

GREYHAWK® ADVENTURES

Official Game Adventure

Gargoyle

by Dave Collins with Skip Williams

Compatible with
the AD&D® and
the 2nd Edition
AD&D®
Game Systems.



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™

GREYHAWK ADVENTURES

Official Game Adventure

Gargoyle

by David Collins with Skip Williams

CREDITS

Design and Development: David Collins, Skip Williams
Editing: Ed Sollers
Cover Art: David Dorman
Interior Art: David Dorman and Karl Story
Cartography: Dave Sutherland
Typography: Angelika Lokotz
Keylining: Cory Graham

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

GREYHAWK, ADVANCED DUNGEONS & DRAGONS, AD&D, POLYHEDRON, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR Inc.

©Copyright 1989 TSR Inc. All Rights Reserved.

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

TSR Inc. TSR Ltd.
POB 756 120 Church End, Cherry Hinton
Lake Geneva, Cambridge CB1 3LB
WI 53147 USA United Kingdom



TSR, Inc.
PRODUCTS OF YOUR IMAGINATION[™]

Printed in the U.S.A.

ISBN 0-88038-711-4

9251XXX1501

Table of Contents

Part 1: Introduction	2
Part 2: Rockburgh-On-The-Marsh	6
Part 3: A Wing and Prayer	21
NPCs	28
Monsters	30
Pre-Rolled Characters	15-19
Maps	
Ambush Map	31
Thieves Den	31

Part 1: INTRODUCTION

GARGOYLE! is an AD&D® game adventure for 4-6 characters of 2nd-4th level (plus two gargoyles). The adventure takes place in the GREYHAWK® campaign setting, but it can be easily adapted to another campaign. The party should have a combined total of 15-18 levels. Player characters have been provided, specifically pre-generated for this locale. If players use their own characters instead, the DM should severely restrict the number of magical items (particularly magical weapons) available to the PCs. For example, only one of the pre-generated PCs included with this adventure is equipped with a magical weapon; this is intentional.

DM Information

The World of Greyhawk

The village of Rockburgh-On-The-Marsh (Rockburgh for short) is located in The Tors, a range of high hills bordered by the Hool Marshes on the south and by a spur of the Crystalmist Mountains on the west. The Tors and the Hool Marshes form a frontier area between the Yeomanry (to the northwest) and the Hold of the Sea Princes (to the southeast). The Hool Marshes are a no-man's land, its population being the usual motley collection of brigands, humanoids, and other evil scum.

The Village of Rockburgh-On-The-Marsh

Rockburgh was established to advance the Yeomanry's claim to this unsettled border region, preventing the Yeomanry's rivals, the Sea Princes, from expanding their territory at the Yeomanry's expense. Patriotic volunteers flocked to the Tors, established the town, and endured a tough winter. At the beginning of spring, the town's future looked bright. Unfortunately, the gargoyles emerged from hibernation two weeks later.

Oh well, there goes the neighborhood. . . .

Rockburgh swiftly negotiated terms for peaceful co-existence with their gargoyle neighbors. This was possible because the inhabitants of Gargoyle Valley are relatively civilized, for gargoyles. These terms are spelled out in the Gargoyle Treaties, which will be renewed soon when the gargoyles choose a new leader. The treaties guarantee, among other things:

1. Non-aggression between the residents of Rockburgh and those of Gargoyle Valley.
2. No trespassing by humans or demi-humans on Gargoyle Peak, a sacred spire of rock in the center of Gargoyle Valley.
3. Free passage with escort to citizens of either area through the territory of the other group, as long as permission has been obtained in advance.

Most of the buildings on the Rockburgh map can be assigned a function, as follows:

- A = an inn, or residence frequented by travelers or adventurers
- B = a banker, moneychanger, etc.
- C = shop of a craftsman
- G = a grocer or butcher
- S = Service industry, everything from barbers to stables to taverns
- H = Private home. Shopowners who have living quarters in the same building as their shop are listed according to the business code.

Use the Marketplace Business Chart in the Rockburgh section to assign specific businesses to buildings.

On Gargoyles, Wings, and Other Things


The gargoyles in this adventure need detachable wings (natural, but non-

magical) to maneuver in flight; see the New Monster section for details.

This adventure centers around Rudy and Hubert, the two gargoyles who live in the rafters of Rockburgh's church. Rudy and Hubert are easy-going fellows, but not too bright. The gargoyle tribe exiled these two ne'er-do-wells to the human community, and now Rockburgh is stuck with them. The town has learned to tolerate them.

The DM should keep the following in mind when running Rudy and Hubert:

1. These two are not usually allowed to go out into the town by themselves. This adventure represents the first time they have been out without Friar Theodus along to keep them out of trouble.
2. They have personalities similar to those of spoiled children. Rudy is the leader of the pair; Hubert is the follower. Hubert can sometimes do amazingly well by himself if Rudy is elsewhere. Despite the fact that they normally act like brats, both are young adults in age.
3. Anywhere the party goes in town, the gargoyles go too, with or without the characters' permission. Each gargoyle is accustomed to flying when he goes somewhere and will do this through habit, even without wings. When this happens, consult the Flying Gargoyle Encounter Chart for the area in question. If no F.G.E.C. exists for that location, assume a 60% chance of a mishap. If this happens, improvise the disaster, using any F.G.E.C. as a guide. The likelihood of a gargoyle attempting to fly is only 5% if a party member reminds him about his lack of wings or holds onto him physically.
4. The gargoyles should be involved with all important activities. If they are not present at the beginning of an encounter, one or both should show up in the middle of it. If the party splits



into two groups, each gets a gargoyle. If someone goes off by himself, one of the gargoyles notices that he's gone and goes off to look for him. If the characters go in six different directions, the gargoyles have a field day trying to keep up by flying all over town at high speed, bashing into objects and knocking people down.

Flying Gargoyle Encounter Charts

When Rudy and Hubert try to fly without wings, they will be totally out of control. Some encounters contain a chart detailing the possible catastrophic results of the arrival of an uncontrolled flying gargoyle. Unless the chart itself specifies otherwise, roll 1d4 for each flying gargoyle to determine results. You may wish to preroll each result; this will smooth out the flow of play.

Adventure Outline

Two half-orc assassins, Tom and Jerry, have been filching material components from Rockburgh's mages and selling the stolen goods to Murphy O'Grady, the town's apothecary. O'Grady knows that he has been buying stolen goods, but the price is right, so he keeps right on buying.

One night, the two half-orcs asked O'Grady if he had any use for material components from gargoyles. O'Grady said yes. Unfortunately for all involved, the half-orcs did not understand that O'Grady meant components from a gargoyle's magical body, not the non-magical wings. The half-orcs stole the gargoyles' wings from the temple, not realizing that they had something useful only to a gargoyle. Emboldened by their success, they have embarked on a scheme to steal the wings of all the gargoyles in Gargoyle Valley.

Rudy and Hubert were caught in the half-orcs' clean sweep. As they attended the temple services five days ago, Rudy and Hubert left their wings hung up on the coat rack as they always did. When they returned after the service, their

wings were gone. Rudy and Hubert have asked the clergy to hire some adventurers to help them find and recover their wings. The clergy—namely Friar Theodus—has called the PCs in to help.

When the characters begin their search for the missing wings, the half-orcs hire Stimpson, a local dwarf with an unsavory reputation, to scare them off. Meanwhile, three powerful adventurers, Patro, Paula, and Marion, have arrived in Rockburgh to investigate a kidnapping. There is no relationship between the two crimes, but it is highly likely that both the PCs and NPCs will be trying to pump information from the same sources.

