

HM-1

The Disappearance of Harold the Hedge Mage

An AD&D adventure for 4-8 characters Level 1-3

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Editing and Maps by Greg Covey

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Background

This adventure takes place around the hamlet of Rashtan near the Lonely Wood. Rashtan is a small hamlet surrounded by farmland. It is in a temperate climate and Rashtan is populated by mostly humans and a few demi-humans.

Notes for the Dungeon Master

This module is designed for novice and intermediate level players. The number of player characters should be between four and six. The recommended level of character experience is from first to third level. Magical items available to the party at the start of the adventure should likewise be restricted. Players may either bring in existing characters of the appropriate level, with the DM's approval or roll up new characters as suggested in appendix P of the **Dungeon Masters Guide**.

A random encounter chart is given below. All monsters encountered are considered passers-by and are not inhabitants of the specific area being investigated. This chart is applicable to most encounters on open grassland, in forests, or on smaller hills.

The chance for a random encounter is one out of six (i.e., a 1 on d6). A check should be made once each day and night.

Random Wilderness Encounter Chart

<u>Die Roll</u>	<u>Encounter</u>
1-5	Stirge (2-8)
6-14	Wolves (2-5)
15-17	Worg (1-4)
18-20	Ant, giant, workers (2-8)
21-24	Brown Bear (1-4)
25-27	Giant Cave Spider (1)
28-30	Hobgoblins (2-5)
31-35	Goblins (3-12)
36-40	Centipede, giant (2-5)
41-50	Rat, giant (2-12)
51-57	Snake, giant constrictor (1-4)
58-60	Snake, giant poisonous (1-3)
61-67	Spider, giant (2-5)
68-70	Bug Bears(1-4)
71-77	Elf (2-8)

78-81	Orcs (2-8)
82-85	Ogres (1-3)
86-95	Bandits (2-7)
96-00	Brigand (2-8)

Rumors and facts: The following list is a compilation of various stories, rumors, and facts concerning Rashtan and the surrounding area. Any resident of the area might know one or more of these tales.

The chance that any encountered NPC will know 1 or more rumors depends on the NPC level.

0-Level – 40%
1 st -Level – 50%
2 nd -Level – 75%

If a NPC has been determined to know rumors roll to see how many they know using the chart below.

0-level – 1-2 (1d4/2)
1 st -Level – 1-3 (1d6/2)
2 nd Level – 1-4 (1d4)

Once the number of known rumors is determined, roll on the chart below to determine which rumors are known. Each rumor is marked as either true or false. Those in italics are partially true.

1. Harold is a former adventurer and is far more than some crazy hermit. (true)
2. *Harold's forest home is protected by all manner of traps both normal and magical.*
3. There is an evil mage in the forest gathering an army of undead to attack the village. (false)
4. Harold is best friends with Korec the tavern owner, and Korec will pay if someone were to find him. (true)
5. Istan is extremely jealous of Harold. (true)
6. Istan and Harold grew up together and went to the same magic school. (false)
7. Istan is more than just a potion peddler he is also a powerful mage. (false)
8. Istan's potions are not magical as he claims they are. (true)
9. *There are humanoids gathering in the forest intent on destroying Rashtan*
10. Harold's niece, Lora, has a secret crush on sheriff Talon. (true)

11. The town has some evil people in it, no matter what the sheriff says. (true)
12. Korec is a secret assassin. (false)
13. Korec is in league with the evil powers in the forest. (false)
14. Some months ago a skeleton was seen walking near Harold's house. What's worse, he spoke out loud. (false)
15. A party of travelers was attacked by humanoids while traveling through the pass in the forest. (true)
16. There is a large pack of wolves just outside of town to the south. They are the pets of some evil giant and do his bidding. (false)
17. Harold has a large stash of powerful magic hidden somewhere in the forest. (false)
18. There is an entrance to an ancient abandoned mine somewhere in the forest. (true)
19. At night, translucent figures haunt the wood. (false)
20. The town priest is really a devil worshiper. (false)

Hamlet of Rashtan

As you enter the hamlet you see a small village with only seven buildings laid out neatly on either side of the main street, running through town. The largest is the first building on your right and above the door hangs a sign that reads "Wayfarers Place". There are a handful of people walking beside the street going into the various buildings.

#1 Wayfarers Place

Description: As you enter you see a moderately-lit tavern. Directly to your right is a bar with a man wearing an apron standing behind it cleaning a glass with a towel. He has an upturned nose and a long scar running from his forehead across his nose and down his jaw. He looks at you wordlessly as you enter.

There are several tables laid out in a haphazard manner. Sitting at the table in the rear is a man with a thick beard and dirty clothes nursing a pint of ale. A sign above the bar reads "Ask us about our potions"

In the rear right back corner of the room is a staircase leading up. As you watch a man hurriedly comes down the stairs and quickly brushes past you and out the door.

DM Note: Wayfarers Place is the only Inn and tavern in Rashtan. While not extravagant the Inn is fairly clean and comfortable. The bartender is the Inn owner Korec the half-orc. He is a gruff individual who will generally answer question in the least possible amount of words. He is a former adventurer who put all of his money into building Wayfarers Place.

There is a small kitchen through the door behind the bar, players can get a drink, or food, or a room for the night.

The man in the back drinking is a local farmer named Carl, who just got done selling his crops to the general store. If engaged in conversation, he will be friendly and boisterous. Carl will always know at least one rumor from the table above.

If the players ask about potions Korec will relay the following.

"Right now I only got 1 healing potion. My friend Harold brews the potions and delivers them once a week, but I haven't seen him in almost three weeks now. He lives in a cottage out in the lonely wood a couple of days ride from here. I talked to the sheriff about checking on 'im, but he says his authority don't reach past the out'in' farms."

If the players offer to help, Korec will give them a map and directions to Harold's cottage. If not the following encounter will take place:

As you are standing at the bar a young blonde woman runs in. Her name is Lora.

Lora: "Korec, have you heard from my uncle yet?"

Korec: "No Lora I aint"

Lora: "He has never gone this long before. My mother and I are worried something terrible has happened. You know, a party of travelers was attacked by humanoids while traveling through the pass in the forest."

Korec: "I know but there aint anything I can do."

Korec will then turn to the party:

"You look like the rough and tumble type. I will pay each of you 25gp if you will go check on my friend. If you can find him I will throw in another 50gp each."

Lora will stare at the characters pleadingly.

If the PC's accept, Korec will give them directions and a map to Harold's cottage.

Once the PC's have agreed to help, Korec will say "It's getting late. I will give you all a free room for the night and a hot meal. You can leave in the morning. Take this last potion too, and you can restock on supplies at Silo's general store and look around the rest of the village. Your food and rooms will be ready when you get back."

Harold's Healing Potion (single use potion heals 1-8 HP)

#2 Jord's Forge

Description: As you approach this stone building, you see smoke coming from a chimney and a sign hanging above the door reading "Jord's Forge". When entering you see a large dark-skinned man hammering away on an anvil near a fire pit. He glances up you and says "One minute". He

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then carefully grasps a horseshoe with tongs and dips it in a tub of water. The horseshoe hisses and pops as steam rises from the tub. Jord places the now finished horseshoe into a box beside him and walks towards you. "Can I help you?" he asks.

