motivations, and idiosyncracies.

The development of a detailed persona for a PC is an important stage in any player's enjoyment of the D&D® game. The player enjoys creating a well-developed character, not just rolling dice and adding up XPs. The DM can play an important part in the creation and development of player characters, especially through a creative use of NPCs.

It can be very rewarding for a player to have his character live in a world with interesting and powerful NPCs, and to interact with them—in political intrigue, cooperation, combat, or just fellowship and good companionship (especially for Lawful characters).

It is always worth a DM's effort to create NPCs who have anything other than a minor role in an adventure with at least a little detail. For example, Aralic, the

cleric in the *King's Festival* adventure, is described physically (one of the first questions a PC may ask about an NPC is, "what does he look like?"), and so is his general personality—with a little quirk, the fact that he is mildly claustrophobic (one of the reasons why he's delighted to see the PCs and why he doesn't want to go down a dungeon with them!).

NPCs who may be around for some time in a campaign are worth more work by the DM in terms of their appearance, beliefs, motivations, guilty secrets, and so on. The more work the DM puts into these important NPCs, the more believable his world will be—and the more rewarding it will be for players to run their PCs in that world.

Even "ordinary" monsters are worth thinking about. They want to survive, to have shelter and food and (usually) safety. They're not kamikaze attackers (except in rare circumstances). They have their own goals and motivations—plunder, revenge, banditry, security, clan loyalty, territory, and the like. You should think of most of the monsters in your campaign as "people" too—at least in terms of development as NPCs.

First-time players often aren't too worried about role-playing. Players just want to bash something. To some extent that's to be expected: their PCs haven't gained a depth of character through shared adventures and experiences yet, and as players, they don't yet understand all the subtleties of the game. However, while it's good to learn the game's basics by bashing a few goblins, in the long run, a campaign that doesn't develop strong role-playing elements, with a cast of interesting, credible NPCs and well-developed PCs, won't be a long-lived one.

The Dungeon Master's Problem Guide

At some stage during an adventure or campaign, somewhere along the line, something will go wrong during a game. Since this can happen in many ways, not all possibilities can be covered in this section, but some advice on the more common problems is included here to help

you to avoid or solve many of these common glitches.

The PCs Do Something Awkward

You want the PCs to travel from point A to point B. Out of sheer orneriness (or curiosity), the players decide to go to C instead, despite your polite prompts. You don't have the right maps for area C, and you've got no adventures written for that area. To get the game moving again, you need to steer the PCs to B.

Solving this is not too difficult. Use your NPCs to give the characters incentive to go where you want them to go and keep them away from where you don't want them to go. Have an NPC adventurer tell the PCs that "there's a terrible outbreak of plague in C" or "I hear they're paying good money to adventurers in B for fighting invading goblins." If the players still go to C instead of B, create a reason why they should be lured back to B, chased out of C, or whatever, using NPCs to do your dirty work.

Sometimes it's just one player, and not the entire party, who insists on doing something that you know will disrupt the game. He or she may decide to offend the law, attack or kill an NPC you've set up to provide information, or so on. The standard rule is: warn the player clearly about this ("There are six members of the Watch and one has a whistle ready to blow for reinforcements, so you might want to reconsider fighting the guardsman.") If the PC persists, try the same method used to get the party to go where you want them to. Of course, if that fails, you can always be harsh and punish a PC for such actions.

The PCs Don't Do (or Find) Something They Should

You put an important clue (a scroll or book) in a dungeon room, with a warning about a major danger deeper in the dungeon. The PCs never enter the room where the clue is, press on, and may get splattered all over the floor later because they didn't get the warning and entered a dangerous area below full strength. Or,

they may be unable to open a lock or solve a riddle because they haven't found a key or a clue, and the adventure grinds to a halt.

The important thing to remember here is that you should have a back-up plan for providing the information or item (such as a key) the PCs need to complete the dungeon. Just move the clue to another location where the PCs will find it. You may want to script a possible alternative when you are setting up the dungeon, so that it looks plausible to the players and not obviously contrived if you need to use it.

Then again, you may give the players an important clue and then they forget it. (This is especially common if your players aren't taking notes.) If this happens, you can allow the most intelligent PC an Intelligence Check before the lack of information proves fatal. Ask the player involved to roll 1d20. If the roll is equal to or lower than the PC's Intelligence, that PC remembers the clue and you give the information again. If he fails, too bad; they really have forgotten.

It's always a good idea to try not to script an adventure where success or total failure hangs on just one such clue—which may be lost by the players or perhaps never even found.

A PC Tries an Action Not Covered in the Rules

The D&D® game rules cannot possibly cover all the actions players might attempt during a game. For example, what do you do if a fighter tries to pole vault across a wide but shallow pit using a 10' pole? Assuming this isn't absolutely impossible (which it would be if the pit were 20' deep), what are his chances? The rules don't specify, so you have to create your own rule.

In this case, you might use an Ability Check like the one used earlier for Intelligence (if a PC had forgotten something). You might consider that Strength is the important ability, and allow a check against that. Of course, the PC won't know if he or she succeeds until the feat is attempted.

As with other rules (like morale and

reaction rolls) be sure to take factors other than simple ability numbers into account. For example, if the PC's wearing heavy armor (such as plate mail), this clearly makes the attempted leap harder. Then, you might add 4 to the number rolled on the ability to reflect this increased difficulty.

In most cases, all you need to do to determine if a PC can or cannot do something is determine which ability is most important to the action being attempted, such as Strength in the pole vaulting case. Then, consider if the task attempted is easy (in which case allow some number to be subtracted from the dice roll) or hard (here, add a number to the dice roll).

Remember, however, while a natural 1 on the dice usually guarantees success and a natural 20 guarantees failure, in the case of an Ability Check, high die rolls mean failure (the exact reverse of combat hit rolls and saving throws).

Quiet Players

Try to draw quiet, unassertive players into the game by asking their PCs about plans and actions. You can also have NPCs deal with their character in order to involve them more in the game. Good players will often help quiet players be more involved spontaneously, but if they do not, your cue may wake them up to the need to involve everyone in the adventure.

Disruptive PCs and Players

A player character may step out of line too often and annoy other PCs. There are many ways for a PC to play against the party—a thief might steal from his own party or an impetuous fighter might act rashly all the time and land others in trouble. In cases like these, the DM should encourage the other PCs to lay down the law to the troublesome PC and make it clear what they will and will not tolerate.

As a DM, however, you should encourage players to work together. One way to do this is to create adventures that

require teamwork from players to complete. You can also discourage a disruptive PC by using NPCs to punish that character's actions and reward others for showing cooperation.

The dilemma, of course, is that the player of the problem PC may take this kind of reaction to his or her character personally. However, if it is plain that the player insists on playing a character who is disruptive and creates problems, that player should firmly but politely be asked to leave the game. Disruptive PCs and players have been the death of more than one gaming group.

Characters and Alignment

As a DM, you should be watchful for PCs acting against their alignment. For clerics especially, acting out of alignment is a serious rules violation—a denial of the character's faiths and beliefs—and should be anathema to them.

If a PC is consistently acting out of alignment, you have to step in and discuss the problem. Always be sure to give at least two specific examples of how the PC stepped out of line. Novice players will find it difficult to follow a strict alignment, and they may need constant, but friendly reminders of the limits of their chosen alignment.

You Make a Major Blunder

It happens. You mess up the map horribly, totally forget that something that was supposed to happen during a combat, kill off a PC when in fact the monster he was fighting took enough damage to drop but you weren't paying attention, and so on. Now what do you do?

You can recover from almost any error. The first thing to remember is that no one expects you to be perfect. Next, try to recover from mistakes in as calm a manner as possible. If you are in the middle of some important action in the game and you discover a major mistake, don't panic. Resolve the action as best you can and then inform the players that there is some confusion in your notes and you'd like a timeout to check them. Of

course, you can always try to play through the problem, too. Just use your most important tool as a DM: your best judgement and common sense.

If the players' map is wrong, ask to see the map and place it next to yours. What exactly has gone wrong? Try to redraw the players' map to fit yours or, in extreme cases, draw a fresh map to give to players. Just say to the mapper, "There was a mistake by someone—me, you, or both of us. This is how the place should look." Then give the players the corrected map.

If you missed a crucial encounter, ask yourself if you can move it to another location and run it there. This type of change is easy to rationalize, too. If a messenger the players knew they should meet at a certain location isn't there, he was obviously delayed because his horse went lame. Of course, if the PCs don't even know they were supposed to encounter someone or something in a particular spot, they never need to know things have changed!

A PC Dies

If there were no possibility of a PC dying, the game would probably lose its thrill. Occasionally, a character will perish. But this should not happen often, unless you are being careless with the strength of enemies facing the PCs or cruel. "Killer dungeons" are dreadful and should be avoided at all costs.

There are ways of avoiding PC death, or dealing with it after it has happened. If it happens because of a mistake by you (you forgot a protective spell the PC had up or you miscounted damage), then simply let the PC be knocked unconscious, but still revivable (He has 1 hit point). If your error takes some time to discover, make sure the PC can somehow rejoin his friends—for example, the PC is helped out of a dungeon by a party of NPCs.

If the PC really is dead and you made no error, this is a sad moment, but the PC will live on in the memories of the survivors. The player concerned can roll up a new 1st-level character; it won't

take long to catch up with the others. At higher levels, clerical help with returning the dead to life (as explained in the D&D Expert Set) may be possible, but only for a very hefty donation to the NPC cleric's temple.

One special point about PC death is important to remember when you come to write your own adventures. At some stage, you will script a tough fight, usually the climax to the adventure. You will often use powerful enemies who will give the PCs a hard fight, and if you script poorly you may have several dead PCs in your dungeon and a number of unhappy players at your table.

You can reduce the chances of an unbalanced encounter taking place by playing through the battle on your own before running the adventure. Play out the actions of both sides with a sample party at full strength and see how it goes. If you avoid overkill either way (not too hard for the PCs, but not too easy either) you're on the right track.

Next, you should run the simulation again with the PCs about 25% down on hit points and spells. Does this make a crucial difference to the body count at the end of the battle? If it does, you can place clues in the adventure, warning the PCs of the dangerous nature of the impending combat, so they can rest and be at full strength for it.

You can slightly reduce the power of the enemies, too. After scripting and running a few adventures, you'll get a better sense of what will and won't work in a game. The old saying applies to DMing, too: Practice makes perfect!

DUNGEON MASTER'S GUIDE TO KARAMEIKOS

Karameikos is the country in which *King's Festival* is set. On the inside cover of this module, you have a map of Karameikos and its neighbors. In the Players' Reference Section, you will find a hand-out with some basic details on Karameikos for the players. Here, some additional detail about the area is provided for you, so that if curious players ask questions about the land you will be able to answer at least some of them.

But Karameikos is far too big to be explained fully in this product. If you want to learn more about the history and politics of this area, you should purchase the official D&D® game supplement, GAZ 1, *The Grand Duchy of Karameikos* and the rest of the B-series of D&D modules.

History and Geography

Karameikos is a large and prosperous land, with thriving trade and commerce. It is also a young nation, having only recently become independent of the great Empire of Thyatis, which lies to the east (again the right-hand inside cover of this module shows the situation of Karameikos and its neighbors).

It was only thirty years ago that Duke Stefan Karameikos III made a deal with the Thyatian emperor and gained the lands of Karameikos for his own. A wise and popular ruler, Stefan has united the fragmented lands into one nation, which bears his name.

It is rumored that some people in high places do not care for Stefan and wish him ill. However, such intrigues are only whispered in hushed voices by cowed and cloaked figures who prefer to talk in dark and hidden places.

Karameikos has many wooded and fertile lands, and agriculture is a rich source of income. The hilly area, in which *King's Festival* is set, lies in the northern half of the country, near the city of Penhaligon.

The capital city of Karameikos, Specularum, is on the Shutturgall River, some 110 miles south from Penhaligon along the Duke's Road. Half-way between the capital and Penhaligon is the city of Kelvin, ruled by Baron Desmond Kelvin II,

and home to some 20,000 people.

To the north from Penhaligon, a road leads to the Duke's Road Keep, a well-manned fortress protecting the mountain passes. Trade routes pass beyond the borders of Karameikos here, and go on to Selenica, capital of the Republic of Darokin.

Penhaligon itself is the closest major town to Stallanford, where the adventure of *King's Festival* is set. Just under 4,000 people live there, under the rule of Lady Arteris Penhaligon, a renowned fighter who succeeded her father Arturus in the position when he died four years ago.