Players' Background

You all live in the town of Rockburgh-On-The-Marsh. The town is located just north of the Hool Marshes along a tributary of the Hool River. To the northwest lies Gargoyle Valley, home of more than 150 gargoyles. The mysterious Gargoyle Peak overlooks the valley, where it is said that no human or demi-human has ever set foot.

Five of you, Baxter, Stumpy, Ailen, Blackthumb, and Hothands, have left Rockburgh to follow up on a rumor that some caves have been discovered near the town of Hiebluf. Thinking that these caves, if they existed at all, might contain worthy foes and still worthier treasure, the five of you set off. You found the caves, but they contained nothing but a colony of oversized crickets who were panicked by your presence. They jumped all over the place, and their huge bodies bruised you whenever there was an accidental collision. You managed to kill them and recovered a pitance of treasure from what appeared to be the remains of the last group of adventurers foolish enough to explore the cave.

You decided to return to your inn, get some food, and discuss what to do next.

When you arrive at the Inn, you find a surprise of sorts waiting for you. Emberent is seated at a table facing the door. Several empty mugs, one of them overturned, are scattered on the table before him. He looks dirty and disheveled. Groggily he stares up at you, then lurches to his feet, a boyish grin on his face.

Getting Started

The situation in the players' introduction should lead to a great deal of role-playing. If, however, the Emberent player fails to get things moving, or if someone asks Emberent whether the Friar sent a message, read the following.

Emberent produces a small, sealed package and opens it. It is a short handwritten message, a summons really, from Friar Theodus, whom you all know. The message is very complimentary about the party's skill, bravery and knowledge. It concludes, ". . . and as the proposed mission requires only the most steadfast, most highly skilled, and most trustworthy of adventurers we naturally thought of you immediately." You all realize that there will be no getting out of this one. And it will probably be another freebie.

Emberent purchased good saddle horses in Hiebluf for transporting the party back to Rockburgh. There are only five horses; one is intended to carry both Hothands and Stumpy. Only Emberent has any horsemanship skill. These are not war-horses. They can fight, but only to defend themselves.

When the party leaves Hiebluf, have the players give you a marching/riding order and a watch order.

Medium Horses (5): AC7; MV 18"; HD 2+2; hp 11 each; #AT 1; Dmg 1-3; THAC0 16; INT Ani; SZ L; AL N; XPV 50+3/hp; MMI p53.

Encounter: The Road Ambush

(see Map, p. 31)

The group of humanoids mentioned in several of the character descriptions has planned another ambush for travelers. When the player characters come around a curve in the road, they confront six goblins armed with bows, as well as a hyena. The encounter distance is 100 yards. The goblins are supported by four gnolls hidden in ambush. The whole force is commanded by a flind.

The monsters' plan is to draw the party into melee with the goblins so that the gnolls hiding in the brush near the road can attack the PCs from the rear. The attack is being directed by a flind perched on a nearby hilltop. Neither the goblins nor the party will gain surprise (but see below).

Ahead, the road curves around a hillside. The goblins are ready for battle. Their spears are grounded, set versus a charge.

After a day and a night on the road, you come to a range of low hills. The road twists and turns like some great, flat serpent as you climb upward. Soon you can see the great marsh spread out below you. As you begin to descend, the weather begins turning bad. A chill wind blows off the marshes, bringing a sharp tang to the air. Heavy clouds roll in, turning the day gloomy. Rain could come any minute, and you are on an exposed hillside. There is no shelter in sight.

As you round a bend, your concerns about getting wet vanish as you see five ugly, short humanoids ranged along the road. An equally ugly, bristle-haired beast squats behind them. It looks like some huge, malformed goblin-dog.

The five goblins stand shoulder-to-shoulder, blocking the road about 100 yards from your position. They hold bows at ready, and each has a spear grounded near his feet. The spears seem to be set quite firmly, sticking up

at a forty-five degree angle, forming a makeshift barrier.

One of the goblins grins evilly. "Well here's a neat little catch," he sneers in Common. "Just slide off those horses, leaving your money of course, and we'll lets ya go on 'bout yer business."

Only Emberent is trained to fight or fire missiles effectively from horseback. His horse is not a trained warhorse and will not itself attack, however. Use the rules on pages 23-34 of the *Dungeoneer's Survival Guide* if any of the PCs attempts to fight from horseback; double all penalties "to hit" for all characters other than Emberent, due to the PCs' lack of proficiency.

If Emberent charges the barrier of spears, the horse will either turn aside (50%), or impale itself on a spear (50%). If the horse shys, Emberent will have to save versus wands or be thrown from the saddle. If the horse impales itself, the animal will be killed and Emberent automatically thrown. If Emberent is thrown, use the DSG rules.

If any PCs attempt to cast spells from horseback, there will be a chance that the spell will be ruined by sudden movements from the mount. The chance is 25% if the horse is stationary, 100% if the horse is in motion.

If the characters do anything but surrender immediately, the goblins begin firing their shortbows (range modifiers apply), but the overcast sky negates their daylight penalty.

If the party rushes the goblins, the gnolls break cover and attack them from behind, gaining surprise on a 1-5 (on 1d6). If the characters simply stand fast and begin trading missile fire with the goblins, the gnolls creep up behind the party and attack from the rear, still gaining surprise on 1-5 (on 1d6). If the characters are wise and watch their rear, they cannot be surprised by the gnolls.

The flind remains hidden in the brush at the top of the hill until melee is joined. Then he pops up to observe better. He

uses his longbow against any characters who are not in melee.

The goblins flee if even one of them is killed, or when either fighter closes to melee combat (receiving multiple attacks). The gnolls fight to the death as long as they can see the flind on the hillside. The flind remains until it has taken damage equal to half its hit points, or until all the gnolls are killed, whichever occurs first.

If any of the humanoids flees the battle, they run down the brush-covered hillside. The characters cannot pursue on horseback due to the undergrowth and rocks which litter the hillside. On foot, movement is at one half, except for very small creatures (the goblins and Stumpy) who can duck under the worst of the growth, or Blackthumb (druid ability). Use the DMG pursuit rules (page 69) if the PCs chase the enemy. All attempts to track the flind or goblins will fail when it begins to rain, about 30 minutes after the fight.

Goblins (5): AC 6; MV 6"; HD 1-1; hp 4 each; #AT 1; Dmg By weapon; THAC0 20; SA Nil; SD Nil; AL LE; MM1 p. 47

Weapons: Short bow, spear, short sword.

Hyena: AC 7; MV 12"; HD 3; hp 13; #AT 1; Dmg 2d4; THAC0 16; SA Nil; SD Nil; AL N; MM1, p. 54

Gnolls (4): AC 5; MV 9"; HD 2; hp 9 each; #AT 1; Dmg 2d4; THAC0 16; SA Nil; SD Nil; AL CE; MM1 p 46

Flind (1): AC 5; MV 12"; HD 2+3; hp 15; #AT 1 (2 with bow or flindbar); Dmg by weapon; THAC0 16; SA strength bonus "to hit" (+1), disarming weapon (flindbar); SD Nil; AL LE; FF p 39

Weapons: morning star, longbow, flindbar



Part 2: Rockburgh-On-The Marsh

After the attack, the characters may proceed on to Rockburgh without further incident. All seems normal within the city.

Encounter 1. The Assignment

There does not seem to be anything amiss in Rockburgh. Nonetheless, an acolyte from the temple runs forth to meet you just seconds after you arrive. "At last you're all here. Please, follow me to the temple at once," he says in an urgent tone.

He brushes off all questions, saying only that Friar Theodus will explain. If the characters try to go anywhere else, he will object strenuously, stressing the urgency of the Friar's request.