DM Note: This is the blacksmith shop run by Jord Hammerlin. Jorde is a local whose father ran the shop before him. Jorde will always know at least two rumors from the table above if the characters engage him in conversation about the area.

Characters can purchase goods here. Jord sells typical items that would be made by a blacksmith. Jord is also a weaponsmith and can repair damaged normal weapons.

Jord: (Ivl:0, HP:6, S:17, I: 11, W: 12, C: 13, D: 14, CH: 11)

Jord is friendly with both Korec and Harold. He knows from Korec that Harold has been missing, but has no idea what has happened to him.

If asked about other people in town Jord will mention Istan. He does not like Istan and will tell the players he considers him a untrustworthy individual.

#3 Minter's Marvelous Maps and Things

Description: Above the door of this shop is a sign that reads "Minter's Marvelous Maps and Things" with a picture of folded map. You see dusty bookshelves lining the walls filled with books and scroll cases, much of which seem to have been thrown about haphazardly. There is a door in the back of the room. Sitting at a desk is a man with long brown hair and a long thin mustache. "Hello. My name is Minter. How can I help you?"

DM Note: Minter fancies himself a sage and librarian. In truth he is a Magic user who has read extensively about travel and different parts of the world. He has many maps some of the local area with towns, villages, and roads. He has other maps of faraway places. He has lots of books on mundane subjects such as anatomy and flora and fauna, and if asked he has 2 magic scrolls for sale.

1 burning hands (cost: 300 gp)

1 comprehend languages (cost: 300 gp)

He also has an abundance of leather and bone scroll/map cases.

Minter will also offer to identify if any items the characters have found are magical in nature for 25 gp/item. He does this with a pair of magical glasses that tells him if an item he is looking at is magical.

When identifying items he will not do so in front of the characters, instead insisting he must take the items alone

into the backroom so his "spell" will not be interrupted. He does this to hide the fact that his glasses are magical for everyone, although he will not try to steal any items.

Minter does not get out much and is not up on the latest gossip, but he will know 1 rumor from the above table. He knows Harold and seems to be friendly with him, but he had not heard he was missing. He also knows Istan, but rarely have they spoken. Istan has accused him of trying to steal the formula for his potions.

Minter (Magic-user Lvl: 1 St: 10 Int: 17 Wis: 13 Dex: 13 Con: 10 Chm: 11 HP:4)

#4 Sheriff's Station

Description: Above the door to this building is a sign reading simply "Sheriff". As you enter you see a desk to your left with a man in studded leather armor sitting behind it writing. In the back of the room are two jail cells. One is currently being occupied by a dirty looking man who snarls toothlessly at you as you enter. "Can I help you folks?" the man behind the desk asks.

DM Note: The sheriff is Talon, a large clean cut man with a small scar on his right cheek. He will greet the visitors and direct them to Wayfarers Place as the only inn in town. He will know at least two of the rumors above. If asked about Harold he will reply:

"Korec and Lora approached me about it; unfortunately there is nothing I can do. I have ridden the length of where my authority extends and haven't found any clues. I am worried, however, since there has been talk of travelers being harassed by creatures in the forest as of late."

#5 Silo's General Store

Description: Above the door hangs a sign with a depiction of a horse eating from a feed bag. It reads "Silo's General Store". As you enter you see shelves stacked with goods of all kinds. A portly man wearing an apron and a big smile waves to you from behind a counter "Well met travelers. How can I be of service today?"

DM Note: Silo is a pleasant man eager to help the party spend their coin in his shop. He has stock in the following equipment tables from the Players handbook: clothing, misc. equipment and supplies, provisions, and tack and harness.

Silo likes to gossip, and as a result will know four rumors from the table above. He will gladly share these with the PC's even to the point of talking about town goings on without be prompted. Silo knows everyone in town and has nothing but good things to say about all of them. He has heard that Harold has disappeared, but has no idea what's happened to him.

#6 Istan's Extraordinary Elixirs

Description: Above the door a sign reads "Istan's Extraordinary Elixirs".

You enter a dingy and dimly lit room with the smell of burnt hair lingering in the air. At the back of the room is a man in gray robes working at a long table with bubbling beakers and jars. As you enter he turns and you see a short, thin, middle-aged man with greasy black hair and a pointed downturned nose. He gives you a crooked smile and says "Welcome to my shop. How may I help you travelers? Perhaps you would be interested in an elixir to cure your ills."

DM Note: Istan is greedy self absorbed man who blames most of his problems on the rest of the community. He is a failed magic user and wannabe alchemist. He does, however, have great knowledge of local plant lore and has found a way to mix certain ingredients to be somewhat useful. He will zealously try to convince the members of the party to buy his elixirs. If Harold is mentioned Istan will get a grimace on his face and say

"That harebrain can't make a decent potion. My elixirs are ten-times what his are. He has convinced all the others in town to tell passers-through to go to the inn and buy his junk. He is conning everyone. He is nothing more than a two-bit hedge mage. I don't know what has happened to him a frankly I don't care."

In actuality Istan believes he does know what happened. Using a potion of clairvoyance, Istan found the location of a hobgoblin lieutenant who has been sent by his chief to raid the area. Istan met with the hobgoblin and gave him a tribute of a magic item (that he conned from a former customer) and convinced him that Harold has a horde of magical items hidden away. He then gave the hobgoblin a map to Harold's cottage.

Istan is a sly and sneaky fellow, he is aware of all of the rumors on the table above, however he will not reveal any of the rumors unless he thinks it will in some way benefit him.

Istan's Elixirs

Istan's Wondrous Elixir – Istan will claim this foul smelling potion will heal a person's wounds. He will claim it to be a superior healing potion to Harold's mixes. Istan creates this potion using a local plant root mixed with the leaves or a berrymore tree found in the Lonely Wood. He also grinds up the caterpillars that feed on the leaf and mixes them in. (This does nothing but make the potion stink and taste slimy and chunky.) Drinking the potion will heal 1 HP of damage.

Istan's Elixir of Anti-Venom – Istan will claim this potion will stop any and all natural poisons. Istan creates this

poison using spider venom and a mixture of aloe sap from a local vine. He also sneaks out at night and takes dirt from around the foundation of the church. He believes this gives the potion a magical quality, but all it actually does is make the potion taste like dirt. This potion will not cure anyone who has been poisoned, however if drank it will give the drinker a +1 on saving throws versus poison for 24 hours. Adversely, it will also make the drinkers urine turn purple for 24 hours.

Istan will refuse to reveal any of the ingredients in any of his potions.

Istan's Wondrous Elixir: Cost: 15 gp (4 in stock)

Istan's Elixir of Anti-Venom: Cost: 25 gp (3 in stock)

#7 Temple of Mielikki

Description: As you approach this dark wooden building you see a statue in front of a beautiful woman wearing a tunic and wielding a bow. When you enter you see a man in green robes cleaning a short line of pews facing an altar. "Hello, and may Mielikki bless you."