Penhaligon is a brisk, bustling town, with burgeoning trade by river and by road. It is well-fortified to protect the Duke's Road trade route, and while there are occasional skirmishes with orcs and goblins—even bugbears and hobgoblins—the town is usually peaceful.

Dangers Within the Duchy

Despite its wealth and sound rulership, Karameikos has its share of problems. Orcs and goblins and their kin (notably the bigger and tougher hobgoblins) are plentiful in the hilly and mountainous northern lands, especially in the northeast—including the countryside around Penhaligon and Stallanford! Bugbears are common in the southwestern forests, and ogres infest the hills north of those wooded tracts of land, where even an occasional giant or troll has been sighted.

More mundane creatures that can be dangerous to adventurers—such as wolves and bears—can be found all over the duchy. This isn't surprising given the large areas of foothills and woodland in the country. Great cats are a hazard in the northern hills, but they rarely attack humans unless very hungry or provoked.

Political Unrest Within Karameikos

The worst enemy of mankind (and of gnomes, dwarves, elves, and their kin) is, of course, Man himself. While Karameikos has good political relations with most of its neighboring countries, there

are rumors of ambitious and arrogant nobles within the duchy who seek to overthrow Duke Stefan. There are also stories of villainous secret gangs of slavers and criminals operating across the duchy. However, such nefarious evils are—as yet—only rumors to the PCs in this adventure.

The population of Karameikos is divided into two groups: immigrants from Thyatis who have settled in the duchy, and natives, known as Traladarans (Traladara being the old name for one dominant nation within the Karameikan lands).

Thyatians are taller, more cultured, and often consider themselves superior to their countrymen. The smaller, often illiterate, and notably superstitious Traladarans feel rather resentful of their Thyatian "conquerors," as they are sometimes wont to regard them. To the Traladarans, reading tea leaves and interpreting natural events as auguries isn't superstition anyway—it's just common sense.

You may not want to present all of this information to the players right away, as it does not directly affect the adventure in this product and may distract them from their goal. However, since intrigues and unrest are an important part of Karameikan society, you should be aware of them. It may help you to develop interesting NPCs for this game that might be of use in an extended campaign based in Karameikos.

DUNGEON MASTER'S INTRODUCTION

Before you try to run the adventure in this product, read through it first. You should be very familiar with all of the encounters and locations in the adventure if you want to run a successful game, so read carefully. Also take some time to study the maps included in the module.

The text of the adventure in *King's Festival* is keyed to the maps. When PCs enter a specific location, details of what they see are given in boxed text for you to read to the players. You will need to add details to this sometimes, depending on the actions of the players. However, you should find that the descriptions in the adventure cover most questions players will ask about the dungeon.

When a monster is described in an individual location, its abilities are given in abbreviated form. The following information is covered:

Name (number); Armor Class; Hit Dice (or Class and Level for an NPC); hit points; Movement per turn (and per combat round in brackets); Number of attacks per round; THAC0 (special—see below); Damage per attack; Special attacks (poison, etc.); Save as (Class and Level); Morale; Alignment; XP value for overcoming monster (if there are several of the same creatures, the number shown is per individual monster, not for the group); and Other abilities (if any).

Further details may be added for unusual or important monsters and NPCs.

Abbreviations

The following abbreviations are used in the text; it looks like a terrifyingly long list, but you'll soon get used to them.

AC	Armor Class
AL	Alignment
#AT	Number of attacks per round
C	Chaotic
cp	Copper piece
d	Type of dice (or die)
Dmg	Damage per attack
ep	Electrum piece
F	Fighter
gp	Gold piece
HD	Hit Dice

hp	Hit Points
L	Lawful
ML	Morale
MU	Magic-User
MV	Movement Rate
N	Neutral
NM	Normal Man
pp	Platinum piece
SA	Special attacks
Save	Save As (Class/Level)
sp	Silver piece
THAC0	see information below
XP	Experience points earned by overcoming monster

THAC0: This is an acronym for "To Hit Armor Class 0 (zero)," and it is the minimum number needed on a d20 roll to hit an enemy that has AC0. To work out what an attacker needs to hit other Armor Classes, simply subtract the AC of the creature or character the attacker is fighting from the THAC0 given. For example, if a monster has THAC0 = 18, it hits AC1 on 17 +, AC2 on 16 +, and so on.

If you know a monster's THAC0 and a PC's Armor Class, this will save a lot of time checking on the combat tables to see if a PC has been hit during combat!

Wandering Monsters

Wandering monsters are rare in Dungeon Level I; the orcs drive out intruders. You should only roll once per hour for a WM, which arrives on a roll of 1 on 1d6. Use the table in the *Dungeon Masters Rulebook* for WMs, save that the monster is a group of 1-3 orcs (patrolling guards) on a roll of 1, 7-10, 13 or 14 on the table. For Dungeon Level II, check for WMs every half hour, using the standard table.

Doors, Lighting, Orcish Equipment

Doors are unlocked unless the text says otherwise. Locations occupied by orcs are torch-lit. All other locations are not lit, and PCs need torches or lanterns in dark areas. Orcish equipment and weapons do not count as treasure—they cannot be sold.

Strategic Retreats

At some stage, before overcoming the orcs, the PCs may well have to leave the adventure to rest and recover lost hit points. They can go back to Stallanford to do this, but it takes 3 hours to return to the village.

The PCs will encounter a Neutral cleric, Moravan (2nd level) on their first return to town, who will sell them a *cure light wounds* spell for 20gp. He is only passing through and will not help with the adventure or wait around to provide further healing.

If the PCs need help again in the dungeon, encourage them to rest somewhere closer to the orc lair, and not return to Stallanford. Point out that a full day of rest will enable each PC to recover 1 hit point.

Allow the PCs to find a small, empty cave a mile or so away from the orcs' caves, where they can rest safely until they are well enough to continue. Coins and the like can also be buried there to reduce encumbrance when the PCs return to the dungeon.

The Adventure's Goal

Initially, the PCs' goal is to overcome the orcs and rescue Aralic. In *Dungeon Level II*, the goal is to overcome the source of evil Aralic senses—Petrides, the Chaotic cleric, and his undead minions. Above all, however, the adventure in *King's Festival* is meant to serve as an exciting introduction to the world of *The DUNGEONS & DRAGONS®* game for you and your players.

introduction for players

Make sure the players have their characters thoroughly prepared, and then give them the Players' Background material from the pull-out section (page 18) to read. Give them the Players' Map (page 20)—it is very useful to photocopy this page in advance. Let them know that they can enter the town together or separately, but that they will all see the same things when they first arrive in Stallanford. Then, read the following boxed text aloud to the players.

You have arrived at the town of Stallanford, on the Duke's Road. The town is bustling and busy, with many visitors and merchants' wagons seeking hostels and stables for horses. This is no ordinary day, for tomorrow is the first day of the King's Festival!

Karameikos has no king, but this long-held festival honors a great hero of the distant past, King Halav. Long before Karameikos was a nation, King Halav of the Traldar folk fought with his warriors against evil Beast-Men. In a great battle, Halav and the king of the Beast-Men fell, but the evil ones fled and the safety of the humans was ensured.

You're rather late in arriving, and many folk are asleep. You sniff the pleasing aroma of cooking meat and warm bread, and you make for the tavern, the Hungry Halfling, for a meal and some rest.

The inn is busy, but you find a table right away. The friendly old halfling who owns the hostelry charges 5 silver pieces for dinner, a bed, and breakfast. It's good value though—the joint of beef you see on the table will fill your stomach after your long journey!

PCs should deduct 5 silver pieces from the money listed on their character sheet. (1 gold piece equals 10 silver pieces, so if 1 gold is paid, change is 5 silvers.) If the PCs have not met each other before, tell the players their PCs see other adventurers drinking the good ale here and have the PCs introduce themselves to each other. After this, read the following:

After a good meal and a chat with your friends, you settle down to sleep in a comfortable bed with clean linen. Just before dawn you wake to the sound of shouting in the streets, and you can see flickering flames through your window! Hurriedly, you dress, grab your possessions, and go outside.

Townfolk and travelers mill about, some crying in panic or fear. You see that the small temple in the town is ablaze! A tall man dressed in gray robes walks over toward you and begs for your help.

"The orcs have raided us! They have burned our temple, and Aralic the Priest cannot be found. They must have kidnapped him! The wretched orcs have to be found and slain, or they will be back to loot and kill again. Two of our people are dead. Will you help?"

At once, another man—older with graying hair and angry eyes, wearing leathers—steps forward beside the gray-robed fellow and holds out his arms to you.

"If you want to follow the orcs, I can track 'em for you. One bunch of warriors has already gone off looking, but they've got the wrong trail. I can show you how to find 'em. My name is Janner and I want to help. My son lies dead from their swords."

His voice breaks as he points into the distance, where the orcs have gone.

Here is the adventure you sought! There are evil orcs to fight, a goodly cleric to rescue, and maybe treasure in the caves you are told the orcs inhabit!

The PCs have plenty of incentive to get started! Now, ask the players if their characters wish to set off right away. Dawn is breaking, and if the PCs ask, Janner will tell them it will take about 3-4 hours to get to the orcs' caves.

If the PCs set off right away, read the boxed text below at once. If they ask whether the villagers of Stallanford can

help them in any way, they are informed that the village can provide free equipment for the party, since the PCs are helping to destroy the orc menace, but nothing else.

Janner will urge the PCs to hurry in pursuit, but in half-an-hour the villagers can come up with normal equipment for this type of adventure: rope (2 lengths), oil (2 flasks), iron spikes (24), a 10' pole, a tinder box, and 18 torches. This is all the PCs can have—the place is in turmoil, and this is all that they can lay their hands on at short notice.

Items taken should be added to the Character Record Sheets. Finally, if you have only four PCs, the dwarf (PC #6 in the Pregenerated Characters) can walk up and offer to accompany them at this stage. This happens only if there are four or less PCs. You run this dwarf as an NPC (non-player character).

Now read the final section of boxed text to the players.

You follow Janner at a slow walking pace as he traces a trail that you can only see part of the time—a blood stain in the grass here, a tuft of material or hair there, some heavy footmarks in damp patches. But after a couple of hours Janner stops and points to some foothills about two miles in the distance.

"There", he says. "Head for those caves. That's where the orcs'll be. I wish I could come with you, but an old man like me would slow you down." Though he clearly wishes he could fight with you, Janner turns and heads back to Stallanford.

You march on warily, and soon you see a hilly mound with an unmistakable narrow, dark entrance. You are a hundred feet or so away, but the rock cover is such that you can *probably* get a lot closer without being detected. What plans will you make against the orcs within?

The adventure has begun! Go to the start of the script, located on page 21.

players' reference sheet

COMBAT SEQUENCE

- A. Players announce their intended actions (who will strike at whom, where spells will be targeted, etc.). The DM determines the planned actions for the opposing monsters, non-player characters, and so on.
- B. Each side rolls for initiative, using 1d6. Higher roll wins.
- C. The side that wins the initiative acts first:
 1. Morale Check (monsters and non-player characters only)
 2. Movement (using speed per round), including Defensive Maneuvers
 3. Missile Fire Combat
 - a. make hit rolls
 - b. roll damage for hits
 4. Magic Spells
 - a. make Saving Throws if applicable
 - b. apply results immediately (e.g., roll damage for a magic missile spell, etc.)
 5. Hand-to-Hand (Melee) Combat
 - a. make hit rolls
 - b. roll damage for hits
 6. Turning of Undead by Clerics
- D. The side that loses the initiative then completes all the steps in C above.
- E. Characters using two-handed weapons strike last, after all other actions. If there are characters/monsters on both sides using such weapons, those on the side winning the initiative strike first.
- F. The DM handles all retreats, surrenders, and other special results.

WEAPON DAMAGE

- 1d4 points of damage:** Club, Dagger, Sling Stone, Torch
- 1d6 points of damage:** Arrow (long or short bow*), Hand Axe, Mace, Quarrel (cross-bow*), Short Sword, Spear, War Hammer
- 1d8 points of damage:** Sword (Normal), Battle Axe*
- 1d10 points of damage:** Pole Arm*, Two-handed Sword*

* These weapons require two hands for use; the attacker may not use a shield, and these weapons strike last in the round.

Strength bonuses and penalties apply to damage caused by hand-held weapons. If you are using a Character Record Sheet, adjust the damage figure recorded for melee weapon(s) to include any bonus or penalty from Strength.