When you get to the temple, you are offered baths, clean clothes, hot food, and healing—if you want them. Once your needs are met, you are taken directly to the Friar's office.

When all of the characters are seated comfortably, the Friar enters through a side door and sits down at his desk.

"I'm glad you have all seen fit to answer the summons," he says. "We have a serious problem. I want to make it clear that I am speaking both as a member of the town council and as a representative of the faith.

"Three days ago, two sets of wings were stolen from this building during our nightly services. The wings are no more magical than those found on the average sparrow. It is obvious, however, that the thieves believe them to be extremely valuable.

"We have spent the last three days attempting to investigate the matter ourselves, but so far Brother Thomas, our man on the case, hasn't had any luck at all. Due to this lack of success on our part, the owners of the wings have prevailed upon us to allow them to continue the investigation for themselves.

"You of course, will act as their body. . . ."

At this point in the Friar's narrative, there is a loud crashing from just outside the room.

"Ah, I think that they've arrived," he says. "Where was I? . . . Oh yes, you will act as their bodyguards for the duration of the investigation, and naturally I would like you to aid them in turning up clues whenever possible.

"Although we were not able to discover anything definite ourselves, Brother Thomas did notice that things got very quiet when he asked about stolen wings down at Rosie's Bar, and two people left abruptly. He says he got much the same reaction at Murphy O'Grady's apothecary shop.

"You might consider starting at the apothecary shop, or perhaps at Rosie's. On the other hand, if you have any personal sources of information to develop for leads, feel free to use them.

"That's all the information I have to give you, so," he concludes, heaving a deep sigh, "we may as well get this over with."

Leaning forward, the Friar picks a small crystal bell from his desk, and gives it a ring. A nervous-looking acolyte peers in, and Theodus says, "We're through here except for the questions. You can show them in now."

A strange expression crosses the acolyte's face as he opens the door wide. Standing just outside in the hall are two gargoyles. The acolyte motions them forward, and then quickly sidles behind them and out of the room.

The gargoyles are planning to fly into the room. Allow the characters to take any evasive actions desired.

The two gargoyles step forward. With pectoral muscles rippling, they each give a small hop to launch themselves, and fly into the room. Almost immediately, they begin to windmill their arms and yell. During the course of their flight across the room, you notice two things. First, neither gargoyle has any wings; second, both are completely out of control.

With a sudden crash and clatter, the short flight of the gargoyles is abruptly ended. One of the gargoyles has completely demolished a serving stand, and is covered with wine and bits of sandwich. The other has crashed head first into Friar Theodus' desk. His horn seems to have gone about three inches deep into the wood, and he is having trouble removing it.

Friar Theodus sighs again. "I'd like to introduce you to the victims of the theft, our temple gargoyles, Rudy and Hubert. They will be answering any questions you may have, as soon as they extricate themselves from my furniture. Now, if you'll excuse me, I'm going to go find out whether Brother Thomas is carrying a *cure headache* spell today." With that, Friar Theodus leaves in some haste, a pained look on his face.

The gargoyles manage to disengage themselves from the furniture in only two rounds if left alone. It takes three rounds if the party helps. When they are finished

with their actions, the gargoyles converse with the group.

The shorter of the two gargoyles, the one Theodus called Rudy, looks up at the party, rubs his horn where it went into the desk, and says "Are you the ones who are going to find our wings for us? Oh boy, this is going to be really fun! What do we get to do first?"

Allow the characters time to make plans for investigating the problem. The gargoyles will not allow themselves to be excluded from any phase of the investigation.

The gargoyles know such obvious things as what the wings look like (gargoyle wings), and when they were taken (three days ago). They have no knowledge of the church's investigation, and are unable to answer any specific questions about it.

Rudy and Hubert, gargoyles: AC 5; MV 9"/15" (MC C—MC F without wings); HD 4+4; hp 28 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; THAC0 15; SA Nil; SD +1 or better weapon to hit; AL N; see New Monster section.

Father Theodus: AC 8; MV 12"; C6; hp 38; #AT 1; Dmg Unarmed; THAC0 18; SA *friends* spell; SD *ring of protection +2*; AL LG (STR 12; INT 14; WIS 16; DEX 10; CON 13; CHR 15)

Father Theodus is a cleric of St. Cuthbert; he belongs to the Order of the Billets. He seldom goes about armed in the village, but wears scale mail and carries a staff and a club in battle.

Acolyte: AC 10; MV 12"; C1 or C2; hp 5 or 9; #AT 1; Dmg Unarmed; THAC0 20; SA Nil; SD Nil; AL Any non-evil

These statistics can be used for Brother Thomas, for Theodus' other assistants, or for the clerics who tend the temple's minor shrines.

Encounter 2. Rosie's Bar

Flying Gargoyle Encounter Chart

1. The creature smashes into a shelf of bottles above and behind the bar. This causes 18 gp worth of damage, and drenches the gargoyle in various alcoholic beverages.
2. The gargoyle crashes through a window and lands on a poker game. The players (naturally upset) beat the gargoyle with broken furniture. A fight breaks out instantly. It lasts for five rounds. Damage amounts to 150 gp.
3. The gargoyle smashes through the side of a horse trough.
4. The gargoyle's head goes right through the wall, leaving an interesting hole.

The bar is fairly normal in appearance. There are several tables scattered throughout the room, and there is a long bar running the length of the left wall. There are two doors toward the back of the room. A heavy-set woman you all recognize as Rosie emerges from the door on the left. She sees your group and comes directly toward you. She is obviously upset.

Three unusual customers stare with obvious amusement as Rosie bears down on you. They are obviously adventurers, and strangers in town to boot. The group consists of a battle-scarred musclebound fighter, a rather attractive lady cleric, and a weasel-faced mage.

Rosie is upset for one or more of the following reasons, depending upon the current situation: 1) damage to the walls/window/horse trough; 2) the bar fight; 3) the presence of gargoyles in her bar. In short, Rosie will be angry under any and all circumstances.

As she approaches, Rosie is talking a mile a minute. "What's going on here? Who's responsible for all this? Who let those gargoyles in here anyway? Do you know what this is going to cost my business if the word gets out? If the word gets out! It's probably gotten halfway across town by now! Any of you folks paying customers, or are you just here to make me miserable?"

Rosie indignantly demands: 1) the eviction of gargoyles from her establishment; 2) payment for *all* property damage they may have caused; 3) the restoration of peace and quiet in her bar. She keeps yelling until complete satisfaction is promised to her. She is as placid, dainty, and reasonable as a full-scale war.

If the party is violent or threatening, she calls for Fred the bouncer, a retired fighter that the characters can fold, spindly, or mutilate to their hearts' content. If the party remains violent (i.e. beats up Fred), she signals someone in a back room, and the watch is called. They arrive in eight melee rounds, much to Emberent's chagrin.

As soon as anybody mentions the missing wings, other conversations get very quiet. Shortly thereafter, Rosie suggests that everyone go back to her office where it's more private.

If Rosie is asked about the two people who surreptitiously left the bar when Brother Thomas asked about the stolen wings, she will identify them as a scurrilous pair of half-orcs who live somewhere outside of town. They've recently been seeing her cousin Murphy O'Grady, and she doesn't approve at all. Murphy had gotten drunk in her bar a few days ago, and started mumbling about secret meetings and passwords. Rosie had to have him taken upstairs to sleep it off.

If the characters ask about the three adventurers, Rosie just tells them that they're strangers who pay their bills and don't cause any trouble. They arrived

yesterday.