DM Note: The man is Cariwin, priest of Mielikki. He will be friendly to the PC's and invites them in. He will take the opportunity to speak about Mielikki and the harmony of nature if given the chance.

If asked about Harold he will smile and say:

"I have spoken with Korec and know his concerns and I share them. Harold would always come by when in town to speak on theological matters, but I have not seen him for weeks."

If anyone in the party is wounded, Cariwin will offer to heal them for a tithe of 75 gp by casting a cure light wounds spell upon the injured.

Cariwin (Cleric, lvl: 2, S:12, I: 13, W: 16, D:15, C: 12, CH:15, HP: 13, AC: 8, robe, staff)

Travel to Harold's Cottage

Description: The road into the Lonely Wood is clear and well traveled. The ground is packed hard and you move freely. Every once in a while you pass what looks to be an old guard station that is now abandoned.

DM Note: The main road through the forest is used by travelers and merchants to cross over the Forgotten Hills. It is well traveled and relatively safe during the day. Spread along the road are guard stations that were once used when the road was first built and the area still had a sizable orc population. The orcs have been all but run off now and the stations have been left unmanned.

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It will take a full day's travel at normal movement rate on a mount to reach the intersection with the path that leads to Harold's. It will be dark when the PC's arrive at the intersection.

If the PC's camp near the road there will be a 1 in 6 chance for an encounter using the above random chart. If the PC's continue to try and move on there will be a 4 in 6 chance of an encounter while traveling at night.

The Path to Harold's Cottage

Description: You can see a path beside an abandoned guard shack that looks more like a hunting trail than actual path. The path snakes through the trees, underbrush and low branches making it difficult to ride along the trail. You have to dismount and lead your mount to make it through.

DM Note: The trail is easy to spot, but over growth makes it difficult to navigate. The characters will have to lead their mounts, and will only be able to move half speed.

There is a 1 in 6 chance for a random encounter during the day.

Night will fall when the PC's are $\frac{3}{4}$ of the way to Harold's.

If the PC's decide to camp for the night there is a 2 in 6 chance for an encounter. If they travel onward there is a 4 in 6 chance for an encounter.

If they camped for the night they will reach the clearing of Harold's grove just before noon the next day.

Harold's Cottage

Description: The trail eventually breaks into a large clearing and up ahead you see a small wooden house that appears to be two stories tall and is surrounded by a hedge. The trail you are on heads straight to a clearing in the hedge and directly to a front door that appears to be standing wide open.

DM Note: This is Harold's cottage. Unbeknownst to the PC's, a small patrol of orcs led by a hobgoblin have already entered the cottage looking for Harold. They came by way of a trail behind the house that leads to the abandoned mine they are using as an outpost.

As the PC's approach the house they will see the front door is barely hanging on by its hinges and the lock has been splintered. Light shines through the windows in the home and all is quiet.

1st Floor

#1 Common Area

Description: As you enter the cottage you see the home's common area. There is a coat rack knocked to the floor and a coat and a set of robes are thrown haphazardly on the floor. The rug has been picked up and thrown against a wall and lays crumpled on the floor.

DM Note: The orcs have ransacked the home looking for a clue as to where Harold is.

#2 Dining Area

Description: As you round the corner of the wall you enter what appears to be a dining area. There is a large circular oak table in the room and cupboards on the walls that likely once contained dishes. The floor is littered with shards of broken plates and bowls as well as shattered remnants of wooden chairs.

DM Note: Nothing of interest in this area.

#3 Study

Description: The door to this room is standing open and as you enter you see a wooden desk in the middle of the room and a bookcase along the wall. The contents of the desk drawers have been dumped into a pile on the floor with the books from the book shelf. Spilled bottles of ink pool along the edge of the books and papers, and pieces of feather from quills are everywhere.

DM Note: If the characters riffle through the pile of books and papers they will come across a leather scroll case. Inside is a scroll containing the 1st level magic user spell Write along with a small vial of ink (enough ink to cast the spell once).

#4 Stairs to level 2

Description: Before you is a set of wooden stairs with a handrail leading upstairs.

DM Note: This leads to the 2nd floor.

#5 Stairs to Basement

Description: This door has been broken off its hinges and you see stairs leading down to a darkened basement.

DM Note: These stairs lead to the basement where the orcs and hobgoblin are waiting. See Notes for the basement.

#6 Kitchen

Description: This appears to be a simple country kitchen. There is a wood burning stove in the back corner and the walls are lined with cabinets. The contents of the cabinets have been strewn all around the kitchen and the

floor is covered with flour. You see numerous footprints in the flour.

DM Note: Nothing of interest in this room, just food items (mostly dried) and cooking utensils.

2nd Floor

Description: As you walk up the stairs and enter the 2nd floor of the home you notice several doors that have been forced open and a window at the end of the hallway has been smashed.

#7 Bathroom

Description: You enter what appears to be a bathroom. There is a chamber pot and wash basin knocked off their stands and onto the floor. There is a mirror against the west wall that has been smashed, and an empty tub against the north wall of the room.

DM Note: Nothing of interest in here.

#8 Master Bedroom

Description: This appears to be the master bedroom. There is a large bed with the head against the east wall of the room underneath a window. The blankets have been thrown off the bed and the window smashed. The pillows have been torn asunder and feathers are everywhere. Against the north wall is a small bookcase whose books have been ripped from the shelves and thrown to the floor. Directly across on the south wall are the remnants of two paintings that have been shredded. Next to the bed seems to be a night stand that has been tipped over and whose drawers have been dumped on the floor.

DM Note: If the party search's the area around the nightstand they have a 3 in 6 chance of finding a plain silver ring in between a crack in the floorboards. This is a ring of feather falling. Next to a broken lantern is a flask of oil, and there is also a small coin purse containing 15 g.p. The books on the floor are scholarly texts: history, anatomy, animals, etc.

#9 Storage Room

Description: This looks like a storage room. On the ground are piles of clothes, cloaks, coats and shoes pulled off their hangers and slashed to pieces. Along the east wall are smashed wooden crates that appeared to hold the flour, salt, and preserved fruits that are now all over the floor.

DM Note: if the party sifts through the pile of clothes they will find a small pouch containing some spell components separated into individual pouches:

A pinch of soot and a few grains of salt (for comprehend languages 1 cast)
2 small magnets (mending 1 cast)

A pinch of fire sand (sleep 1 cast)
A small leather loop (levitate 1 cast)

#10 Guest Room

Description: You enter a bedroom. The bed has been torn apart and the nightstand and wash basin in the room have been tipped over. A broken lantern lies on the floor.

DM Note: Nothing of interest in this room.

#11 Basement

Special Notes: There are 4 orcs and a hobgoblin waiting in the basement. They are the ones who trashed the cottage earlier, and will have heard the PC's when they enter the home.