SAVING THROWS

- a. Death Ray or Poison
- b. Magic Wands*
- c. Paralysis or Turn to Stone

- d. Dragon Breath
- e. Rods, Staves, Spells*

	a	b	c	d	e
Cleric	11	12	14	16	15
Fighter	12	13	14	15	16
Magic-User	13	14	13	16	15
Thief	13	14	13	16	15
Dwarf	8	9	10	13	12
Elf	12	13	13	15	15
Halfling	8	9	10	13	12
Normal Man	14	15	16	17	17

Wisdom bonuses and penalties apply to Saving Throws marked with an asterisk (*) but not to others (Death Ray and Poison saves will be affected only if a magical attack is involved). If you are using a Character Record Sheet, adjust the figures above for any bonuses or penalties arising from Wisdom score.

ARMOR CLASS TABLE

Armor Type	Armor Class
No armor	9
Leather armor	7
Chain Mail armor	5
Plate Mail armor	3
Shield	bonus of -1*

* A shield reduces AC by 1 place—thus a character in Plate Mail armor is AC3, one with Plate Mail and shield is AC2.

Dexterity is a bonus or penalty to AC (high Dexterity lowers AC). Adjust the AC recorded on the Character Record Sheet for any Dexterity bonus or penalty.

PC #1: Fighter

Name:
Age:
Sex:
Alignment:
 (as chosen by player)

Strength: 16 (+2 bonus to melee Hit rolls and damage, +2 bonus to opening doors)

Intelligence: 7

Wisdom: 8 (-1 penalty to Saving Throws against Magic)

Dexterity: 13 (+1 bonus to missile fire Hit rolls, -1 bonus to Armor Class)

Constitution: 16 (+2 bonus to hit point rolls)

Charisma: 10

Armor Class: 1 (includes Dexterity bonus)

Hit Points: 8 (includes Constitution bonus)

Money: 6gp

XP: 0

Bonus to XPs earned: 10%

XPs needed for 2nd level: 2,000

Equipment List:

Plate mail and shield
 Sword (normal)
 Dagger
 Backpack
 Standard rations
 Oil, 1 flask
 Large sack
 6 Torches
 50' Rope
 10' Pole, wooden
 12 Iron spikes and small hammer
 Waterskin

What your tutor told you:

"Usually, your job is to be at the front of the group, fighting monsters and enemies, and protecting those who don't fight as well as you. But guarding a party needs different tactics sometimes. Don't forget that someone needs to protect the rear!"

"A sword is your best friend, but with your Dexterity a bow is useful too. Buy one as soon as you have the money. If you're traveling outdoors, make sure at least one party member has a missile weapon readied for a long range attack. You're strong enough to carry a spare sword with you, so buy one when you can—you never know what might happen!"

PC #2: Cleric

Name:
Age:
Sex:
Alignment:
 (as chosen by player)

Strength: 13 (+1 bonus to melee Hit rolls and damage, +1 bonus to opening doors)

Intelligence: 9

Wisdom: 17 (+2 bonus to Saving Throws against Magic)

Dexterity: 14 (+1 bonus to missile fire Hit rolls, -1 bonus to Armor Class)

Constitution: 9

Charisma: 12

Armor Class: 3 (includes dexterity bonus)

Hit points: 5

Money: 4gp

XP: 0

Bonus to XPs earned: 10%

XPs needed for 2nd level: 1,500

Special Abilities:

- (1) Turning of Undead
- (2) Clerical spells (gained at 2nd level of experience)

Equipment List:

Chain mail and shield
 Mace
 Sling and 30 stones
 Holy symbol
 Backpack
 Standard rations
 Waterskin
 Small sack
 50' Rope
 6 Torches

What your tutor told you:

"You have to prove yourself before you can become an adept and use spells. To begin with, your most important role is as a support fighter. When you have the money to do so, buy yourself some plate mail so you are better protected. Don't forget your sling—with your Dexterity this can be a useful weapon, and the fighters at the front will often have swords drawn and no chance to use a distance weapon.

"When you can use spells, you will usually have *cure light wounds*. This spell is vital to sustain any adventuring group. But if your party is healthy and you know you have a fight coming against one or two powerful enemies, don't forget that your spells can be used offensively, too!"

READY-TO-PLAY CHARACTERS

PC #3: Elf

Name:
Age:
Sex:
Alignment:
(as chosen by player)

Strength: 13 (+1 bonus to melee Hit rolls and damage, +1 bonus to opening doors)

Intelligence: 13 (+1 language known)

Wisdom: 9

Dexterity: 15 (+1 bonus to missile fire Hit rolls, -1 bonus to Armor Class)

Constitution: 14 (+1 bonus to hit point rolls)

Charisma: 9

Armor Class: 3 (includes Dexterity bonus)

Hit Points: 6 (includes Constitution bonus)

Money: 1gp

XP: 0

Bonus to XPs earned: 5%

XPs needed for 2nd level: 4,000

Special Abilities:

- (1) Infravision, 60' range
- (2) Immunity to ghoulish paralysis
- (3) Speak extra languages: elven, gnoll, orc, hobgoblin
- (4) 2 in 6 chance for finding secret doors

Equipment List:

Chain mail and shield
Sword, normal
Dagger
Backpack
Standard rations
50' rope
Small sack
12 Iron spikes and small hammer
Waterskin
Wineskin with 1 quart of red wine

Spellbook:

Your spellbook contains three spells—your tutor was generous! These are *detect magic*, *read magic*, and *magic missile*. You can only memorize and use one spell per day, however!

What your tutor told you:

“You are the slowest to gain experience levels, but the most powerful at any level, for you can fight well with sword or bow and use magic-user spells, too. If possible, try to be in the middle of a group, so you can move to fight—or support with spells—if an attack should come from the front, the back, or to one side. You will usually memorize *magic missile* for adventures, and this spell is powerful—the missile always hits. Use the spell carefully; it is excellent for spoiling the spell of an enemy magic-user should you meet one.”

PC #4: Thief

Name:
Age:
Sex:
Alignment:
(as chosen by player)

Strength: 9

Intelligence: 11

Wisdom: 10

Dexterity: 18 (+3 bonus to missile fire Hit rolls, -3 bonus to Armor Class)

Constitution: 13 (+1 bonus to hit point rolls)

Charisma: 13 (+1 bonus to reactions)

Armor Class: 4 (includes Dexterity bonus)

Hit points: 5 (includes Constitution bonus)

Money: 1gp

XP: 0

Bonus to XPs earned: 10%

XPs needed for 2nd level: 1,250

Special Abilities:

Open Locks 15%
Find Traps 10%
Remove Traps 10%
Climb Walls 87%
Move Silently 20%
Hide in Shadows 10%
Pick Pockets 20%
Hear Noise 1-2 on d6 roll

Double weapon damage on a successful backstab (+4 bonus to Hit roll)

Equipment List:

Leather armor
Sword, normal
Crossbow
Quiver with 30 quarrels
Thieves' tools
Backpack
Standard rations
50' ropes, 2
Small sack
Waterskin

What your tutor told you:

“Thieving isn't dishonorable if you use your skills for the right reasons. You aren't much of a fighter and you need strong fighters to protect you, clerics to heal you if you are hurt, and spellcasters to support you, so don't anger them by stealing from them. If you need to pick a lock, have a strong protector with you, and it isn't your job to open the door or the chest—get the fighter to do that!

“Don't rush into fights—try to hide in the shadows and sneak about trying for a backstab. While you don't want to be toe-to-toe with a monster with your sword, you're a real expert with a bow because of your Dexterity. For you, the arrow is mightier than the sword.

“Never lose your thieves' tools; you can't use your special thieving skills without them. Don't forget that not all treasure is coins and gems, either. Just look at this valuable antique urn I, er, borrowed last week. . . .”

PC #5: Magic-User

Name:
Age:
Sex:
Alignment:
 (as chosen by player)
Strength: 5 (-2 penalty to melee Hit rolls and damage, -2 penalty to opening doors)
Intelligence: 17 (+2 extra languages spoken; player's choice)
Wisdom: 13 (+1 bonus to Saving Throws against Magic)
Dexterity: 16 (+2 bonus to missile fire Hit rolls, -2 bonus to Armor Class)
Constitution: 13
Charisma: 9
Armor Class: 7 (includes Dexterity bonus)
Hit points: 4 (includes Constitution bonus)
Money: 5gp
XP: 0
Bonus to XPs earned: 10%
XPs needed for 2nd level: 2,500

Spellbook:

Your spellbook contains two spells—*read magic* and *sleep*. You can only memorize and use one per day, though.

Equipment List:

Silver dagger
 Holy water, 1 vial
 Backpack
 Iron rations
 Steel mirror
 Lantern
 Oil, 2 flasks
 Waterskin

What your tutor told you:

“Never get into a melee if you can help it! You’re not so easy to hit as some Mediums (because of your superior Dexterity), but you won’t last long in a battle because of your feeble strength. But no matter. Use your Intelligence to succeed, and start by making sure that the group’s marching order has you in the middle where front and rear attacks get to someone else first!

“Your *sleep* spell is very powerful. You can take out a whole group of enemies with this. But don’t forget that it affects a whole area and you cannot choose only to affect certain creatures or people within that area! Never cast the spell into an area where any of your friends are or you will probably affect them as well, which could be disastrous.

“Always think about the spells you have and how you can use them best. A clever, original use of a spell can surprise, overcome, and demoralize an enemy.”

PC #6: Dwarf

Name:
Age:
Sex:
Alignment:
 (as chosen by player)
Strength: 18 (+3 bonus to melee Hit rolls and damage, +3 bonus to opening doors)
Intelligence: 6
Wisdom: 11
Dexterity: 7 (-1 penalty to missile fire Hit rolls, +1 penalty to Armor Class)
Constitution: 14 (+1 bonus to hit point rolls)
Charisma: 7 (-1 penalty to reactions)
Armor Class: 3 (includes Dexterity penalty)
Hit points: 7 (includes Constitution bonus)
Money: 1gp, 5sp
XP: 0
Bonus to XPs earned: 10%
XPs needed for 2nd level: 2,200

Special Abilities:

- (1) Infravision, 60' range
- (2) Extra languages—speaks dwarven, gnome, goblin, kobold
- (3) Detection of traps, sliding walls, sloping corridors, new constructions (2 in 6 chance)

Equipment List:

Plate mail (dwarf-sized)
 Shield
 Hand axe
 Dagger
 Backpack
 Standard rations
 Waterskin
 Large sack
 Engraved pewter tankard and flagon with 4 pints of dwarven Skullbuster dark ale

What your tutor told you:

“You’ll be the pride of the clan if you know what your strengths and weaknesses are. You’re incredibly strong and healthy, and able to swing an axe against the best of ’em. But, well, you’re not the smartest or nimblest dwarf on two feet. Leave the planning to others unless you’re underground or coming up to a big fight, when what you know is important. Best to leave any negotiations to those who will get better reactions than you, too.

“Let the thieves and those with good Dexterity use bows—keep your axe to hand and try to fight enemies hand-to-hand. Your plate mail is good protection but you’re slow and your Dexterity is poor, so try to grab any magic protections you can—like a magic shield or ring of protection if your party finds one.

“Fight at the front—it’s where your melee skills are best placed. It’s also where you can see pits, and sliding walls and traps. Dungeons are the best place to be for a dwarf, save for the tavern.”

Ready-to-play characters

PC #7: Cleric

Name:
Age:
Sex:
Alignment:
(as chosen by player)

Strength: 9
Intelligence: 9
Wisdom: 18 (+3 bonus to Saving Throws against Magic)
Dexterity: 17 (+2 bonus to missile fire Hit rolls, -2 bonus to Armor Class)
Constitution: 9
Charisma: 7 (-1 penalty to reactions)
Armor Class: 2 (includes Dexterity bonus)
Hit points: 5
Money: 1gp
XP: 0
Bonus to XPs earned: 10%
XPs needed for 2nd level: 1,500

Special Abilities:

- (1) Turning of Undead
- (2) Clerical spells (gained at 2nd experience level)

Equipment List:

Chain mail and shield
Mace
Sling and 30 stones
Holy symbol
Backpack
Standard rations
Torches, 6
Waterskin

What your tutor told you:

“Never betray your beliefs; they are the very heart of a cleric’s being. You will not progress to use clerical magic unless you stay true to your ideals! Your exceptional Wisdom should make you an outstanding cleric—if you survive the grim perils of adventuring!”

“Your Strength is not good, so you should leave frontline fighting to fighters and dwarves, but with your fine Dexterity your sling is a useful weapon. When adventuring, try to keep a position that allows you to use this weapon, and draw your mace only when you must. Your defensive strength as a hand-to-hand fighter will be improved when you can buy some plate mail, so do this as soon as you gain the money! Always keep your holy symbol ready—around your neck is a good place—should you meet undead and need to turn them.”