The adventurers are Patro (the fighter), Paula (the cleric), and Marion (the mage, a male in spite of his name). They have arrived in Rockburgh to investigate the recent disappearance of an adventurer in The Tors. They are intent on gathering information about their own mission and have no information that the party can use. They have come to the bar to question Stimpson. They have no interest in the PCs. They will be evasive and uncommunicative regarding their own mission; they are here to get information, not give it. If the PCs are impolite to them, they threaten to break every bone in each PC's body—and they can. See the NPC section for more details.

Fred the Bouncer: AC 9 (leather apron); MV 12"; F2; hp 9; #AT 1; Dmg 2-3 or 1-6; THAC0 20; SA strength bonus; SD Nil; AL CG; (STR 17; INT 8; WIS 7; DEX 11; CON 14; CHR 10)

Fred prefers unarmed combat, but will use a wooden mallet if he thinks he needs it.

Encounter 3. O'Grady's Apothecary

Flying Gargoyle Encounter Chart

1. The gargoyle smashes through the window and destroys a display of weed killers on the left side of the shop.
2. The window is smashed, as is a display of soaps on the right side of the shop.
3. The high-flying gargoyle strikes (and gets its horn stuck in) the sign "Murphy O'Grady's Apothecary Shop." The gargoyle must be helped down. If not helped down, he will eventually escape by himself, doing severe damage to the sign.
4. The unguided gargoyle crash-lands, plowing a trench 7' long in the street.

Add details of any damage caused by the gargoyles to the following description of the apothecary shop.

The apothecary shop is a small one story building with shelves along all walls; a worktable and several cabinets occupy the middle of the shop. There is a door, currently closed, at the rear of the shop. The shop has most common patent medicines, nostrums, perfumes, hair tonics, and other such items in stock.

As you enter, the proprietor, one Murphy O'Grady, stands up at the worktable. Normally he would ask if he could help you find anything, but today he is having some problems dealing with gargoyles.

Murphy O'Grady wants one of two things, either to become rich and famous, or to become rich. As he is a skilled apothecary, he has ambitions of becoming an alchemist and selling potions and concoctions at exorbitant prices.

Five weeks ago, while out gathering plants at the fringes of the marsh, he met Tom and Jerry, a pair of half-orcs. He hired them to help him gather exotic ingredients and components. They developed a profitable working relationship, and the half-orcs offered to procure rare ingredients at reasonable prices. The half-orcs have been stealing these items from local magic-users or their apprentices. Because of an overdeveloped sense of the dramatic, Tom and Jerry insist on secret meetings and passwords when doing business with Murphy. Murphy knows that he is buying stolen goods, but the price is right, so he continues to buy.

About a week ago, the two thieves asked him if there was any use for pieces of gargoyles as material components. Murphy answered quite honestly that they were useful for potions of *levitation*, but that it would be idiotic to try to kill or capture one, as that would violate the Gargoyle Treaties. He suspects that they have ignored this warning, and he is now in a quandary. Breaking the Gargoyle Treaties is more trouble than he can handle, and he knows it. If he reports the

half-orcs, his purchases of stolen goods will be revealed; if he doesn't, he will be an accessory in breaking the treaties.

In addition to all this, the half-orcs have purchased his entire stock of sleeping drugs, 200 doses. Murphy doesn't know the intentions of the half-orcs, but trouble is certain. He has reported the drugs as stolen by burglars, even though this is not true. He hopes that this false report will help to distance him from whatever trouble the sleeping drugs cause.

When questioned, Murphy will be friendly and co-operative, but will pretend to be completely mystified by the theft. He claims to have no information regarding the thieves. Murphy describes the "stolen" items: four sealed ceramic jars holding 50 doses each, each jar clearly labeled with instructions for dispensing the drug. The drugs are highly-priced, and are a popular treatment for insomnia. The drug is sold in liquid form, and the dose is normally mixed with food or a beverage. The drug can be poisonous (save versus poison at +2 or die) if swallowed in amounts of 20 doses or more.

If the PCs apply strong pressure, or demonstrate that they know about Murphy's odd talk at Rosie's, he will fold. Persistent questioning will elicit the following: the names of the half-orcs (Tom and Jerry), and the fact that they have been supplying him with ingredients; the approximate location of the shack that the half-orcs use out in the marshes; the password they use ("grapefruit"); the fact that six or seven other humanoid creatures live there also. Murphy will deny any involvement in, or knowledge of, the half-orcs' thefts. He claims that his reluctance to reveal the truth is due to the fact that he would lose customers if it became known that he has sleazy half-orc employees.

Role-play Murphy from here, using the above information.

If the players try to stake out Murphy's shop, Stimpson's thugs could pick a fight with them. If the stakeout is prolonged, the gargoyles will get bored, wander off, and get into some trouble.

Encounter 4. Mel's Soda Parlor and Flavored Ice Shop

NOTE: This encounter is included as a distraction, to be used if the party spends too much time dithering in another location (i.e. if nothing is happening and some players are getting bored, then so do the NPC gargoyles, and they fly off). The PCs can pursue them to Mel's if they wish; if not, the gargoyles will eventually return anyway. There is no investigative reason for the PCs to go to Mel's.

Flying Gargoyle Encounter Chart

1. Bullseye! The gargoyle flies through the door, barely misses a small child, and collides with the child's mother as she comes out of the shop. The woman drops her purse, and coins fly all over the room. The child screams, and the mother makes the gargoyle pick up all of the money.
2. The gargoyle makes a perfect landing at bottom of the steps leading up to the store.
3. The gargoyle crashes through the window. He smashes an unoccupied table into matchwood, and manages to get his left leg caught in between the slats on the back of the chair.
4. The gargoyle goes through a window and lands in a large tub of ice cream. He also knocks down the man standing next to it (Mel); Mel had been turning a crank on a medium-size ice cream-making machine making ice cream, and he will force the gargoyle to turn the crank for him instead of making him pay for damages.

If either (or both) of the gargoyles gets bored, he will visit Mel's to pick up a flavored ice. Mel's is one of Rockburgh's favorite spots for untutored gargoyles and small children.

If the characters don't follow them to Mel's, the gargoyles will rejoin the PCs within two turns (the gargoyles find the PCs no matter where the party has gone, asking directions if necessary). Of course the gargoyles will be flying, and when they rejoin the PCs, the gargoyles will

crash into someone, covering the unfortunate victim with flavored ice. (They bought them to go, on credit, charged to Emberent's account, for 5 coppers each.) Feel free to cover an innocent and indignant bystander with glop.

If the characters follow the departed gargoyles, the gargoyles will arrive at Mel's per the F.G.E.C. When the characters arrive at Mel's, they find the gargoyles either enjoying their flavored ices, or turning a crank on a large vat, again depending on the results of the F.G.E.C.

Mel is a large rotund fellow. He tends to spend a lot of time sampling his own wares. He has an ice house out back which he stocks each winter with ice from the Hool River. During the summer months, he sells flavored ices. His main source of income is from a night shift job as a cook at the boarding house, where he spends a lot of time sampling his own cooking.

If the gargoyles or the PCs cause any damage to his shop, Mel will demand a few hours of unpaid labor from the vandal; he prefers this to cash. The vandal will end up making flavored ices. If the gargoyles crashed into anything when they arrived, Mel has them hard at work by the time the party arrives. When he discovers that the party is responsible for them, Mel will attempt to dragoon them into working as well.

If the characters leave the gargoyles working for Mel and go on with the adventure, the gargoyles escape after about a half-hour and return to the party, causing as much damage as possible.