They will be waiting in ambush. Two of the orcs and the hobgoblin will be behind the large table at the end of the stairs. The other two orcs will be behind the table to the east of the stairs.

Once three members of the party have started down the stairs on the way to the basement they will attack.

The two orcs and hobgoblin in front of the stairs will fire their crossbows at the lead person. The other two orcs will fire and the 2nd person in line. This should be a surprise attack as they were waiting in ambush.

After the ambush all five creatures will drop their crossbows and draw weapons rushing the party.

Orcs (HP: 4,5,4,3 AC: 8 DMG: 1-6 (short sword))
Hobgoblin (HP: 8 AC:7 DMG: 2-8 (broad sword))

Each orc has: 5 gp, a short sword, a light crossbow, 5 bolts.

The hobgoblin has: 10 gp, a broad sword, a light crossbow, 5 bolts, and a note. (See DM Notes.)

Description: This is a large cool stone basement. There are two long wooden tables in the center of the room, the table closest to the stairs has been tipped over and there are beakers and liquids of various colors on the floor.

There is also a shorter wider table to the east of the stairs, it has also been flipped and there are various powders covering the floor around it.

The table towards the rear of the room is still standing and there are different color liquids running through tubes from beaker to beaker.

DM Note: If the PC's capture any of the orcs alive they will give them information if they promise to let him go, but only if he believes they will follow through with the promise. He will tell them:

"I no want to be here, hobgoblins make us. They in old mine and sent us to get mages stuff."

The orcs have no idea where Harold is. A captured orc will show the players to the trail that leads to the mines if they untie him as a show of good faith.

If the hobgoblin is captured alive he will not cooperate under any circumstances, instead spitting at the characters and promising "Balgor will have your heads on pikes." He will also try to intimidate the orcs from helping the players. The hobgoblin has a note from Balgor instructing him to go and return the mage to the mines. It is written in hobgoblin.

If the PC's search the remaining tables they will find a number of liquids they can't identify and a vile with a stopper labeled "HH". This is a Harold Healing potion (single use heals 1-8 HP).

Path to the Mines

The animal path that leads to the abandoned mines is at a creek 100 yards from the edge of the rear of Harold's cottage. If the PC's have an orc cooperating he will show them the way, if not someone with tracking skill should have no difficulty finding the orcs tracks from the path to the cottage.

The mines are a full day's travel by foot from the cottage (the trail cannot be traversed with a mount). If the PC's decide to spend the night at the cottage and leave in the morning then there is no chance for encounter during the night and a 1 in 6 chance for a random encounter on the path to the mines during the day.

The sun will be setting when the PC's reach the mines, if they decide to camp there will be a 1 in 8 chance of an encounter during the night. If there is an encounter it will be with a patrol of 2-4 orcs armed with short swords.

If the characters leave immediately and spend the night on the trail then there is a 1 in 6 chance for an encounter during the day, and a 2 in 6 chance for an encounter through the night.

The Mines Level 1

Description: As the trail you have been following ends, you see an entrance carved into the side of a small hill. The square entrance is framed by thick blocks of wood. The block along the top is sagging as it has started to rot with age. Around the entrance are a number of boards and

large rocks that seemed to have been moved, as if they once blocked off the entrance.

The tunnel is 10' x 10' with a stone floor and packed earth on both sides and above you. A series of old thick wooden blocks are placed every 5 feet for support of the walls. The tunnel runs at a noticeable slope, and after moving 20' into the earth the tunnel is now carved from solid rock. The entrance is just a glimpse of light behind you and you are in total darkness.

After another 20' you come to a fork as the tunnel branches off to the south east and to the west.

DM Note: The tunnels are 10' wide and 10' tall. The hobgoblins have moved their operations into the 2nd level of the mines as it has more room.

#1 Foreman's Office

Description: As you push on the door it nearly collapses off of its rusted hinges. It opens up into a 30' x 20' room. In the middle of the room is an old desk and there are shelves lining the walls. In one corner you see a large pile of shredded paper, broken furniture, and the remains of a ripped up rug.

DM Note: The pile in the corner is nest of giant rats. Four of the rats are currently in the nest, and five more are around the desk. If the characters approach the nest or desk the rats will attack.

Giant Rats(HP: 2, 3, 4, 2, 1, 3, 2, 1, 2 AC: 7, A/ DMG: 1/1-3)

Inside the nest the rats have collected a number of shiny objects:

200 sp
1 small amethyst (worth 100 gp)

#2 Storage Room

DM Note: This is an old storage room for the miners hidden behind a secret door. If the characters find it read the following.

"This dusty 20' x 30' room looks to be a storage area. There a three mine carts and several deteriorating boxes lining the walls."

If the PC's search the carts and boxes they will find rotten petrified fruits and bread, and five large gold nuggets (each worth 10gp).

#3 Loading Area

Description: The tunnel ends onto a large open area, where the ceiling appears to be 20' above your head. As you walk out onto the open area you see a circle of

reddish light about 90' away, you hear a clicking sound as the light moves towards you. As they get closer you see three beetles about 3' long, each with two glowing orbs above their heads and 1 above their abdomen.

DM Note: These are four fire beetles that have come up from the caverns below. They will attack the PC's. If a beetle loses $\frac{3}{4}$ of its hit points it will have to make a morality check. A roll of 1-3 on a d6 and the injured beetle will attempt to flee. Each beetle is independent of the other, so each will act separately regardless if the other beetle is dead or fleeing.

Fire Beetles: (HP: 8, 6, 4, 7 AC: 4 A/DMG: 1/2-8)

#4 Stairs to Level 2

Description: A set of wide stairs carved into the cliff lead down into the darkness.

DM Note: The stairs lead 40' down to the second level of the mines. At the end of each staircase are three hobgoblin guards. If the PC's take the stairs and are using a light source, there is a 5 in 6 chance the guards notice. If not using a light source, but not moving silently there is a 4 in 6 chance they notice and are prepared.

Hobgoblins: (AC: 7 HP: 6, 5, 5 A/DAM: 1/1-8 (battle axe))

Each guard has a light crossbow with six quarrels and a battle axe. Once engaged with the PC's the guards will yell for help and the two hobgoblins from the other set of stairs will arrive in 1 round.

Each guard has 5 gp and 10 sp.

#5 Stairs to Level 2

Description: A set of wide stairs carved into the cliff lead down into the darkness.

DM Note: The stairs lead 40' down to the second level of the mines. At the end of each staircase are three hobgoblin guards. If the PC's take the stairs and are using a light source, there is a 5 in 6 chance the guards notice. If not using a light source, but not moving silently there is a 4 in 6 chance they notice and are prepared.

Hobgoblins: (AC: 7 HP: 7, 5, 4 A/DAM: 1/1-6 (mace))

Each guard has a light crossbow with 6 quarrels and a mace. Once engaged with the PC's the guards will yell for help and the two hobgoblins from the other set of stairs will arrive in 1 round.

Each guard has 5 gp and 10 sp.

#6 Elevator

Description: You see next to the cliff an old, dilapidated platform missing many planks, with ropes run along pulleys at the sides.