What you know about the world:

You are young adventurers in the land of Karameikos, setting out to seek fame and fortune. Karameikos is a great, wide, young nation; a country of hills and mountains to the north, of verdant woodland, forest, and rolling farmland to the south. There are ample opportunities for adventure in this vast country, and you have left your homes to prove yourselves.

If you are a human character—a fighter, cleric, magic-user, or thief—you were born in one of the small towns on the Duke’s Road, the trade route that runs from the far-distant capital of Specularum to the south into the northern Altan Tepes mountains and beyond.

Just before you left, your tutor—the kindly soul who first taught you the rudiments of skill in your chosen career—had a few last words of wisdom for you, and wished you good luck and good fellowship on your journey. Taking the equipment you needed and the little money you had, you set out on a cool, crisp early autumn dawn to see what your destiny

might bring. . . .

If you are a halfling, you have come from a small community of the little folk along the Duke’s Road, where you have lived with humans. Halflings are curious creatures, and while hot food (lots of it!) and a good fire in the hearth are pleasures to return home to, something tells you that a young halfling should be a bit more ambitious. This shocked some of the more sedate souls in your family, but you were not to be deterred. You’ve chosen to seek your fortune along the road, and set off to see who may have need of your skills!

If you are an elf, you have traveled some way from your clan and home. From the cool, leafy tree-houses of your people, in the southeastern Karameikan forests and woodlands, you have trekked. You have chosen to head for the bustling towns and cities of the human folk to see what excitement and adventures may be found there. With a sheathed sword and a small book of magic, you bring your skills as a warrior and wizard with you. The final advice of the old elf who taught you understanding of

steel and magic is still in your ears, and you hope that you have learned well what he taught you!

If you are a dwarf, you have grown tired of the tradition and regular habits of your clan in their subterranean homes in the foothills west of the Shutturgal River. You have many happy memories of your home, where gnomes and dwarves share their work and laughter, but you feel wanderlust.

Such is the way of many young dwarves. After traveling, most dwarves return to their homes, but they feel the same incurable desire to see something of the great world beyond their heartland as you do. The grumpy old dwarf who taught you how to use a weapon and to feel comfortable in armor, had good advice for you, and you think this over as your tired feet trudge along the road.

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

Player's Name _____

Character's Name _____

CHARACTER PROFILE

Sex _____
 Age _____
 Class _____
 Level _____
 Alignment _____

Physical Appearance

Personality

Armor Class _____ Shield _____ Other Protections _____	
--	--

Hit Points: _____	Wounds _____
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SPECIAL ABILITIES

MAGIC ITEMS

LANGUAGES SPOKEN

COMBAT HIT ROLL MATRIX

Target Armor Class	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC-1
Needed to hit: Melee											
Needed to hit: Missiles											

WEAPON USED	DAMAGE

ABILITY SCORES

	Ability	Adjustment
STRENGTH	_____	_____
INTELLIGENCE	_____	_____
WISDOM	_____	_____
DEXTERITY	_____	_____
CONSTITUTION	_____	_____
CHARISMA	_____	_____

Treasure Owned: _____	Treasure Carried: _____
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SAVING THROWS

Poison, Death Ray	_____
Magic Wand	_____
Turn to Stone/Paralysis	_____
Dragon Breath	_____
Spells/Magic Staff	_____

Experience Points _____	Bonus To Earned XPs _____
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NORMAL EQUIPMENT CARRIED

adventure clock & handouts

ADVENTURE CLOCK

6 Rounds = 1 Minute

10 Minutes = 1 Turn

6 Turns = 1 Hour

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
49	50	51	52	53	54
55	56	57	58	59	60

1	2	3	4	5	6
12 Hours = 1 normal adventuring day (allow 12 hours rest and sleep)					
1	2	3	4	5	6
7	8	9	10	11	12

60 Rounds = 1 Turn

NOTES

DM'S AND PLAYERS' MAP



1 hex = 3 miles

To the wizard Kavorquian:
 Urgent and grave news! Peril stalks the land. A force grows not far from here, commanded by one who walks in shadow with wickedness and madness. Her mind is warped; she is exploited by one of cunning and evil among her followers. I was told by the mercenary who escaped her service that this "queen" determines daily to bring a harvest of death to the land. . .

HANDOUT #1

king's festival: the adventure

The PCs stand a hundred feet or so from a dark, forbidding cave entrance. They need to get closer to see if the orcs really are in there. When one or more PC is within 10 feet of the entrance, read the following boxed text:

You see that the cave entrance is about 10 feet wide. A passageway leads north from it for about 10 feet and opens into a larger cave. You can't see much in there because the flickering torchlight is dim, but you hear a loud grunt and snoring. What will you do?

PCs with infravision cannot see into the darkness, for they are standing in the light. (Infravision does not work if the PC is standing in, or looking into, anything brighter than dim torchlight.)

Get the PCs to form a marching order if they haven't done so already. Once they form a clear plan of action, begin on Dungeon Level I.

DUNGEON LEVEL I

1. ORC GUARDS

You move along the passage and into the cave beyond. The cave is roughly square, 30 feet on each side. The only other entrance you see is a 10-foot wide passage opposite you, in the middle of the north wall. There are a couple of rough bunks by the west wall with orcish forms dozing on them with short swords nearby. A single orc sits by a table holding a tankard. He also has a short sword. As he sees you, his half-animal face breaks into a savage snarl! There are items on the table—you see the glint of metal!—and something stacked by the east wall.

There are three orcs here, two in the beds, dozing, and one at the table who is awake but half-drunk. If the PCs enter quietly, they will gain surprise on a roll of 1-4 on d6; the PCs cannot be surprised

themselves (they heard the sounds from within). If the PCs do something to give themselves away, like throwing a stone into the cave or firing an arrow (which will automatically miss), then the orcs will be ready for them.

The statistics for the orcs are: Orcs (3); AC6; MV 120' (40'); HD 1; hp 7 (orc at table), 5, 3 (orcs in bunks); #AT 1; THAC0 19; Dmg 1d6 (short swords); Save F1; ML 8; AL C; XP 10.

If the PCs have surprise, read the boxed text below; if not, skip it.

You have surprised the guards! The sitting orc grabs his sword, but he is slow and cannot attack this round. The two orcs in the beds wake and reach for their swords, but they too cannot fight you yet. You have a free round!

If the PCs do not have surprise, read the following boxed text:

The sitting orc grabs his sword and heads for you! The two in the bunks also grab their weapons and leap down, ready to fight if they must!

The PCs have two basic choices, whether they surprise the orcs or not: talk or fight.

The orcs will not negotiate. They are trained guards, and they know that the PCs are probably here because the orcs burned the temple and kidnapped the cleric Aralic. They are expecting an attack. This applies to all orcs in this dungeon.

If the PCs try to negotiate, the guards just attack anyway. If the PCs had surprise, all the benefits of this are lost as the orcs grab weapons and attack. If they did not have surprise, the orcs gain +2 to the initiative roll for the first round of combat while the PCs waste time trying to parley with them.

When running the combat, use the Combat Sequence Table (middle panel of inside cover of the module). Go

through this step by step with the players. This will slow combat down, but it gives the players a chance to understand how combat works.

Only make a Morale Check when two orcs have been slain. If the third is still alive and fails a Morale Check, he will surrender; if he passes it he fights to the death.

Lawful characters should not kill or torture a creature that surrenders, nor allow it to be killed or tortured by others by "looking the other way." Point this out if Lawful PCs are considering killing or torturing a captive.

Captured orcs will not negotiate with the PCs. And unless a PC speaks Orcish he cannot converse with an orc anyway! PCs should take the captured orcs back to Stallanford, but they will not want to do this now. In the meantime, the prisoners should be tied and gagged, then left at the cave entrance. Gags can be ripped from the clothing of the orcs, and there is some rope in this cave that can be used for binding them.

If the PCs search this cave, they find the following: by the east wall are a 50' rope, a pair of spears, and a sack full of moldy cheese and biscuits. On the table is a pewter tankard (worth 1gp) and a flagon of disgusting orcish beer. The bunks have only straw and lice in them. However, one orc has a leather pouch with 8sp and 15gp, and a second has a silver belt buckle with a gem that is encrusted with dirt—cleaned and polished, this could fetch 50gp.

2. THE STORES

You have entered a small, dark room filled with sacking, barrels, lengths of rope, wood, and the like. There are a few earthenware flagons and glass bottles as well. It looks fairly clean and cared for. There might be some useful equipment here, if you want to search, but this will take time.

It takes 1 Turn to search and find useful items. Most of the items are of no value.

The barrels have bad beer, the flagons a thick, sour mead, and the sacks poor quality grain. However, there are two 50' ropes usable by the PCs, and also 2 flasks of oil, 12 torches, and a tinderbox.

There is also a monster here. Lurking behind a barrel by the east wall is a kobold, who will attack the first PC to search near barrels. As a PC gets close to the kobold, read the following:

A small creature jumps out from behind the barrels and lashes at you with his dagger! He is about 4 feet tall, and looks like a dog-man hybrid. He is unarmored, and he looks frightened, but he is doing his best to hit you!

Kobold: AC7; HD1/2; hp 4; MV 90'(30'); #AT 1 dagger; THAC0 19; Dmg 1-3 (1d4 minus 1, minimum 1); SA NM; ML 6; AL C; XP 5.

The kobold will surrender as soon as it is hit (if not killed), and will beg for its life (speaking kobold, but its gestures will have obvious meaning, too). It is a slave of the orcs and knows nothing about the dungeon. It will run away outside if allowed to.

3. ENTRANCE PASSAGE

The passage opens out into a fairly large cavern ahead, and you can just see blue-veined stalactites on the ceiling, stalagmites and rocks on the floor. You can hear the dripping of water, although there are no pools in the part of the cavern you can see.

4. WATERY CAVERN

By a pool in the northeast corner you see a flurry of white fur and hear a loud squeak! Your entrance into the cavern is not unnoticed, and suddenly

a long sticky tongue shoots out at you from what you thought was a rock on the floor.

The furry animal is a giant ferret, left here by its orc trainer to catch water rats. The "rock" is a young horned chameleon lizard. Both the ferret and the lizard attack. The lizard's attack surprises the party on a roll of 1-5 on 1d6. The ferret only surprises on a 1-2 on 1d6. (Determine separate surprise chances for these two monsters.) It is possible for both, neither, or just one to surprise the PCs.

Giant Ferret: AC5; HD 1 + 1; hp 5; MV 150'(50'); #AT 1 bite; THAC0 18; Dmg 1-8; SA F1; ML 8; AL N; XP 15.

Horned Chameleon Lizard (Young): AC3; HD 3 + 1*; hp 9; #AT 1 bite and 1 horn; THAC0 16; Dmg 2-7/1-4; ML 7; AL N; XP 75.

The lizard shoots its tongue up to 5 feet, and if it hits someone, the victim is dragged to its mouth and bitten for 2-7 (1d6 + 1) points of damage. It can also use its horn to attack a second PC, and flails with its tail at a third—a hit from the tail causes no damage, but it knocks the victim down so that he cannot attack that round.

If the PCs look around the pool carefully after the battle—this takes 1 Turn—one PC will see that a "stalagmite" on the ground is actually a limed-over skeletal arm. If an iron spike or such is used to chip at the skeletal hand, a gold ring with a green gem setting can be found. This is worth 100gp.

5. ORC GUARD POST

The room you enter has straw bedding on the floor, and a large table with chairs down the center of the room. On the south wall you see an ornate shield with a pair of pole arms crossed above it, and a wooden plaque that has a stuffed dwarf's head trophy upon it. There are a couple of

small boxes on a side-table, and a collection of weapons. There are also three orc guards.

Orcs (3): AC6; HD 1; hp 5, 8, 3; MV 120'(40'); #AT 1 short sword; THAC0 19; Dmg 1-6; SA F1; ML 9; AL C; XP 10.

The guards here protect the way to their chief (location #15) and the visitor who has just arrived (location #7). They are tough and have a superior morale, although they will surrender if a Morale Check is failed after one is killed.

If a fight breaks out in this room, the orc in location #6, along with his pet, will enter after 2 rounds.

The pole arms are ornamental and have no value, likewise the shield. The weapons that can be used are two crossbows, and two quarrels of bolts (25 and 20 bolts), plus a silver dagger, which is worth 30gp.

The boxes also have treasure: one has a bag with 80sp and 40gp, the other has a leather pouch with 25gp and 10pp, and a gold brooch with silver filigree and a red bloodstone gem, worth 100gp.

6. THE FERRET TRAINER

This dirty, disheveled room smells of orc—and something else, too. There are two large iron cages along the south wall, with straw and feeding bowls inside them. Close by is a bed of dirty furs and straw, and above this there is a whip on a shelf hammered into the wall. A small table is covered in dirty cracked plates and similar mess. A large orc with an eye patch over his left eye stands in the middle of the room with a giant ferret at his side.