Encounter 5. Showdown In the Street

Stimpson the dwarf has hired a gang of toughs (barflys, migrant laborers, and ne'er-do-well adventurers) to beat up and scare off the party. This attack happens after the characters have been investigating for a while, but before they go to the Thieves' Den or confront Stimpson himself at Rosie's Bar; if necessary, assume that one of the gang has been discreetly following the PCs. Thus, this encounter takes place at no specific

time. The party should be outside at the beginning of the encounter. It is essentially a quick melee designed to get the party to use some spells before they get to the Thieves' Den. It is also designed to allow the party to capture and question one of the thugs, as this leads to the confrontation with Stimpson.

Flying Gargoyle Encounter Chart

1. The gargoyle arrives high, knocking down 1-3 of Stimpson's thugs.
2. The gargoyle arrives too low, colliding with 1-2 party members.
3. The gargoyle arrives too far to the side, bowling over 1-3 innocent bystanders.
4. The gargoyle arrives much too high, and overshoots the encounter completely, landing in the marketplace.

The gang consists of eight fighters (2nd level), and one magic-user (2nd level). The magic-user has memorized two *sleep* spells for use against the gargoyles. When the confrontation takes place, the mage will stay hidden, pretending to be a bystander. When the gargoyles show up, he will use his spells on them. Each spell puts one gargoyle to sleep. Do NOT roll for this; if the gargoyles participate in the melee, they are going to mop up these poor thugs without taking any damage. In this case, the PCs won't have to do a thing (and won't have a thing to do).

The gang isn't stupid, and exploits any error the PCs make. Two of the thugs stay back and throw daggers at the party spellcasters. The mage sneaks off after casting his two spells.

The PCs will not be able to get reinforcements in this encounter by summoning the Watch. Once the battle starts, another accomplice of Stimpson's will raise a false fire alarm at the other end of town; this will occupy the Watch until the PCs' battle is over.

As you are walking down the street, six tough-looking fellows gather in the street ahead of you. They are all wear-

ing leather tunics over some sort of bulky armor. Three have clubs; three have quarterstaves. One of them says, "We been told youse guys is looking fer some wings. Well, we is here to demonstrate that lookin' fer wings ain't too healthy. I hopes youse enjoys da demonstration."

If the party makes no attempt at conversation, the six thugs attack immediately, with the other two waiting for a chance to land a good cheap shot. If the characters want to talk, the leader will insult them for two rounds while his other two thugs maneuver around to the rear of the party. Then he gives the signal to attack. Any thug will fight until he has 1-2 hp remaining will flee. When the party outnumber the thugs by about two to one, the last thugs flee.

If any of the thugs are captured and questioned, he reveals that they were hired by a surly-looking dwarf named Stimpson, and they are supposed to meet him at Rosie's to give a report.

Thugs (8): AC 7; MV 9"; F2; hp 10 each; #AT 1; Dmg 1-6; THAC0 20; AL CN

Weapons (each): 2 daggers; club or quarterstaff.

Magic-User (1): AC 10; MV 12"; MU2; hp 5; Dmg 1-4; THAC0 20; SA Spells; SD Nil; AL CN

Weapon: Dagger.

Spells Carried: *Sleep* (x2)

Encounter 6. Desperately Seeking Stimpson

NOTE: Because this encounter takes place in Rosie's Bar, two possible F.G.E.C.'s apply. If the bar has been damaged in the PCs' previous visit to Rosie's, assign a result from the F.G.E.C. below that matches the previous result; if the PCs confronted Stimp-

son in their first visit to Rosie's Bar, use the F.G.E.C. from the previous Rosie's Bar listing. After determining the relevant damages, you should role-play Rosie as the characters enter; guidelines to Rosie's character are given in the encounter 2. Interaction with Rosie should be kept short, as the real encounter here is with Stimpson.

Flying Gargoyle Encounter Chart

1. The gargoyle makes a perfect landing just inside the swinging doors.
2. A repairman is boarding up the window as a temporary fix while glass is on order. The gargoyle knocks him off his ladder, and ends up with a pail (formerly full of nails) upside down over his head.
3. There is now a horse tied up by the horse trough, and the gargoyle crashes into the trough. The horse breaks its ties and bolts. If the party doesn't catch it, it will reach the marketplace and do 87 gp worth of damage before someone gets it under control.
4. The workman (from #2 above) has finished putting a board up here, but the wall has been weakened. The gargoyle goes right on through. He will land on Patro, who is keeping a wary and suspicious eye on Stimpson. The enraged Patro hurls the the gargoyle back through the wall, making the hole even bigger. The surprised gargoyle sits in the street stammering and sputtering until someone helps him to his feet.

Run this encounter only after the party has fought Stimpson's thugs. The party should have Stimpson's name and description by this time. The dwarf hired the thugs to throw a scare into the party.

Stimpson was waiting at Rosie's Bar for a report from the thugs when Patro, who knows the dwarf's seedy reputation, came to question him about various goings-on in Rockburgh. Stimpson, whose own information net is very good, knew why the fighter had come, and tried to slip out the back. There he ran into Paula and Marion. Before Stimpson could

get away, Marion used his *wand of polymorphing* to turn Stimpson into a frog. The PCs enter just as the spellcasters enter the bar with their prisoner.

You do not see the dastardly dwarf as you enter the bar. In fact, the only noteworthy person present is a big fighter. He is standing near the back door. He holds a sap in his large hands and grins eagerly.

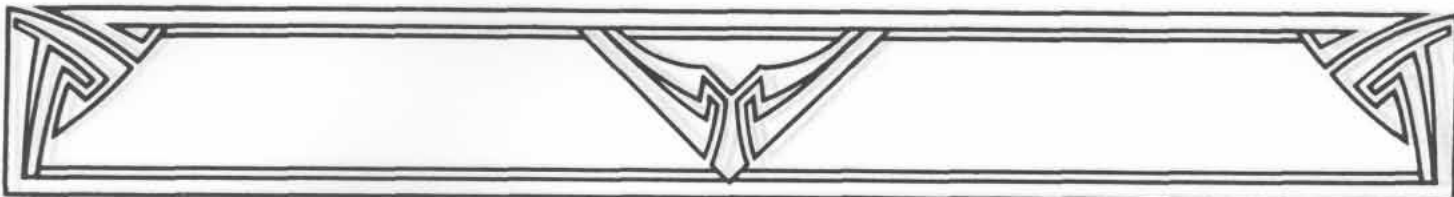
This is Patro. If the PCs have been to Rosie's before, they have already seen him once.

The big warrior grins even wider as back door opens and two humans walk in. One is an armored cleric, a woman who still manages to look elegantly attractive even in armor. The second is a sharp-nosed man in flowing robes—obviously a magic-user. "Got him yourself?" the fighter asks.

"Sure," replies the cleric, "I've got him here." She produces a small leather bag and opens it. As the fighter peers in, a huge bullfrog leaps out of the bag. The startled fighter swings wildly with his sap, hitting the frog and stunning it.

The fighter picks up the unconscious frog by its hind legs and examines it. It has a large, flat body and unusually short legs. It also has small beady eyes and a tuft of hair under its lower lip. It's the hairiest frog any of you have ever seen. "That's him all right," says the fighter matter-of-factly as he drops the frog back into the bag.

"Hey Rosie!" shouts the mage. "A bowl of water for our friend here." The water is brought quickly, and the mage tips the serving wench generously. "Take him to the kitchen and take good care of him," instructs the mage. "Maybe a few days as a frog will teach him to cooperate." The wench disappears into the kitchen with the frog, and the three adventurers go upstairs, presumably to their rooms.



Sharp players will have no trouble guessing the identity of the frog. If they don't get the message, tell the Blackthumb player that hairy frogs are definitely not normal.