DM Note: This was once the loading elevator used by the miners. It is still functional, but not entirely safe. If the PC's attempt to use it each character on the platform must make a saving throw vs. paralyzation at a +2 or the boards they are standing on will break and the PC will fall to the floor below. They must make such a check for each 10' the elevator moves.

Check 1 when the elevator starts (falling damage 4d6)

Check 2 at 30' (falling damage 3d6)

Check 3 at 20' (falling damage 2d6)

If the elevator is used and no one falls there is a 2 in 6 chance for each set of guards at the stairs they will hear it and come investigate, and be waiting when the PC's arrive. If a PC does fall there is a 4 in 6 chance the guards will hear it and come investigate.

Mines Level 2

#7 Loading Zone

Description: A large carved area. There are rotting carts by the elevator landing spot that once moved the precious stones gathered from the mines.

DM Note: If the guards from each set of stairs have not been warned yet by the PC's there is a 4 in 6 chance, for each set of guards, they will hear them now and come investigate.

#8 Meal Hall

Description: You see a faint green glow as you travel down the tunnel. You enter into a 50' x 50' room where the walls are covered with luminescent algae that is glowing green. You see wooden tables and benches throughout the room as it appears to once have been a meal hall for the miners. There are tunnels to the east, west and south leading out of this room.

DM Note: The algae on the walls are harmless and can be scrapped off and used as a light source. It will last for 12 hours.

#9 Orc Barracks

Description: A thick oak door stands before you.

DM Note: The orcs are not trying to be quiet. If the PC's listen there is a 3 in 6 chance they will hear the orcs behind the door. If the PC's enter, roll for surprise.

There are dirty bedrolls lining the floor of this room and in the center are 8 orcs. Two of them are on one knee with a few silver pieces between them as one rolls some sort of bones. The other 5 are standing around arguing about the game.

Orcs (AC:8 HP: 4, 5, 3, 6, 8, 5, 4, 4 A/DAM:1/1-6)

Each orc has a short sword and 10sp.

If the PC's enter the room and attack the orcs there is a 3 in 6 chance the hobgoblins down the hall (Room #10) will hear and come to investigate. It will take 2 rounds for them to arrive.

#10 Hobgoblin Barracks

Description: A thick oak door stands before you.

DM Note: 4 hobgoblins (AC: 7, HP: 4, 7, 7, 5, 6 A/DAM: 1/2-8)

Each hobgoblin is armed with a broadsword and carries 8 gp. These are the hobgoblins that may have gone to investigate if the orcs had been engaged by the PC's.

If the orcs were passed by there is a 2 in 6 chance they will come to investigate if the PC's fight the hobgoblins. It will take 2 rounds for them to arrive.

This 40' x 20' room is lined with dirty cots, there are 5 hobgoblins sitting and talking in their guttural language.

#11 Wolf's Lair

Description: The tunnel opens into a cavern 40' x 20' filled with straw, standing before you are 4 snarling wolves.

DM Note: These wolves were raised and trained by the hobgoblins, and are their guards. They will receive a +2 on a saving throw against any attempt to charm them. They will instinctively attack the PC's.

Wolves (AC: 7 HP: 8, 11, 14, 12 A/DMG: 1/2-5)

#12 Mining Central Hub

Description: You enter an area 30' x 70' with a high ceiling. It looks to have been a natural cavern that the miners came across. The walls are covered with more of the luminescent algae you encountered before.

You see old tracks on the ground that carts would have been pushed on. Five tunnels lead out of this area, two on the east side, two on the west side, and one to the south. Tracks lead down all five tunnels. The two tunnels on the west wall and the tunnel on the southeast wall have boards across them with words on them that appear to be orcish.

DM Note: This was the center of the mining operation. The miners found that this cavern was filled with precious ore and started mining in all directions. If any of the players can read orcish the boards say "Bad, don't go here."

#13 Stirge Nest

Description: The tunnel is coated with the same algae as the cavern. You can see indentations on the walls where precious ores were once mined. You travel for 40' and the tunnel takes a sharp turn north, after another 40' the tunnel opens into a small natural cavern. There are small stalactites and stalagmites on the floors and ceilings. In the center of the room you see a badly decomposed body of what appears to have once been an orc.

DM Note: The room has a small nest of stirges in a crevice in the east wall. They are what killed the orc, and as the players enter the room, the stirges will sense prey and attack.

4 stirges (AC: 8 HP: 6, 4, 4, 7 A/DAM: 1/1-3 + special)

In the stirges nest are several shiny objects that have been collected:

16 sp

Two small rough emeralds (100 gp value each) and a silver ring. The ring is an Aristor's Ring of the Gallant (allows wearer to hit a creature that requires a +1 or better weapon with a normal melee weapon).

The body of the orc has 3 gp.

#14 Dead Pit

Description: The algae covered tunnel leads you into a large room that appears to have been mined as opposed to the hub room that looked naturally occurring. In the center of the room is a large pit with a ladder sticking over the edge. As you look into the 20' x 20' pit you can see 2 skeletons lying on the bottom half buried in small rocks and sand. There is a third skeleton buried to its waist with the torso sticking out and head lying beside it.

DM Note: Buried just under the surface of the pit are five zombies. If the PC's enter the pit, the zombies will sit up and attack.

Zombies: (AC: 8 HP: 9, 6, 10, 9, 8 A/DAM: 1/1-8)

If the PC's go back up the ladder the zombies will not be able to climb after them, they will bump into the ladder knocking it down. If the PC's examine the skeleton buried to its waist, just under the surface is a small pouch with 2 gold nuggets (15 gp each).

#15 Storage Room

Description: As you travel down the algae covered hallway you hear guttural yells from up ahead and the distinct crack of a whip.

DM Note: This is a storage room being used by the hobgoblins for their loot. There is a hobgoblin and four orcs in the room. The hobgoblin is shouting orders as the orcs move large barrels.

Hobgoblin: (AC: 7 HP: 8 A/DAM: 1/1-8)
The hobgoblin has a long sword a whip and 3 gp.

Orcs: (AC: 8, HP: 3, 5, 5, 6 A/DAM: 1/1-6)
Each orc has a short sword and 6 sp.

There are three crates and three barrels in the room.
There is also a pile of animal pelts in the corner.
10 cured animal pelts (worth 5 gp each)
Crate 1- contains 10 rolled up nicely made rugs (worth 4 gp each)
Crate 2- contains 6 suits of new leather armor and 6 new short swords
Crate 3- contains decorated pottery (10 pieces worth 5gp each)
Barrel 1- contains hardtack bread (20 loaves worth 1 sp each)
Barrel 2 – contains dried meat of some kind (4 weeks worth for 3 people)
Barrel 3- contains a foul smelling ale (10 gallons)

#16 Miners Room

Description: A old wooden door hangs barely on its hinges. Inside you see what used to once be a bunk room. There are old rotten cots and various pots and pans littering the floor. There is an old foot locker at the end of one of the beds.

DM Note: The foot locker contains some old clothes and a book.