Ferret-Training Orc: AC6; HD 1 + 1; hp 8; MV 120'(40'); #AT 1 sword; THAC0 18; Dmg 1-8; SA F1; ML 9 (12); AL C; XP 15.

Giant Ferret: AC5; HD 1 + 1; hp 4; MV 150'(50'); #AT 1 bite; THAC0 18; Dmg 1-8; SA F1; AL N; XP 15.

The orc here is a villain of exceptional size and ugliness. He trains ferrets to keep down rats and chase off intruders. He is fanatical about his hatred of elves, and if the party includes an elf, he has a morale of 12, and always tries to attack the elf.

If a battle breaks out in this room, the orc guards from location #5 will rush in two rounds after the battle starts.

The ferret trainer has a thick silver bracelet with writing in dwarvish on it; this reads "happy coming of age, Dalmund" (he took it from Dalmund the dwarf after killing him). This little detail should infuriate any dwarf PC. The bracelet is worth 35gp. There is nothing else of value in this room.

7. BUGBEAR VISITOR

If PCs successfully hear noise at the door to this room, they will hear the creatures inside conversing in Orcish. However, the bugbear has a deep, resonant voice quite different from normal orcs. When the PCs enter, read the following:

This room differs from others you have seen—it is large and fairly clean, with wolf-fur bedding at the far end, a table of cleaned and polished weapons, a small chest, and even a large earthenware bowl with an urn of water by it. Sitting at the table is a bugbear, and an orc is standing in the center of the room.

Orc: AC6; HD 1; hp 2; MV 120' (40'); #AT 1 short sword; THAC0 19; Dmg 1-6; SA F1; ML 8; AL C; XP 10.

Bugbear: AC4; HD 3+1*; hp 14; MV 90' (30'); #AT 1 sword; THAC0 16; Dmg 2-9 (1d8+1); SA F3; ML 12; AL C; XP 75. The bugbear has a *ring of protection +1* which gives him AC4 and adds +1 to his saving throws.

The bugbear is a representative of a distant tribe that the orc chief wants to help with the attacks on Stallanford and villages around it. The orc here is just flattering the bugbear and saying that the

chief will see him shortly, he hopes he is comfortable, and so on. Note that the bugbear does not have a superior surprise chance here, since he is not sneaking up on the PCs.

These two creatures will certainly attack the PCs. Once the orc is slain, however, the bugbear will offer peace if reduced to 4 hit points or below. If the PCs agree, the bugbear is 50% likely to leave for good, and 50% likely to ambush the PCs later—together with 1d4 orcs it bullies into serving it—when the PCs finally make their way back to Stallanford from this dungeon. By this time it will have regained 1d8 hit points from natural healing.

The wolf furs are worth 100gp (encumbrance value 100cn), and among the small pile of weapons is a dagger with a jeweled hilt, worth 130gp. The bugbear has a silver ring with a white moonstone. This is a magical *ring of protection +1*, but unless the PCs use *detect magic* they will not know this; it looks like a valuable ring worth 100gp. The bugbear also has a leather pouch which contains 30gp and 12pp.

8. DRUNKEN ORCS

As the PCs approach this room, they will hear the singing, shouting, and jeering from the orcs inside. As they enter the room, read the following:

This room smells terrible. The reek of stale beer, sweat, and foul pipeweed smoke fills the air. Only a few stools, a table with cards and dice, some littered kegs, firkins, and utensils decorate it, but there is a sizable group of orcs here and they are not too drunk to fight!

Orcs (7): AC6; HD 1; hp 8, 6, 6, 5, 4, 2, 1; MV 120' (40'); #AT 1 short sword; THAC0 20; Dmg 1-5 (1d6-1, minimum of 1); SA F1; ML 10; AL C; XP 10.

The orcs here are -1 to hit and damage because of their drunkenness, and the PCs can surprise them on a roll of 1-4 when they enter. However, the orcs also have

superior morale due to their drunken courage, and do not make a check until half of them have been killed.

The beer, kegs, copper plates, and other items in the room are valueless, but the orcs themselves have treasure in pouches and as loose change on the table. A total of 40cp, 30sp, 80ep, and 35gp can be collected. One orc also has a silver drinking goblet worth 25gp, while a second has a gold ring worth 50gp stuffed in its pocket.

9. BARRACKS

This large room is clearly a barracks. There are nearly a dozen simple bunks and piles of straw, some spare orcish clothing and weapons, and a rather unpleasant looking row of chamber pots. There is also a small chest on a table standing by the southwest corner of the room! However, to get at the treasure within you will need to overcome the orcs who occupy the room first!

Orcs (4): AC6; HD 1; hp 7, 7, 4, 2; MV 120' (40'); #AT 1 short sword; THAC0 19; Dmg 1-6; SA F1; ML 8; AL C; XP 10.

Note that there are two ways to enter this room, directly from the north and via the east door and the passage beyond. The orcs inside this room are smart, and when attacked from only one direction, two of them will head for the other exit and try to get to the rear of the party and attack them!

The orcs have, in pouches and pockets, a total of 30sp, 22ep, and 13gp, but the main treasure is in their chest. This is, however, locked. A thief may try to open it or the key that fits it may be taken from location #10. Smashing the chest automatically breaks the glass bottle inside.

The chest contains a bag with 180sp, a second, smaller bag with 125gp, and a small casket containing a pair of gold earrings with jade inlays (stolen from a slain victim) worth 100gp. There is also a

small green glass stoppered bottle, which contains a syrupy yellow liquid that smells of primrose. This is a magical *potion of healing* and will restore 2-7 lost hit points for a PC who drinks it.

10. ORC LIEUTENANT AND PET

A large orc stands in this room, which has a bunk and other furniture, watching a huge furry spider the size of a dog stalking a halfling who is chained to the floor. The halfling has only a bent knife to keep the monster at bay. The orc gloats and laughs as he waits for his pet to kill and eat the prisoner!

Because of the orc's absorption in this fun, he is surprised on a roll of 1-3 on 1d6. The halfling will cry out for help as soon as the PCs enter, and the spider will at once move to attack the intruders.

Orc Lieutenant: AC6; HD 1 + 1; hp 7; MV 120' (40'); #AT 1 sword; THAC0 18; Dmg 1-8; SA F1; ML 9; AL C; XP 15.

Giant Hunting Spider: AC8; HD 2; hp 14; MV 120' (40'); #AT 1 bite; THAC0 18; Dmg 1-6; SA F2; ML 8; AL N; XP 20.

This room has a comfortable bunk with a fine bearskin on it (value 80gp, but it has an encumbrance of 125 cn.), a table with a decanter of good brandy (25gp value), and two glasses (5gp each). The orc has 7gp and 5pp in his pockets, plus a brass key on a chain (this opens the chest in location #10). The spider has a leather collar with a silver pendant worth 10gp. There is nothing else of value.

The halfling, Harribal Flatfeet, was captured by the orcs while out rabbiting. He works at Lernas's farm (shown on Map #2) and is of Lawful alignment. His ability scores are: **Str** 11, **Int** 13, **Wis** 10, **Dex** 15, **Con** 9, **Cha** 10, and he has 3 hit points. He is no fighter and just wants to be allowed to go home.

However, if the PCs ask politely, Harribal is prepared to bring supplies of ordinary equipment from the farm—

flasks of oil, rope, torches, food, iron spikes, and similar mundane items. He cannot get weapons, though. Harribal is grateful for his release and will pay for 5gp worth of equipment for the PCs himself, but he is poor and will have to ask the PCs for extra money if they want items costing more than this.

He is Lawful and will bring back whatever the PCs give him money for, but he will not come back to the caves. Instead, he will return to an arranged meeting place a mile or so outside. He also says, "I'll tell my boss who the brave adventurers fighting these vermin are," which should please PCs wanting a heroic reputation!

11. SECRET DOOR

The PCs will probably need to search carefully for this. They will realize there are more orcs around, since they will not have found Aralic. This may take some time and the players may get frustrated, so you may want to be helpful and allow the PCs to see an orc in the distance heading to this area and passing through the secret door if the PCs haven't found it and are looking in all the wrong places.

12. SURPRISE?

As you move to the bend of the passage, an orc walks straight around it and almost walks right into you! You see with horror that dripping blood coats the sword he carries, and fresh spatters of crimson cover his clothes!

Orc Lieutenant: AC6; HD 1 + 1; hp 5; MV 120' (40'); #AT 1 sword; THAC0 19; Dmg 1-8; SA F1; ML 9; AL C; XP 15.

Roll surprise normally for both sides. If the orc gets surprise, he will run at full speed toward location #15 (avoiding the pit at location #14), and warn his chief of the intrusion.

The orc has a pouch with 12gp, and he carries a silver dagger with a blue-green zircon gem setting worth 120gp. He is cowardly, and if the PCs force him to

fight and reduce him to 2 hit points or below (without killing him), he will beg for his life.

He will offer to dupe his chief by leading the PCs to the door of location #15 and calling out in Orcish for admission. This ploy will give the PCs surprise on a roll of 1-4 on 1d6 if they agree, but the lieutenant will not help them to fight against his chief—he'll run off at once.

The orc will not give an explanation for his bloodied sword, but the PCs will find the answer in location #13.

13. LIEUTENANT'S ROOM

A grim trail of blood leads across the floor to the north wall, where an orc's body hangs limply, chained and manacled to the wall. The room is otherwise bare, save for a table on which rests a few cruelly barbed and snagged knives, and a pallet bunk with straw covering. The orc does not move.

This chamber is the personal room of the orc encountered in #12. The orc is freshly dead, having crossed the bullying coward lieutenant once too often. "Discipline" can be swift and bloody among these orcs!

14. COVERED PIT

This pit is 10' long, 5' wide, and 10' deep, covering the southern half of the corridor. If PCs are marching along two abreast, the PC at front right will fall into the pit, suffering 1-6 points of damage, unless the party is checking for pits or there is a dwarf at the front of the party who detects the pit. Since the pit is newly worked, a dwarf will see the covering for what it is and realize that there is a pit underneath on a roll of 1-3 on 1d6.

A PC who falls down a pit cannot climb out if wearing metal armor, but needs to be hauled out on a rope by two other PCs. An unarmored or leather-clad PC can escape if he makes a Strength Check (rolls Strength or less on 1d20), or if he makes a Climb Walls roll (for a thief PC).

15. ORC CHIEF'S THRONE ROOM

This room contains the strongest group of enemies on this dungeon level and PCs must be prepared for a tough fight here. When they can see the door to this room, read the following:

The door at the end of the north passage is made of stout, dark wood, and has a forbidding symbol etched in blood on it!

If any PC can speak and therefore also read Orcish, tell that PC the symbol stands for "great chieftain." Even if the PCs don't decipher this, hopefully the warning will lead them to be careful about entering if they are much below full strength.

This large room is dominated by a heavy wooden throne that stands on a raised area at the eastern end of the room. You can see doors on the north and south sides at the far end, and a heavy black wall hanging covers part of the north wall, with Orcish runes and symbols smeared in blood on it.

By the throne stands a huge, battle-scarred orc, wielding a heavy mace. By his right side, behind a heavy table, stands a smaller orc, waving his hands and muttering something. Between you and the smaller orc stand other guards who will block your way if you try to get to their leader. They carry swords, and with their chief, they are going to do their best to bludgeon and slash you to death! Their red eyes glow with hatred as they advance upon you!

The number of guards is variable. There will always be at least two orc lieutenants, but if the orc encountered in loca-

tion #12 above escaped the PCs, he will be here as well. If there are six or more PCs in the party, there will be an extra lieutenant, so the total here will be 2-4 lieutenants.

Orc Lieutenants (2-4): AC6; HD 1 + 1; hp 6 each; MV 120' (40'); #AT 1 sword; THAC0 18; Dmg 1-8; SA F1; ML 8; AL C; XP 15.

Orc Spellcaster: AC6 (but see below); HD 2**; hp 10; MV 120' (40'); #AT 1 dagger; THAC0 18; Dmg 2-5 (1-4 + 1); SA MU2; ML 9; AL C; XP 30. He has a magical *dagger* +1 and can cast two spells: *magic missile* and *shield*.

Orc Chief: AC5 due to exceptional toughness; HD 3; hp 15; MV 120' (40'); #AT 1 sword; THAC0 16; Dmg 2-9 (1-8 + 1); SA F3; ML 12; AL C; XP 35. The chief has a magical *sword* +1, giving him +1 to hit and damage rolls (included in stats).