The PCs will not be able to question Stimpson until they get him out of frog form. The PCs can get the frog from Rosie in any number of ways: Emberent can confiscate it (he is a Watch member after all); Stumpy can steal it; Blackthumb can play veterinarian. Allow any reasonable scheme to work. Once the frog is in their hands, Friar Theodus or Baxter's contact at the mages' guild can restore Stimpson by casting a *dispel magic* spell. The Friar will do it for free; the guild will either send the PCs to the Friar or charge 500 gp to do the job. (Assume that the dwarf makes his system shock rolls, and that he does not assume the mentality of a frog).

In his normal form, Stimpson is a tough, surly dwarf in chain mail, armed with a sword. He will be totally ungrateful to the PCs for getting him returned to normal form. If questioned or accused about the attack, Stimpson will deny their accusations with a simple "You got the wrong dwarf, pal."

Stimpson may be either bribed or threatened. In either case, he will give his story in portions. After each portion, he will have to be bribed or threatened again to keep him going.

1. He was hired by a pair of half-orcs, not the most pleasant of customers, but their money's worth as much as anyone else's. They hired him as a go-between, or agent, in town. He was supposed to make sure that anyone asking questions about gargoyles got scared off.
2. Stimpson knows that the half-orcs who hired him use a shack in the marsh. To enter the shack, a visitor must give the password "grapefruit." Stimpson will reveal the correct password only if paid a bribe. If threatened, he will attempt to lie about the password, saying that it is "petticoats." If caught in the lie, he will admit to it, but will still demand a bribe

for the correct password.

3. Stimpson can provide exact directions to the shack.
4. He will guide the PCs to the shack if properly motivated. In this case, he will try to slip away after the party arrives at the shack. If he is not able to get away he will try to maneuver the PCs into the bridge trap at the shack. Stimpson will *not* mention the bridge trap unless he is bribed with a magical item.

Stimpson: AC 5; MV 9"; F5; hp 42; #AT 1; Dmg By weapon; THAC0 16; SA Strength bonus; SD Nil; AL CE (STR 17; INT 13; WIS 12; DEX 12; CON 15; CHR 13)

Weapons: long sword, dagger, sap

Encounter 7. The Marketplace

The marketplace, like Mel's soda parlor, is a place for a bored gargoyle to go and get into trouble. For the most part, run a very short encounter here. Try to keep things interesting and get the characters moving again. If trouble happens, there is a 5% chance that the Watch will be called and the party will have to deal with them, in which case the characters will have to pay for any damages and promise to keep the gargoyles out of trouble (nearly impossible). Or, they may have to send for Friar Theodus to vouch for the whole lot of them (gargoyles and player characters alike).

Flying Gargoyle Encounter Chart

1. The gargoyle flies into a shop, out of control, scattering merchandise, tools, etc. in all directions. Fragile items shatter, round items roll away, foods and spices are spoiled, cloth entangles the gargoyle, etc. You can choose the shop at random or deliberately (to produce maximum chaos).
2. The gargoyle arrives in the street, knocking down a passing merchant.
3. The gargoyle knocks down a party member. If there are no party members in the marketplace, the gargoyle

will land without trouble, and be in the process of buying meat pies from a street vendor when the characters catch up with him. The gargoyle will charge his purchase in Emberent's name.

4. The gargoyle collides with a paying customer (the ultimate crime). The party will have a tough job trying to talk the shopkeeper out of calling the Watch. It will certainly be easier if they buy something.

7a. Marketplace Business Chart

Use this chart in connection with the F.G.E.C. to determine where a flying gargoyle ends up. It can also be used to set up encounters if the PCs wander through the marketplace. Within the establishment the PCs will encounter the owner, 1-4 employees, and 1-6 customers.

Die Roll	Business or Shop
1-5	Grocer—Fruits and Vegetables
6-7	Grocer—Meats and Fish
8-9	Wine and Beer
10-11	Baker
12	General Store
13	Woodcarver
14	Carpenter
15	Tailor
16	Weaver
17	Potter
18	Jeweler
19	Glassblower
20	Leatherworker

If an unescorted gargoyle goes to the market, and the party does not follow him, assume that the gargoyle creates some kind of disturbance. Approximately three turns after the gargoyles left, a small squad of watchmen finds the player characters. The watchmen say that they have a pair of gargoyles being held at watch HQ who claim that the characters will vouch for them. If the characters vouch for the gargoyles, they will have to pay a fine of 25 gp; the gargoyles are then



released into the PCs custody. If they refuse to vouch for the gargoyles, the watchman says that he will have to try Friar Theodus. If the characters remain silent, they get another three turns without the gargoyles, after which Rudy and Hubert show up and cause appropriate havoc wherever the party is. Friar Theodus has bailed them out. They seem to be somewhat subdued, and remain quiet for most of another hour before once more getting into everything.

7b. Calvin's Shop

This general store belongs to Calvin, a merchant befriended long ago by Hothands. Calvin's shop stands approximately in the center of the marketplace and is easy to find. Calvin was never an adventurer, but he caters to their needs in his choice of merchandise. He is well-known in Rockburgh for carrying unusual (non-magical) items that other merchants do not stock.

Calvin has heard that someone has been stealing material components from some of the less-skilled mages. He has also heard about the break-in at O'Grady's shop; he is as mystified by this as anyone else.

If the PCs mention the two suspicious half-orcs, Calvin remembers that they have been spending unusual amounts of money in the marketplace (although not in his shop; he despises such lowlifes). He knows that they live in the marsh somewhere, but does not know exactly where. Stimpson, too, has been spending unusual amounts of money; he now spends a lot of time at Rosie's.

Encounter 8. Watch Headquarters

Flying Gargoyle Encounter Chart

NOTE: The F.G.E.C. is not used if the gargoyles come here in the custody of NPC watchmen; they keep the gargoyles in close confinement.

1. The gargoyle lands on the roof with a resounding thump. The gargoyle then

rolls off the roof and falls into a rain barrel. Six watchmen charge out of the building to investigate the noise.

2. The gargoyle runs head-on into the post that supports the porch roof. There is a 40% chance that the porch roof collapses. If the roof collapses, six disgruntled watchmen clear away the rubble. Emberent is likely to draw double duty for this.
3. The gargoyle hits a medium-sized bush in front of the building. The bush is already dead, thanks to Blackthumb's advice.
4. The gargoyle crashes through the window. The characters hear sounds of a fight from inside. When they arrive, there are six watchmen pummeling the poor gargoyle, who is cowering in a corner attempting to present as small a target as possible.

Watch headquarters is a strong stone building, one of the few in Rockburgh. The duty room in front is normally staffed by six watchmen. There is a private office for the watch commander attached to the duty room. The cells are in the back of the building; they can hold up to twelve prisoners.

If Emberent comes here, he can look through the files and confirm the following. If he is looking for confirmation of any specific fact or suspicion, he finds it automatically. If he is searching the files for unspecific leads, he discovers two of the following five items, chosen at random:

1. The wings of two church gargoyles, Rudy and Hubert, were stolen from the church by person or persons unknown.
2. Murphy O'Grady has reported a burglary of his shop in which a large quantity (200 doses) of sleeping drugs were stolen.
3. Stimpson, a local dwarf of dubious reputation, seems prosperous although he has no visible means of support. No crimes have ever been proved against him, however.
4. Someone has been stealing the material components from local mages. The methods include burglary and

robbery. Three apprentice magic-users were ambushed and mugged by assailants they never saw.

5. Some of the humanoids from a recent caravan raid are camped near Gargoyle Peak.

Encounter 9. The Mages' Guild Flying Gargoyle Encounter Chart

The guildhouse is a strongly-built wooden building. The doors are kept closed, thus, there is little damage that a crashing gargoyle can do to the building unless he hits the window. There is a 25% chance a window will be broken if a gargoyle crashes into the building. If this happens, the usual uproar and demand for payment occurs. Unless they are soothed by the PCs, the guild members will display their annoyance through the use of *burning hands*, *scare* or other minor spells.