The book is a diary of one of the miners. It contains sporadic entries mostly about the mines and what ore was found on a given day. It also contains entries of complaint about fellow miners. The Final entry reads:

“The latest section we have been clearing in all directions and it has been yielding the most ore we have seen in the mines in a decade. Today on the east wall we came across the biggest gold nugget I have ever laid my eyes on. The thing must have weighted 25 pounds. Everyone is really excited for tomorrow. We haven’t seen gold in a long time down here as it’s mostly been coal and impure iron ore. The foreman said tomorrow the whole crew will concentrate on the east wall. If we’re lucky we will all leave here rich”

#17 Mines End

Description: You exit the tunnel into a large 70’ wide mined room. As you look around at the scared walls you hear a faint clicking sound above you.

DM Note: This is the room referred to in the miner diary. The clicking sound is a giant cave spider that has taken residence above the doorway. It would have felt the vibrations of the parties approach and will be ready to drop on them. The spider is 4’ long and has a hard exoskeleton, but it is not poisonous.

Cave spider: (AC: 6 HP: 19 (HD: 3+3) A/DAM: 1/1-6)

Description Continued: On the east wall of the mine you see a jagged hole about 4’ tall and 3’ wide and the walls are 3’ thick. As you peer through, the hole appears to open into a natural cavern.

#18 Hydra’s Lair

Description: As you bend over and climb through the hole you enter a large natural cavern. The luminescent algae’s green glow gives off an ominous appearance as it makes the stalactites shadows stretch across the high ceiling. About 70 feet ahead of you is a large out-cropping of rock. As you stand there you feel the ground begin to rumble and you hear a thud echoing through the cavern. Just then you see a large brown reptilian head with a beak-like mouth attached to a long neck peer over the outcrop at you. It is quickly followed by another, and another, and another, until 9 large heads stare at you in the eerie green light. The mouths open and the heads in unison let out an ear-splitting screech as you see the creature’s gargantuan body and tail round the corner. It stands at least 18’ tall and 25’ long, and it heads towards you.

DM Note: This is why the mine was abandoned. The miners broke through to the Hydra’s lair. The hydra’s body and head are far too big to fit through the hole, so if the PC’s run back through they will have time before the hydra arrives. The hydra will not leave itself in a position where the PC’s can fire weapons at it through the hole if they try.

If the PC’s are foolish enough to stay and fight:

Hydra: (AC: 5 HP: 48 A/DAM: 9/1-8)

The hydra has collected a good amount of treasure from those who accidently wandered into its lair over the years:

1000 gp
800 sp

There is the skeletal remains of a man (well most of a man) whose cloak has rotted away, but the leather armor he was wearing appears to be undamaged, and the short

The Disappearance of Harold the Hedge Mage

sword gripped in his skeletal hand is free of rust and corrosion. He also wears a gem-set pendant that needs to be polished.

A silver pendent set with small rubies (worth 1000 gp)
Leather armor +1
Short sword +1

#19 Balgor's Lair

Description: As you travel down this algae covered corridor you see a sharp turn to the east up ahead.

DM Note: Around the corner at the end of the hall are the hobgoblins guarding an iron door. If the PC's are careful and someone scouts ahead, the guards will not notice them. If the PC's do something to try and draw the hobgoblins out they will round the corner to check on suspicious noises. If the PC's manage to kill or subdue the hobgoblins without attacking them while they are in front of the door, then the occupants of the room will not know they are there and you should follow scenario A below. If the PC's engage the hobgoblins while they are in front of the door, the occupants of the room will be warned and you should follow scenario B below.

Hobgoblins: (AC: 7, HP: 5,3 A/DAM: 1/1-6)
Each hobgoblin has a spear and 2 gp.

PC's must roll to open doors to push the iron door open.

Scenario A:

Description: As you push open the heavy iron door standing in the room you see two large hobgoblins talking. One of the hobgoblins holds a leash that is around the neck of a very large wolf that is drooling and snarling as you enter. Three orcs are standing close by. There are a number of wooden crates against the wall of the room, and in the middle is a crude table. On one side of the table is a large crate with a plush pillow sitting on top.

DM Note: This is Balgor and his lieutenant and his guard dire wolf. The lieutenant will release the wolf immediately and it will rush the PC's as he draws his sword. Balgor is holding a shield and battle axe and they will engage the PC's as well. After 1 round the two guards in the secret hallway will enter the room and attack the PC's

Orcs: (AC: 8 HP: 5, 6, 5 A/DAM: 1/1-6)
Each orc has a short sword and 3 gp.

Hobgoblin Lieutenant: (AC: 6 HP: 11 (treat as 2 HD monster) A/DAM: 1/1-8)
He has a long sword, shield, and 15 gp.

Dire Wolf (AC: 6 HP: 16 A/DAM: 1/2-8)

Balgor (AC: 5 HP: 16 (treat as 2 HD monster) A/DAM: 1/3-10)

Balgor is a large very strong hobgoblin (+1 to damage). He carries a shield and a magical battle axe +1 that was given to him as a bribe by Istan. He has 20gp and 20sp in a pouch on his belt.

Hobgoblins: (AC:7 HP: 5,4 A/DAM: 1/1-6)

Each of the 2 guards has a spear and light crossbow with 6 quarrels and 2 gp.

Scenario B:

Description: After defeating the guards you push open the heavy iron door. Standing to greet you are three hobgoblins, two orcs, and a large snarling wolf.

DM Note: At the sound of the attack on the guards Balgor will have fled through the secret passage and sent the 2 guards into the room.

Orcs: (AC: 8 HP: 5, 6 A/DAM: 1/1-6)
Each orc has a short sword and 3 gp.

Hobgoblin Lieutenant: (AC: 6 HP: 11 (treat as 2 HD monster) A/DAM: 1/1-8)
He has a long sword, shield, and has 15 gp.

Dire Wolf: (AC: 6 HP: 16 A/DAM: 1/2-8)

Hobgoblins: (AC:7 HP: 5,4 A/DAM: 1/1-6)
Each of the 2 guards has a spear and light crossbow with 6 quarrels and 2 gp.

Balgor will have taken his axe with him but left the rest of his stash which is in the crate with the pillow on top. By the time the battle is over Balgor will have disappeared and is heading back to his tribe.

DM Note: The crates contain more food stores, hard tack bread, dried meat, and small kegs of bad ale. There will also be 2 bottles of decent wine (worth 3 gp each).

The crate with the pillow on top is Balgor's personal stash, it contains:

150 gp
200 sp
6 potions (4 Istan's Wondrous Elixir, 2 Istan's Elixir of Anti-Venom)
And a gold clasp (worth 75 gp)

There is also a note which reads:

"Here are the potions and magical axe I promised you. Also included is a map to the mages home. Remember he will not give up the hiding place of his magical stash easily!"

This note was sent by Istan completing his deal with Balgor.

There will be no sign of Harold.

Follow Up

Regardless of whether the PC's return to Harold's Cottage first, or simply return to Rashtan, they will have not found any information on the whereabouts of Harold.