On the first round, the chief will charge to attack the strongest-looking PC fighter. The lieutenants will advance on



other PCs, fighting with swords. The orc spellcaster will cast his *shield* spell. If successfully cast, this will improve his AC, which becomes 4 (or 2 to missile attacks). It also allows him a saving throw against spells if a PC casts a *magic missile* spell at him. If he makes his save, he takes no damage.

Because the orc spellcaster is almost 40 feet from the PCs and a table stands between him and the PCs, the only way the spellcaster can be stopped from casting his spell is if a PC has a missile weapon or offensive spell ready and hits him. A hit will spoil the spellcaster's concentration and ruin the spell (he will not be able to try it again). In any case, the PCs need initiative to stop the orc from casting his spell.

On the second round, the chief and lieutenants will continue fighting while the spellcaster will cast *magic missile* at a PC trying to attack him. On later rounds, the chief and lieutenants continue to fight while the spellcaster tries to get at a PC thief or magic-user to attack with his dagger.

Make no Morale Checks while the chief is still alive. After the chief dies, make a Morale Check for the orcs only when at least two of the orcs other than the chief are dead. You should only make one Morale Check for these orcs, however. If they pass the first check, they will fight to the death.

Searching the orcs turns up a total of 80sp, 40ep, and 65gp in coins. The chief has a silver neckchain set with small gems worth 250gp, and the spellcaster has a gold bracelet with ivory inlays worth 140gp.

The chief also has a set of keys on a heavy chain. These keys will open the doors to locations #16, #17, and #18, the secret door #19, and his treasure chest in location #17.

When the PCs are searching the orcs, they will hear faint moans from location #18. If they listen at the door, they will hear faint pleas for help, spoken in the Common tongue.

16. FEMALE ORCS AND YOUNG

Six female orcs and three young cower in this chamber, which has only bedding and nothing of value. These orcs will not fight, and beg to be allowed to go free. The PCs may decide to take them prisoner if they wish. However, no XPs are earned for doing this, since they do not fight or offer any danger to the PCs. Killing these orcs is a highly Chaotic act.

17. CHIEF'S BEDCHAMBER

This is clearly the chief's bedchamber. A large pallet bed, draped with furs, stands in the center of the room, and on a table beside it stands a bronze urn and an enamel bowl. Some tattered clothing hangs on pegs, and a copper plate with scraps of food has been carelessly thrown on the floor. But what catches your eye at once is the treasure chest that stands beside the bed!

The furs on the bed are worthless because they are heavily infested with lice and are moth-eaten. However, if they are searched carefully, a gold clasp with a tiny ruby can be found pinned to one of them; this is worth 175gp. The other valuables are all in the locked chest.

The chest contains a sack with 400sp, a second sack with 520gp, and a bar of solid platinum equal to 40pp weight. The PCs can also find a sealed glass vial with green liquid which smells of rosewater; this is a magical potion of healing.

Tucked under the bags is a leather-bound book—the spellcaster's spellbook. A PC spellcaster will need to use *read magic* to read it. This book contains the spells *magic missile*, *protection from evil*, and *shield*.

There will be additional treasure in the form of a casket of jewelry and trinkets, but the value of this depends on the number of PCs in the party. The total value will be 250gp per PC, so, for example, if there are five PCs in the party, this jewelry is worth 1,250gp.

18. ARALIC'S PRISON

This filthy and pitch-black cell contains a pile of stinking straw, a bowl of water, and Aralic the cleric, who wears only tattered rags and has been beaten.

Aralic the Priest
Cleric, 3rd level

Strength: 11
Intelligence: 10
Wisdom: 16
Dexterity: 13
Constitution: 9
Charisma: 14

Alignment: Lawful
Armor Class: 3 (chain mail and shield)
Hit Points: 11

Spells used: *cure light wounds* (x2)
Magic items at home: mace +1, continual light gem (see below), scroll of spells: *cure light wounds* (x2)

Aralic is 44 years old, 5' 8" tall and of medium build. He has curly brown hair and green-hazel eyes. He is a kindly, friendly man. His adventuring days are over, and he prefers to tend to the people of Stellanford, curing any injuries they have and preaching at his small temple. An important psychological quirk is that he is fairly claustrophobic.

He has only 3 hit points currently, and his equipment was not brought with him. He has no memorized spells at the present time.

Aralic wants the PCs to help him back to Stellanford, after thanking them profusely for his rescue. His claustrophobia has made his confinement a real torment, and he desperately wants to get out of the dungeon.

He will explain that the orcs hoped to force him to cast *cure light wounds* for them, healing wounded orcs to enable them to carry out more raids on the village. He refused, even after being beaten. He can walk, albeit shakily, and he needs to get back to be celebrant at the King's Festival. Without him, the cele-

brations and rituals cannot go on as planned.

Aralic will point out the secret door (location #19) to the PCs, hidden behind the orc chief's throne. Aralic says that he knows that the orcs have uncovered some old evil in deeper caves beyond, although he does not know what this is. He will beg the PCs to go and investigate it, but not before they return to Stallanford with him so he can rest and relearn spells to cast *cure light wounds* for them. This is the best plan for the PCs, since Aralic clearly needs an escort home.

RETURN TO STALLANFORD

The townsfolk will greet the PCs as heroes upon Aralic's return, and will make sure they are treated to a superb meal at the Hungry Halfling. People will point to them in the street and wave. Let the PCs bask in their glory as the town gets back to normal, preparing for the King's Festival, now that Aralic is back with them. You may award XPs now if you wish; players will appreciate this!

The PCs can also buy equipment (this should be paid for; the villagers have given free help once). Further, they can also buy weapons and even armor. The armorer, a dwarf named Dalmarek, charges normal prices. The main usefulness of this to the PCs is that plate mail can be bought for those who do not have it (except for elves—the dwarf does not make it in elven size).

If the dwarf is shown the silver bracelet from location #6, he will say that he knew the dwarf it was taken from and would like to take the item back to his friend's family. He will pay 35gp for it.

After a night's sleep (accommodation will be paid for by townsfolk), Aralic will come to the PCs in the morning. He is prepared to cast two *cure light wounds* spells for them. He beseeches them to return to the orcs' lair and investigate the deeper evil within.

If the PCs agree, Aralic will give them magical help. He will give them his scroll and also the magical gem (which is only a 1gp gem). This gem has a special spell—*continual light*—cast upon it. Details of the

spell are in the D&D Expert Set, but in essence this is like a *light* spell, only permanent in effect. The gem gives clear light in a 20-foot radius.

Aralic himself cannot come with the PCs—to his regret. The festival is far behind schedule and he has many duties to attend to.

When the PCs go back, all surviving orcs will have fled; the PCs can get to location #19 without meeting any enemies.

DUNGEON LEVEL II

Notes for the Dungeon Master

This part of the dungeon is unlit, save for locations #29, #30, and #31, which are lit with oil-burning lamps. Floors are generally dusty and dirty, walls are cobwebbed or slippery with water and growths of mold. Add extra descriptive details to the boxed text; there should be plenty of scuttling animals, moans (Undead!), dripping water, and the like.

PCs within the radius of the *continual light* gem can only see 20 feet from the gem-carrier. A PC who wants to use *infravision* must move outside the radius of the magical effect to use this ability. You will need to give different descriptive details, depending on how far PCs can see.

PCs may well wish to use hit-and-run tactics here, retiring to a nearby cave for rest and recovery after an encounter or two. The monsters in this dungeon level are mostly unintelligent and normal Morale Checks can be made, unless the text says otherwise. The map on the left inner panel of the cover, shows the layout.

19. SECRET DOOR

Carved stone steps lead down quite some distance to the east. The air is damp and dank, and the passage is unlit. In the distance you hear some faint scrabblings and a low moan, and you feel a shiver of apprehension about the evil Aralic warned you of!

The steps descend a total of 40 feet over a 160 foot distance; a fresh mapping sheet should be used when the PCs get close to location #20.

20. CAVERN OF THE WORMS

You stand in this bare, rock-strewn cavern wondering which direction to go. Suddenly there is a rumbling underfoot and two hideous, writhing worm-like forms thrust through the surface and snap at you with their ugly, sharp-toothed maws!

The monsters—red worms (see New Monsters)—will surprise the PCs on a roll of 1-3 on 1d6, but are not surprised themselves. They have sensed the PCs and are hungry!

Red Worms (2): AC7; HD 2 + 2; hp 12, 9; MV 90' (30'); #AT 1 bite; THAC0 17; Dmg 1-4 and special; SA poison bite, victim must save versus Poison or suffer an extra 1-4 points of damage; Save F3; ML 9; L C; XP 35.

The worms have no treasure, and the tunnel they have burrowed is too small for a PC to enter (save for a halfling). Should a halfling be foolish enough to go down alone, a third red worm will attack that PC. However, because of the close confines of the tunnel, the PC won't be able to fight back.

21. OLD BURIAL CHAMBER

This chamber looks like an ancient burial room. There are depressions carved into the stone floor, which have stone slabs laid atop them. Any marks or carvings that might have identified this place have been obscured with age. There are six tombs here, three each along the east, north, and west walls.

Before the PCs have a chance to open any tombs, a monster will enter from the southern corridor. If the PCs have posted

a guard there, they will have warning; if not, roll for usual surprise chances. The monster is a carrion crawler. Read its description from page 27 of the *Dungeon Masters Rulebook*. Although it has 8 attacks per round, it may only attack one enemy per round.

Carrion Crawler: AC7; HD 3 + 1*; hp 19; MV 120' (40'); #AT 8 tentacles; THAC0 16; Dmg Paralysis; SA Paralysis (lasts 2-8 Turns); Save F2; ML 9; AL N; XP 75.

After they fight the carrion crawler, the PCs may want to examine the tombs. Each stone slab needs two or more PCs with combined strength of 25 or better to lift it. Then the PCs will get a surprise. There are no bodies, skeletons, or treasure of any sort in the caskets!

As the PCs investigate, allow the most intelligent PC an Intelligence Check (roll Intelligence or below on d20). If this is made, the PC sees from scratch marks on the slabs and little marks in the tombs that they have been opened recently.

22. GHOUL CAVERN

You enter a rock-strewn cavern. From behind a large boulder in the northeast corner, a snarling creature leaps at you. Its filth-encrusted claws reach for your throat! Dressed only in rags, this half-human thing is consumed by hatred and frenzy, and the charnel stench of death is strong around it!

Ghoul: AC6; HD 2*; hp 12; MV 90' (30'); #AT 2 claws/1 bite; THAC0 18; Dmg 1-3/1-3/1-3, each with special; SA Paralysis (lasts 2-8 Turns, elves are immune); Save F2; ML 9; L C; XP 25. The ghoul is immune to *charm* and *sleep* spells.

Do not tell the PCs that this is a ghoul (they've never seen one before). If its special attack works, they may have some idea of what it may be. A 1st-level cleric may attempt to turn the ghoul, needing to roll 11 + on 2d6 to do so. If turned, the ghoul will flee this chamber,

but it only stays turned for 1 Turn, and will try to come back to this location.

After the PCs have overcome the monster, you may allow a cleric a Wisdom Check. If he rolls his Wisdom or below on d20, tell him that he now recognizes the undead monster as a ghoul and knows that he can try to turn it.

The ghoul wears its only treasure: a superb gold neckchain with chrysoprase (deep green) gem settings, worth 250gp.

23. SKELETON CHAMBER

As you enter this small, seemingly barren chamber, something moves to attack you. Skeletons! Slack jaws seem to leer in a mindless grin as the shield-wearing undead move forward with rusted short swords at the ready!

Skeletons (5): AC7; HD 1; hp 5 each; MV 60' (20'); #AT 1 short sword; THAC0 19; Dmg 1-6; Save F1; ML 12; AL C; XP 10. Immune to *charm* and *sleep* spells.

The skeletons here have been commanded by Petrides (location #31) to attack any who enter, save for himself, and they do so when the PCs enter this chamber. Two of them will move south and through the secret door to attack the rear of the party.

If a fight breaks out in this room, the skeletons from location #24 will rush into the room and attack the PCs. This will occur one round after the fight begins.

A 1st-level cleric may turn skeletons if he rolls 7 or higher on 2d6. A separate 2d6 roll is made to determine how many undead are turned.

On closer examination, the PCs find six stone-slab-topped tombs similar to those in location #21, with no bodies or treasure, but the same signs of recent interference.

24. CHAMBER OF SKELETONS

This room is identical to location #23. If the PCs enter this room before #23, read the description for that room. If not, improvise a simple description.

Skeletons (5): AC7; HD 1; hp 5 each; MV 60' (20'); #AT 1 short sword; THAC0 19; Dmg 1-6; Save F1; ML 12; AL C; XP 10. Immune to *charm* and *sleep* spells.