The Mages' Guild is located in a modest two-story house directly across the street from the Thieves' Guild. The Mages' Guild keeps a low profile in Rockburgh. Most guild members are first level or second level magic users, with a small number of illusionists as members.

The Guildmaster's assistant, Arvin, has become a reasonably close friend of Baxter's. If Baxter asks for information, Arvin knows that someone has been stealing material components from some of the less-skilled mages, and that a pair of half-orcs have been trying to get into the good graces of the Thieves' Guild.

The Guild is unable or unwilling to do much to assist the PCs in the investigation, but they will cast a *dispel magic* to restore the polymorphed Stimpson (see encounter 8) if it helps to solve the thefts of components. The price of this spell-casting is 500 gp.

Arvin: AC 10; MV 12"; MU 3; hp 12; #AT 1; Dmg 1-6; THAC0 20; SA Nil; SD Nil; AL LG (STR 9; INT 15; WIS 13; DEX 12; CON 15; CHR 9)

Arvin carries a normal staff and a potion of *polymorph self*.

Encounter 10. The Temple

Flying Gargoyle Encounter Chart

Because the temple is built of stone, it is very difficult for a flying gargoyle to damage. However, the building has numerous large windows that can be shattered. There is a 40% chance that a flying gargoyle will hit a temple window.

Although Rudy and Hubert are regarded as unofficial temple mascots, everyone will be highly offended if a gargoyle breaks a temple window, especially if (DM's option) the gargoyle interrupts a worship service. The PCs could end up doing more favors to appease an offended cleric.

The temple is the largest building in Rockburgh. It is also one of the few built of stone. It is four stories high (not including the steeple), and covers most of a city block. The temple has several different areas, including chapels, an infirmary, offices, a small school, and housing for the clerics, teachers, and doctors.

Most of the "respectable" deities of Oerth are represented in the temple, with St. Cuthbert, Pholtus, and Ulaa being the most popular. Each deity has a separate shrine or chapel within the Temple. Father Theodus, a cleric of St. Cuthbert, is the highest-level cleric associated with the Temple, and he handles the administrative duties.

In addition to the religious rituals performed here, the Temple operates a hospital, and provides tutors for those willing to pay for formal schooling.

One of the temple acolytes, Myphanway, has become a fairly close friend of Ailen the cleric. If Ailen should ask, Myphanway knows that someone has stolen all of the sleeping drugs from a store in town. She also knows that some of the bandits who raided Ailen's caravan have hold up in the mountains around Gargoyle Peak. Myphanway works in the temple infirmary.

Myphanway: AC 10; MV 12"; C2; hp 9; #AT 1; Dmg 1-6; THAC0 20; SA Nil; SD Nil; AL NG (STR 10; INT 14; WIS 16;

DEX 14; CON 11; CHR 13)

Encounter 11. The Boarding House

Flying Gargoyle Encounter Chart

The boardinghouse is a large (but flimsy) wooden building. The gargoyles can crash completely through the walls just about anywhere.

1. The gargoyle ends up face-down in the lobby, and is bawled out by the proprietor.
2. The gargoyle crashes through the wall and ends up in a lodger's bed. There is a 10% chance that the lodger is in bed at the time.
3. The gargoyle crashes into a newly painted room and receives a broad yellow stripe on its back.
4. The gargoyle crashes into the room where the card game is in progress.

There are currently about 50 people living in the boarding house. One of the residents runs a continuous floating poker game, and Big Charlie can always be found there.

After a gargoyle crashes the building, walls, he will crash the poker game too. If both gargoyles show up, Rudy plays and Hubert kibitzes. If left to themselves, they will actually win over 80 gp (2d20 + 80 gp). The gargoyles are, of course, extremely reluctant to leave in the middle of their winning streak.

If the PCs do any investigating at the boardinghouse, they will be directed to Big Charlie, a gambler staying there. Big Charlie claims to have "his finger on the pulse of Rockburgh." Big Charlie knows that a pair of half-orc assassins named Tom and Jerry have been trying to ingratiate themselves with the Thieves' Guild. He also knows that the gargoyles in the valley are restless for some reason.

Encounter 12. The Thieves' Guild

Flying Gargoyle Encounter Chart

1. The gargoyle strikes the wall, but fails to break through, leaving him stunned on the porch for 2 rounds.
2. The gargoyle bowls over a deliveryman leaving the building. The deliveryman is actually a thief who tries to surreptitiously steal any money the gargoyle may have.
3. The gargoyle crashes into the wall, putting his head through it.
4. The gargoyle smashes a window and ends up on the sitting room floor. As the residents help him up, they try to pick his pocket.

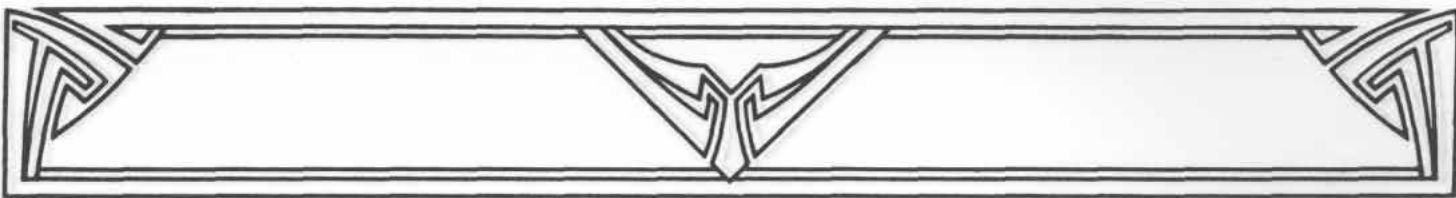
Stumpy has spent some time trying to make friends with Kathey, the secretary of the Thieves' Guild. He has had some success at this, so if he asks, she will tell him that a couple of half-orcs have been hanging around the guild house (they have not yet been granted membership), and that they live out on the edge of the marsh. She can look in her files to find rough directions on how to get there. She also knows that some of the humanoids that raided Stumpy's caravan have holed up in the mountains around Gargoyle Peak.

Encounter 13. The Druid's Grove

Flying Gargoyle Encounter Chart

Because the druid lives so simply, there is really nothing much for a flying gargoyle to collide with or destroy except trees. There is a 50% chance that a flying gargoyle will crash into a tree. If that happens, there is a 20% chance that the tree is either a fragile sapling or some other special tree. If the tree is damaged, Henderson will demand labor as compensation.

Henderson has known Blackthumb for several years now. He is the druid who trains her. He has despaired of ever getting her to grow something— anything— at least until the curse is removed. Therefore he has instructed her on the fields of animal husbandry and veterinary studies. If Blackthumb asks, Henderson



knows where the two half-orcs live and can direct the party to them. He also knows that the Gargoyle Treaties are coming up for renewal in just a few days, as soon as the gargoyles choose a new king.

Encounter 14. The Flies

Play this encounter after the battle with Stimpson's thugs but before the PCs go to the Thieves' Den in the marsh. This encounter should be set at a time when the PCs are outdoors.

A scream startles you, then several screams disrupt the quiet streets of Rockburgh. An old man runs by shouting "They're coming, they're coming!" As you wonder who or what they are, a terrible buzzing noise fills the air. Then you see them. Three gigantic flies have flown into town, and are wreaking havoc in the streets.