When they finally do make it back to Wayfarer's Place they will see the following.

Description: As you enter the tavern you see the familiar face of Korec. He looks over at you smiling a crooked-toothed grin. Sitting at the bar is a man in gray robes with a long handlebar mustache and a balding head. The sheriff is sitting beside him and Lora is smiling holding his arm.

"These are the ones I was telling ya about." Korec says.

The man stands and offers his hand "Hello. I'm Harold. Sorry about all the fuss."

DM Note: Harold was not kidnapped by the hobgoblins as feared. In fact he has not even been to his home yet and is unaware it was vandalized.

Harold had to take a trip to the city. He only expected to be gone four days, but it ended up being several weeks.

If the PC's show the sheriff the note they found he will arrest Istan saying "I will have to call for a magistrate, but will lock him in the town jail till then."

Korec will pay the PC's 50 gp each and will ask his barmaid to go get "the good stuff". He will offer the PC's some of this Dwarven Fire Wine "It's over 100 years old"

If the PC's drink the must make a constitution check at -10 or be rip roaring drunk and will pass out within a few hours.

If Istan is arrested, he will pick the lock during the night and escape, heading towards the hills where he knows the hobgoblins lair.

If not arrested he will still flee town that night under the suspicion he might be arrested later.

Appendix

Items

Aristor's Ring of the Gallant – This looks like an ordinary silver band with the image of a gauntleted hand holding a sword etched on it. It allows the wearer to damage creatures that require a +1 or better weapon with a normal melee weapon. XP Value: 900gp, Sale Value: 2000gp

Istan's Wondrous Elixir – This foul smelling potion will heal 1 hit point when drunk if the drinker passes a constitution check, otherwise he will retch and vomit.

Istan's Elixir of Anti-Venom – When drunk this potion will give the drinker a +1 on saving throws vs. poison for 24 hours. The effects of multiple potions are not cumulative.

Harold's Healing Potion – This sweet tasting elixir will heal 1-8 hit points, each potion is a single dose.

Monsters

Giant Cave Spider

FREQUENCY: Rare

NO. APPEARING: 1

ARMOR CLASS: 6

MOVE: 18"

HIT DICE: 3+3

% IN LAIR: 60%

TREASURE TYPE: J-N

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi

ALIGNMENT: Neutral

SIZE: M (4' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Description: Giant cave spiders make their homes in caves and underground dwellings. They are solitary creatures only gathering with others of their kind to mate once per year. Unlike other spiders, the giant cave spider does not spin webs. In fact, while called spiders, they are actually more closely related to scorpions. Giant cave spiders will venture outside of their lair in search of food, but only at night.

NPC's

Harold

Human
Magic-User
Level: 6
AC: 5
HP: 17
Align: Chaotic Good

St: 12
Int: 17
Wis: 13
Dex: 15
Con: 13
Chr: 12

Description: Harold is an older man who is slightly balding and has a long handlebar mustache. His hair has turned white with age, and he has a friendly disarming smile.

Equipment: Bracers of defense AC: 6, Wand of Magic Missiles.

Spells:

1st – Identify, Read Magic, Magic Missile, Detect Magic, Friends, Feather Fall, Shield, Unseen Servant, Tenser's Floating Disk
2nd – Locate Object, Web, Continual Light, Mirror Image
3rd – Lightning Bolt, Dispel Magic, Hold Person

Harold is a friendly man, but he enjoys his solitude, that's why he moved to the cottage in the forest. He has a great love of potions and enjoys trying to create his own. So far his healing potion has been his only success and he is very proud of it.

Korec

Half-orc
Fighter
level: 2
HP: 18
AC: 10
Alignment: Lawful Neutral

Str: 16
Int: 13
Wis: 11
Dex: 14
Con: 15
Chr: 7

Description: Korec has crooked teeth and a long scar running across his face.

Equipment: +1 club

Korec is a bit surly and is very self conscious about his heritage. He takes offense at anyone referring to him as an orc.

Sheriff Talon

Human
Fighter
level: 3
HP: 26
AC: 5
Alignment: Lawful Good

Str: 16
Int: 11
Wis: 12
Dex: 13
Con: 15
Chr: 14

Description: Talon is a large handsome man with short brown hair and brown eyes.

Equipment: Studded Leather +1, Long sword, dagger, wooden shield

Talon is friendly to everyone he meets, but is very much a stickler for law and order and takes his job seriously.

Istan

Human
Thief
Level: 2
Hp: 10
AC: 5
Alignment: Neutral Evil

Str: 10
Int: 16
Wis: 10
Dex: 17
Con: 11
Chr: 9

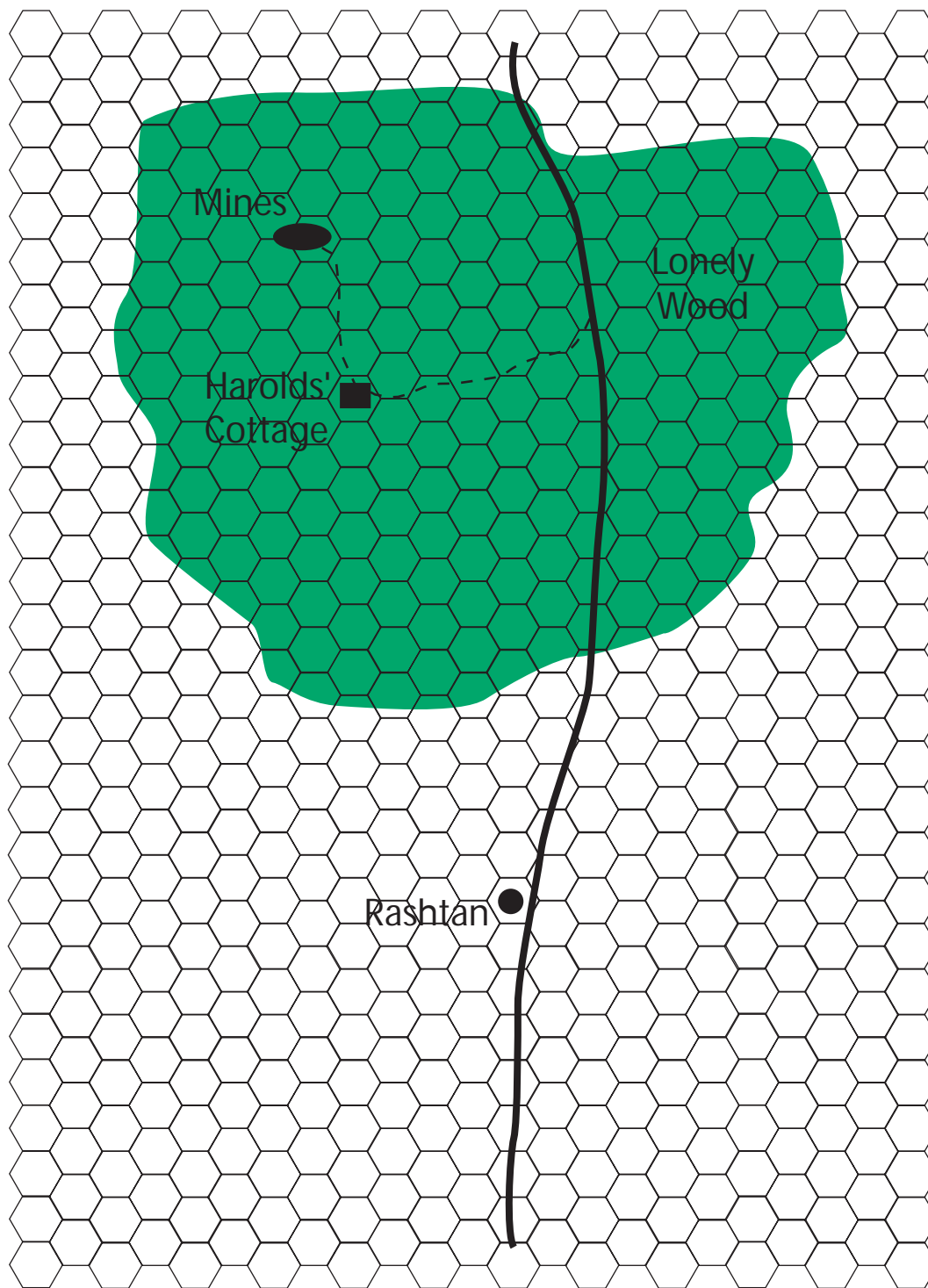
Description: A short, thin, middle aged man with greasy black hair and a pointed downturned nose