As with location #23, if the PCs enter this room and start a battle, the skeletons from the next room will rush in after 1 round and join the battle.

25. RUBBLE PILE

A pile of rubble blocks the way here, although you can see that you can climb over it easily enough and get to the passage beyond.

If the PCs climb over the rubble (which is about 3 feet high), or if they try to clear it away, they will be attacked by the snakes lurking within the rocks.

Snakes, Giant Racer (2): AC5; HD 2; hp 9, 5; MV 120' (40'); #AT 1 bite; THAC0 18; Dmg 1-6; Save F1; ML 7; L N; XP 20.

26. BEETLE LAIR

This large cavern is covered with rocks and stones, and there are small pools of water on the floor in various places. Water seeps slowly down the walls, and thick patches of fungus spot the walls and floor.

When the PCs are close enough to see within 20 feet of the east wall, read this text to them:

You see the gleam of yellowed bone by the wall. It looks like a skeleton! Then you hear the scuttling of something on the stone floor. You see the carapace of a giant beetle and the thick black mandibles probing for food—it wants to eat you!

Oil Beetle: AC4; HD 2*; hp 7; MV 120' (40'); #AT 1 bite + special; THAC0 18;

Dmg 1-6 + special; SA squirts oil; Save F1; ML 8; Align N; XP 25.

In addition to its bite, the beetle squirts a blistering oil. Any PC hit (a hit roll is needed, maximum range for the squirt is 5 feet) develops painful blisters, and will be -2 on all hit and damage rolls for 24 hours (or until a *cure light wounds* spell is used).

A careful search of this cavern (takes 2 turns) will turn up 15gp scattered about, and a gold bracelet close by the harmless skeleton, worth 75gp.

27. LAIR OF THE THOUL

This bare, undecorated chamber has a few rocks and stones on the floor. The only unusual thing here is a pile of rotten wood and material of some sort by the south wall. The pile of sacks moves and a creature that looks like a hobgoblin races toward you.

Thoul: AC6; HD 3**; hp 17; MV 120' (40'); #AT 2 claws; THAC0 17; Dmg 1-3/1-3; SA Paralysis; Save F3; ML 12; L C; XP 65.

The thoul is a tall, hairy humanoid with sharp claws. It regenerates; if the creature is hit, it gets back 1 hit point to its total each round.

This particular thoul has been driven into this lair by the undead, and is too frightened to try to escape. Since it is backed into a lair with no other exit, it fights desperately against any creature that enters. It will not talk or surrender.

The thoul has collected treasure in a sack, which is hidden under a pile of rotten wood, filthy cloth, and the like. The sack contains 80p, 60gp, and 60gp, and also a comb made of ivory with jet inlays in the handle worth 40gp.

28. BEYOND THE SECRET DOOR

This is the secret entrance to the lair of Petrides, the Chaotic cleric who commands the undead here and has looted the tombs. The secret door may take some finding if the PCs don't know

where to look.

If the PCs find the secret door, read the following boxed text. This should let them know that the enemies in locations #29-30 are dangerous, and the PCs need to be at full strength to fight them.

You must be close to the source of evil here. The air feels cold and clammy as you open the secret door, and you know that what you may meet here could be extremely dangerous!

29. ZOMBIE GUARDS

This room is bare, but as you enter you can see a single door across from you. This may lead to the treasure that was looted from the tombs! But two gray-skinned humans stand in your way.

Zombies (2): AC8; HD 2; hp 7, 12; MV 90' (30'); #AT 1 claw; THAC0 18; Dmg 1-8; Save F1; ML 12; L C; XP 20. Zombies are immune to *charm* and *sleep* spells, but always lose the initiative.

There is also a covered pit in this room, as shown on the map, and any PC heading straight for the door from the entrance will fall into it. The pit is 10' deep, and a fall causes 1-6 points of damage.

An armor-clad PC cannot get out of the pit without help, and one in leather (or unarmored) must make a Strength Check (roll Strength or below on d20) to get out. A thief should try a Climb Walls roll to escape.

After 2 rounds, the cleric from location #30 will come out and join the battle or confront the PCs. He knows where the pit is, so he will not fall into it.

30. THE CHAOTIC CLERIC

Petrides, Evil Priest
Cleric, 3rd Level

Strength: 14
Intelligence: 10
Wisdom: 17
Dexterity: 9

Constitution: 15
Charisma: 14
Armor Class: 1 (plate mail and magical shield +1)
Hit Points: 15
MV: 90'(30')
#AT: 1 mace
Dmg: 3-8 with magical mace +1
THAC0: 17
ML: 11
AL: Chaotic
XP: 65

Spells known: *cure light wounds*, *protection from evil*

Petrides is 38 years old, 6' tall, of medium build, with black hair and green eyes. His crooked smile is best seen when he is about to kill someone. He is totally devoted to Chaos, and has come to these caverns for tomb-looting. He carries the brass key to his treasure chest in a pocket, and has a fine silver and gold bracelet worth 150gp.

Before emerging from the room to fight, Petrides will cast his *protection from evil* spell to protect him against his enemies (the PCs). Despite his nature, this spell still protects him. This makes the PCs -1 to hit him, and gives him +1 on all saving throws. (Note: he also has +2 on saves versus magic of all kinds from his high Wisdom.)

Petrides will attack with his mace. If he is reduced to 5hp or below, he will try to run away to location #31. If he has initiative, he will slam and lock the door to #31 and will cast his *cure light wounds* spell on himself to regain hit points, and also use the *staff of healing* (see below) to regain a further 2-7 hit points.

Then, if the PCs haven't opened the door, he will sneak back down the 5' corridor and appear through the southern secret door in #30, surprising any PC in this room on a roll of 1-4 on 1d6. If he can't lock himself in location #31, he will try to cast his spells anyway. Petrides is sneaky and should give the PCs quite a fight!



When the PCs enter location #30 after killing or while pursuing Petrides, read the following:

This chamber is defiled and horrible. The bare walls are spattered with blood, and a pile of old bones rests by the south wall. On a large wooden table is the body of a warrior, half-stripped of his chain mail. Blood drips onto the floor from the body.

Searching this corpse turns up nothing of value, save for a note (give the players handout #1 on page 20 if you wish to do this—see *Concluding the Adventure* below). If a *detect magic* spell is used, the fact that the armor is *chain mail +1*, which will fit a fighter, cleric, or elf, will be revealed!

If the PCs search for it, they may discover the secret door in the west wall that leads to a long passage. It emerges above ground a mile northeast of where the PCs entered the caves. This is how

Petrides got into the caves in the first place.

31. THE TREASURE ROOM

This is clearly where the tomb-robbing cleric who commanded the undead has cached his treasures! Beside the rough pallet bed is a chest. Resting by that is a staff of ashwood. There are a couple of bags on a table, and a black cloak hanging on a peg by the far wall.

The cloak is of fine material, with silk lining and gold clasps, and is worth 100gp. One bag contains 350gp, the other 100gp. The staff is a magical *staff of healing* (see the *Dungeon Masters Rulebook*, page 45).

The chest is locked and trapped. If the trap is not found and removed by a thief, six darts will fly out when the chest is opened (range 30', THAC0 16), randomly striking any PC within range.

Each hit inflicts 1-3 points of damage.

The chest contains a bag with 400gp, a sack with 700sp, a bottle of odorless green liquid (a magical *potion of levitation*), and—in a wooden casket—a spectacular gold tiara set with emeralds and rubies. The value of this depends on the number of PCs; its value is 600gp per surviving PC (so, for example, if there are four PCs, the value is 2,400gp).

If the players haven't found the note on the corpse, you may wish to place it in the chest.

concluding the adventure

Allow the PCs to return to Stallanford safely, where the last night of the festival is being prepared for. Alas, the PCs have missed the fair, but what tales they will have to tell at the final night's feast, where the finest food, ales, and wines are served during a six-hour celebration. If you wish, you could even allow the PCs to have some fun at final pre-feast games—trials of strength, tug-of-war, and so on. (You will need to make up some rules and NPC opponents, though!)

Finish the paperwork by working out XPs. Clerics and thieves should certainly be 2nd level after this adventure. Fighters and halflings may just have made 2nd level, and dwarves and magic-users will have made good progress towards it. The players can study the Players Manual to

see what their PCs gain, and extra hit points can be rolled.

Of course, division of treasure and magic must be made before XPs are computed. Although this is for players to decide, it is strongly suggested that equal shares of the treasure should be taken by each party member.

The PCs can convert their encumbering treasures into gems by selling items to merchants in Stallanford. These items will lose 5% of the value in the trade, but not XPs. Note that magical armor is not encumbering, so that any PC who has found any should record this fact on his character sheet.

What to do now? You have three choices. First, you can write your own follow-up

adventure to *King's Festival*, and have Aralic introduce it to the PCs if you wish.

Next, you can buy and play the module B12, *Queen's Harvest*, which is a follow-up product. If you wish to do this, Aralic will tell the PCs he has heard of the wizard Kavorquian, mentioned in the note the PCs found. The cleric also knows that the wizard lives close to Penhaligon. Aralic can give directions if the PCs want to find out what the note means.

Finally, you can buy the mega-module B1-9, *In Search of Adventure*. All the adventures take place in the Grand Duchy of Karameikos, so your PCs are already in the right area!

Actually, your choices are endless. The adventure has only just begun!

NEW MONSTERS

RED WORM

Armor Class:	7
Hit Dice:	2 + 2*
Move:	90'(30')
Attacks:	1 bite
THACO:	17
Damage:	1-4 + poison
No. Appearing:	2-12
Save As:	Fighter: 3
Morale:	9
Treasure Type:	L
Alignment:	Chaotic
XP Value:	35

These grotesque, fleshy red worms reach lengths of up to 10 feet and may have a diameter of 2 feet. They are the immature form of a foul, fire-breathing monster (the *fyrnaca*), but fortunately they cannot breathe fire themselves. However, their bite is mildly venomous. A character who is bitten by a red worm must save versus Poison or the damage done by the bite is doubled. Red worms are subterranean and can burrow through rock, surprising victims on a roll of 1-3 on d6.

GIANT HUNTING SPIDER

Armor Class:	8
Hit Dice:	2
Move:	120'(40')
Attacks:	1 bite
THACO:	18
Damage:	1-6
No. Appearing:	1-4
Save As:	Fighter: 2
Morale:	7 or 8
Alignment:	Neutral
XP Value:	20

Giant hunting spiders are fur-covered spiders the size of dogs, and are used as watch-creatures and hunters by some primitive tribes and even some humanoids. They may be found in any terrain, with their fur color suiting their environment. Wild hunting spiders do not build webs, but stalk their prey, sometimes in packs. They attack with their large, but non-poisonous, jaws. Wild hunting spiders have a morale of 7. Tamed hunting spiders have a morale of 8.

experience chart

Check off monsters overcome and treasures acquired as the PCs win combats and gain treasures.

MONSTERS

DUNGEON LEVEL I

Location	Monster(s)	XPs earned
#1	Orcs: #1 #2 #3	10 x 3
#2	Kobold	5
#4	Giant Ferret	15
#4	Young Horned Chameleon Lizard	75
#5	Orcs: #1 #2 #3	10 x 3
#6	Ferret-training Orc	15
#6	Giant Ferret	15
#7	Orc	10
#7	Bugbear	75
#8	Orcs: #1 #2 #3 #4 #5 #6 #7	10 x 7
#9	Orcs: #1 #2 #3 #4	10 x 4
#10	Orc Lieutenant	15
#10	Giant Hunting Spider	20
#12	Orc Lieutenant	15
#15	Orc Lieutenants: #1 #2 #3 #4	15 x 2 (3/4)
#15	Orc Spellcaster	25
#15	Orc Chief	35

Monster XPs earned, Level I

DUNGEON LEVEL II

#20	Red Worms: #1 #2	35 x 2
#21	Carrion Crawler	75
#22	Ghoul	25
#23	Skeletons: #1 #2 #3 #4 #5	10 x 5
#24	Skeletons: #1 #2 #3 #4 #5	10 x 5
#25	Snakes: #1 #2	20 x 2
#26	Oil Beetle	25
#27	Thoul	65
#29	Zombies: #1 #2	20 x 2
#30	Petrides the Cleric	65

Monster XPs earned, Level II

TOTAL MONSTER XPS EARNED

TREASURES

DUNGEON LEVEL I

Location	cp	sp	ep	gp	pp	others
#1	—	8	—	15	—	belt 50gp; tankard 1gp
#4	—	—	—	—	—	ring 100gp
#5	—	80	—	65	10	brooch 60gp; dagger 30gp
#6	—	—	—	—	—	bracelet 35gp
#7	—	—	—	30	12	furs 100gp; dagger 130gp; (ring 100gp*)
#8	40	30	80	35	—	goblet 25gp; ring 50gp
#9	—	210	22	138	—	ear-rings 100gp
#10	—	—	—	7	5	furs 80gp; brandy 25gp; 2 glasses 10gp
#12	—	—	—	12	—	dagger 120gp
#15	—	80	40	35	—	neckchain 250gp
#17	—	400	—	520	—	bracelet 140gp; platinum bar = 40pp; clasp w/ruby 175gp; jewels = 250 gp per PC

*Note: this is magical. It counts as treasure only if PCs do not realize it is magical, and sell it.

Treasure XPs earned, Level I

DUNGEON LEVEL II

#22	—	—	—	—	—	neckchain 250gp
#26	—	—	—	15	—	bracelet 75gp
#27	—	80	60	60	—	comb 40gp
#30	—	—	—	—	—	bracelet 150gp
#31	—	—	700	750	100	tiara 500gp per PC

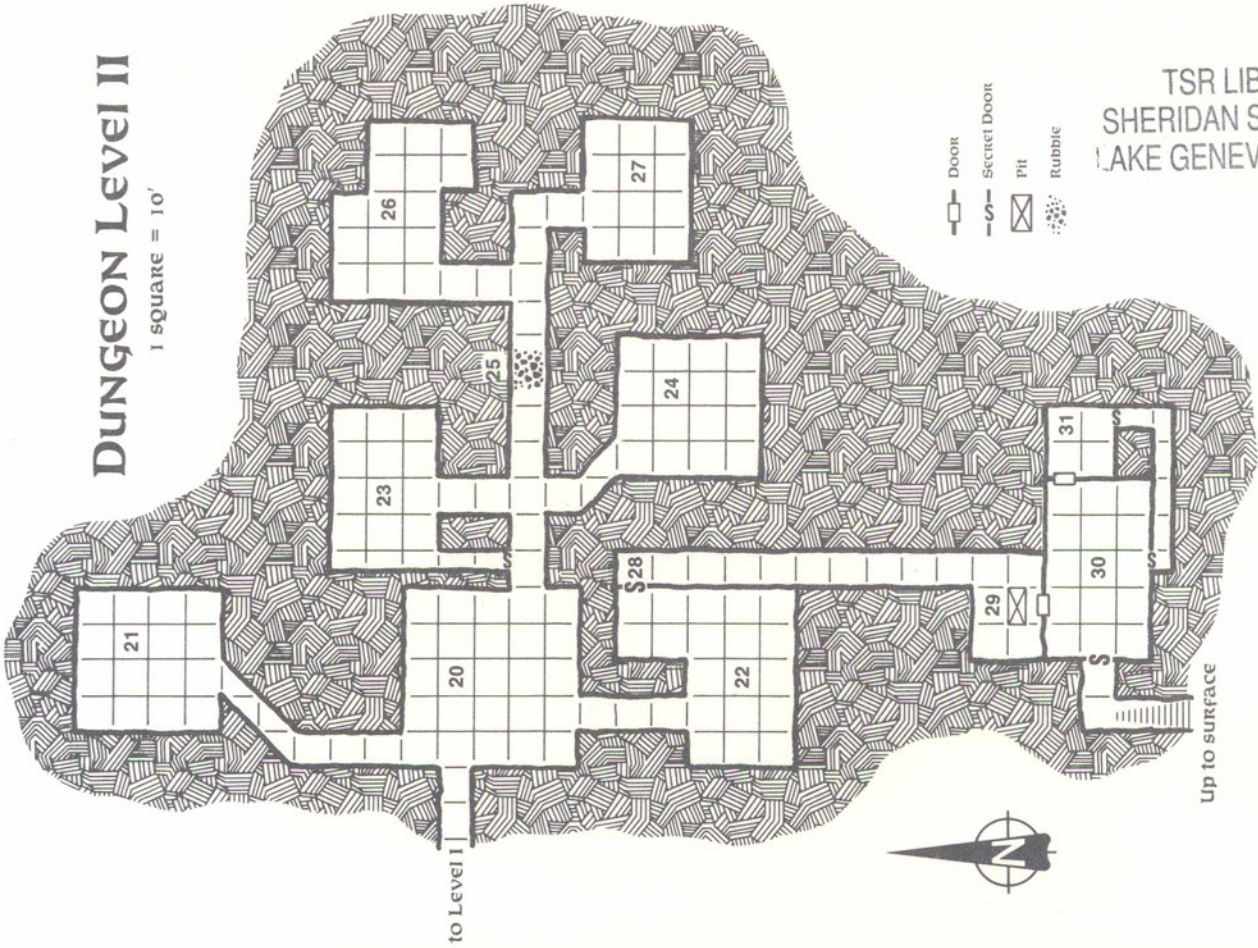
Treasure XPs earned, Level II

MAGICAL ITEMS

Location	Magical item
#7	Ring of Protection +1 (worn by bugbear)
#9	Potion of Healing
#15	Sword +1 (used by orc king)
#15	Dagger +1 (used by orc spellcaster)
#17	Potion of Healing
#30	Shield +1 (used by cleric)
#30	Mace +1 (used by cleric)
#30	Chain Mail +1 (on body)
#31	Potion of Levitation
#31	Staff of Healing

DUNGEON Level II

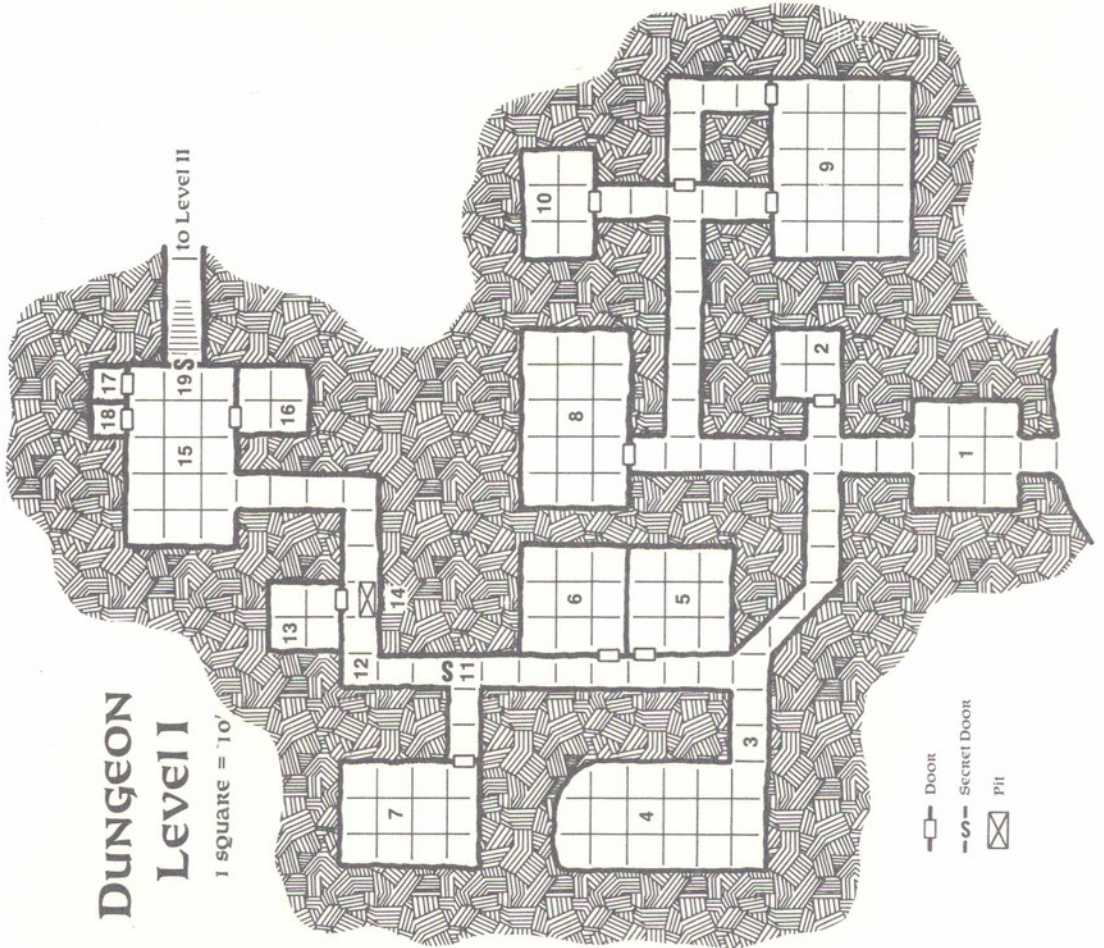
1 square = 10'

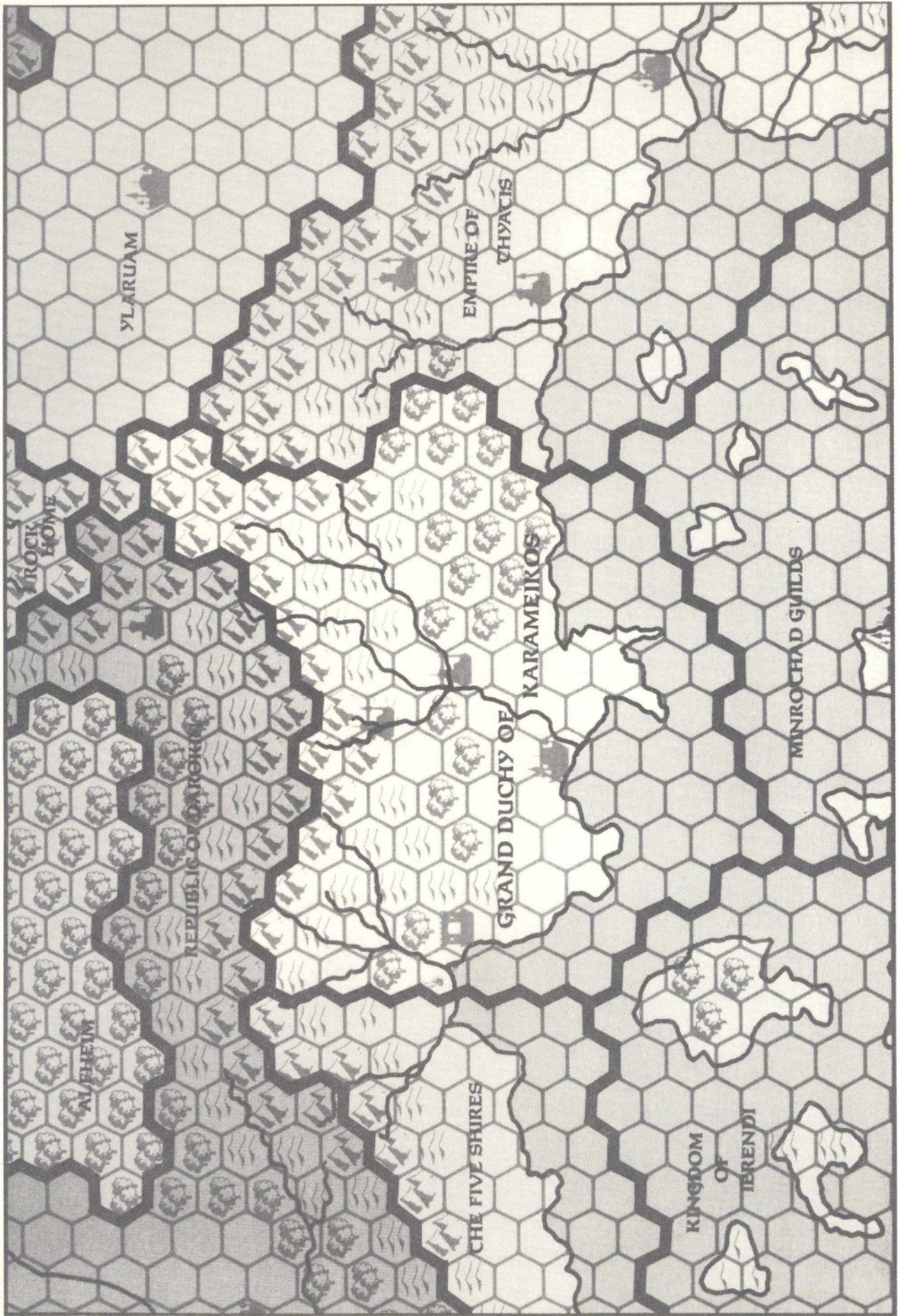


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DUNGEON Level I

1 square = 10'





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