Equipment: Ring of protection +1, dagger

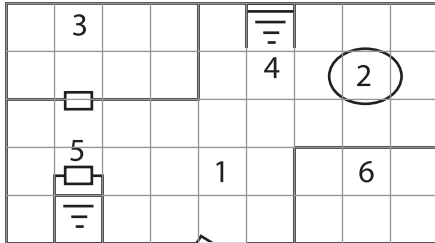
Istan is a failed magic-user, he attended the school of magic when he was younger but flunked out as he spent more time pilfering from his school mates rather than studying. He has a great amount of jealousy towards Harold and believes Harold started making potions just to try and hurt his business. He is very paranoid and suspicious of everyone either being out to get him or to steal his formulas.

Maps

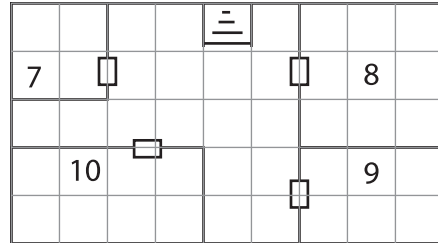
Map of the local area



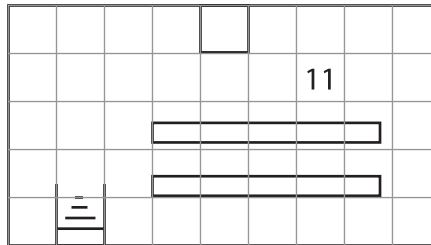
Harold's Cottage (C1)



First Floor

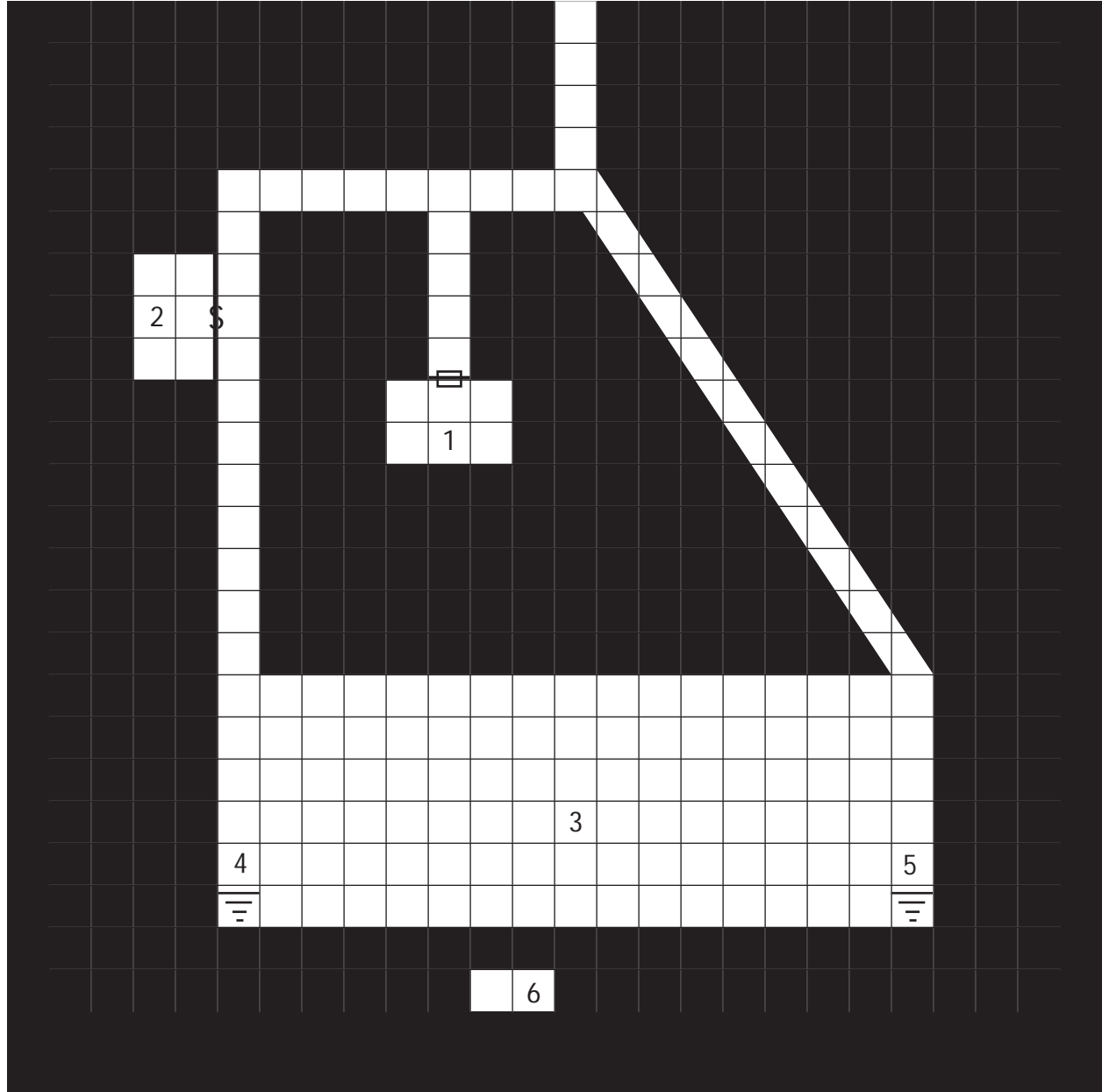


Second Floor



Basement

Mines Level 1



Mines Level 2