The giant flies are a marsh menace that does not manifest itself in winter, so their existence was unsuspected by the citizens of Rockburgh. The flies will ignore the townspeople and head straight for the PC's. They are attracted to blood, and the smell of blood still clings to the PCs after their encounter with the thugs. Rudy and Hubert will try to do aerial combat with the flies, but will be so badly outmaneuvered that they will have no effect on the melee (but inflict damage on surrounding buildings).

If Emberent throws his insecticide cake (actually a Bundt cake) at the flies, the insects will pounce upon it. They gobble it up in one round, but will remain on the ground while they eat it and for the entire following round.

Giant Bluebottle Flies (3): AC 6; MV 9"/30" (MC: D); HD 3; hp 12 each; #AT 1; Dmg 1-8; THAC0 16; SA Disease; SD Jump; AL N (MM2, p.65)

Notes: Jump back (3" to 1" height, 1 segment). If the fly wins initiative, it

lands, bites, and jumps away, all in the same round. Fire destroys its wings immediately. A fly's bite can cause disease (10% chance).

Encounter 15. Thieves' Den

Flying Gargoyle Encounter Chart

1. The gargoyle arrives high. He flies across the swamp and into the front wall of the building. As the gargoyle begins to slide down the wall, he will grab the bell rope and spring the bridge trap prematurely.
2. The gargoyle arrives low. Roll 1d6: 1-3 = perfect landing by the rope bridge, 4-6 = the gargoyle's body plows an 8' trench.
3. The gargoyle flies past the building and out into the swamp, where he splashes down. The gargoyle flies back to land (pursued by crocodiles) covered with muck and ooze.
4. The gargoyle plunges headfirst into a large tree at high velocity. He drives his horn into the tree, and must be chopped free.

As you follow along the edge of the swamp, you see a fairly large hut ahead of you. The hut is built on stilts, and sits about 50' into the swamp. A rope bridge connects the hut to the shore. The bridge has a wooden slat floor that appears to be well maintained and reasonably safe. There is a rope with a tassel on the end hanging alongside the door. The rope goes up and through a knothole in the wall beside the door.

If the party examines the swamp around the hut, they will see a small boat tied to the far side of the hut, as well as seven crocodiles lounging in the shallows. If the party blunders into the water, roll for surprise and conduct the melee. The crocodiles will not follow anyone out of the swamp. They are here to get a free meal when the folks in the hut throw out their garbage.

If the party uses missiles or spells to kill or drive off the crocodiles before attempting to enter the hut, four of the crocodiles can be dealt with this way; the rest simply move under the hut and hide behind the stilts. If anyone later falls off the bridge, the crocodiles need a full round to close to melee range. Unless the PCs make an extraordinary amount of noise, those in the hut will not hear the battle with the crocodiles.

The correct way to enter the hut is to ignore the bellrope, knock on the door, say the password, and barge in. Instant battle!

Whenever the rope is pulled, it rings a bell and drops the rope bridge into the crocodile-filled swamp. When the bell rings, everyone in the hut is alerted, and comes to the door to watch the melee with the crocodiles, wagering on the outcome. Any character in the swamp will move at half his normal movement speed. If he stands his ground, he will get his full number of attacks. If the party seems to be winning, the folks in the hut will take two rounds to get ready for battle and get back to the door.

If Stimpson is with the party, he will try to slip away at the first opportunity, taking no part in the battle except for self-defense. If he cannot escape, he tries to stay at the front of the party (so as to pull the bell rope himself, and thus hang on to it when the bridge falls), or at the rear of the party (so as to land as close to shore as possible). Since he can see when the rope is pulled and the trap sprung, he has an excellent chance of hanging onto one of the support ropes and working his way to shore hand over hand. It is much harder for a player character to do this than it is for Stimpson. After all, he knows what's coming. If a character tries, have the player roll the character's dexterity or less on 4d6 to succeed.

When the party arrives at the hut, there are two half-orc assassins (Tom and Jerry), two orcs, and three ogres inside. Tom and Jerry will attempt to escape down a rope ladder to their boat. The orcs and ogres stand their ground and fight the party. The ogres have a tenden-

(Continued on page 19)

BAXTER

3rd-Level Human Male Magic-User
Neutral

STR 9
INT 18
WIS 15
DEX 15
CON 14
CHA 10

Armor Class: 9 (frontal)/10 (rear)
Armor Type: None
Movement Rate: 12"
Base THAC0: 20 (second place)
Hit Points: 8

SAVING THROWS

Poison, paralysis, death 14
Petrification, polymorph 13
Rod, staff, or wand 11
Breath weapon 15
Spell 12

SPELL USE

3 first level; 2 second level

PROFICIENCIES

Weapon: dagger. Non-Weapon: animal noise, fungus identification, swimming

LANGUAGES

Common

MAGICAL ITEMS

Potion of extra-healing; potion of levitation; ring of free action.

EQUIPMENT

Normal equipment chosen by player; total price, 50 gp

TREASURE

102 gp

SPELL BOOKS

These are traveling spell books. Baxter keeps them in his saddle bags.

LEVEL 1

*Enlarge
Feather Fall
Light
Read Magic
Sleep
Ventriloquism*

LEVEL 2

*Detect Invisibility
Strength*

AILEN

3rd-Level Female High Elf Cleric of Celestian
Neutral Good

STR 14
INT 11
WIS 17
DEX 16
CON 12
CHA 12

Armor Class: 2 (frontal); 5 (rear)
Armor Type: chain mail, shield
Movement Rate: 9"
Base THAC0: 20
Hit Points: 14

SAVING THROWS

Poison, paralysis, death 10
Petrification, polymorph 13
Rod, staff, wand 14
Breath weapon 16
Spell 15

SPECIAL ABILITIES

All Elf special abilities from *PHB* and *UA*. Appropriate abilities as cleric of Celestian from *GREYHAWK®* Adventures (indicated by asterisk).

SPELL USE

4 first level (plus *feather fall**); 3 second level (plus *jump**).

PROFICIENCIES

Weapon: spear*; staff. Non-Weapon: healing

LANGUAGES

Common, elvish, gnoll, gnome, goblin, halfling, hobgoblin, orcish.

MAGICAL ITEMS

Potion of extra-healing; potion of gaseous form

EQUIPMENT

Normal equipment chosen by player; total price, 50 gp

TREASURE

42 gp

BACKGROUND

You have always been a loner with a strong wanderlust, which led you to the worship of Celestian, the god of stars and space. Eventually you left your elvish homeland with hard

EMBERENT

3rd-Level Human Male Fighter
Neutral Good

STR 18/03
INT 9
WIS 10
DEX 16
CON 16
CHA 12

Armor Class: 2 (frontal); 5 (rear)
Armor Type: chain mail, shield
Base THAC0: 18
Hit Points: 23

SAVING THROWS

Poison, paralysis, death 13
Petrification, polymorph 14
Rod, staff, wand 15
Breath weapon 16
Spell 16

PROFICIENCIES

Weapons: long sword, 2-handed sword, long-bow, dagger. Non-weapon: riding-horse, fire building

LANGUAGES

Common

MAGICAL ITEMS

Potion of healing; potion of growth; dust of appearance; ring-shaped insecticide cake (from Blackthumb's recipe)

EQUIPMENT

As chosen by player; total price 50 gp

TREASURE

350 gp

BACKGROUND

Some years ago, you left town to seek your fortune as an adventurer. You did quite a credible job of it, too. You returned to Rockburgh-on-the-Marsh about ten months ago, and began spending your money like water (though on considerably stronger drink). It was Friar Theodus who picked you up, cleaned you up, and got you your current job as a member of the Town Watch. You are well aware of how much you owe the Friar, and you do what you can to return the favor.

Not long ago, you were involved in the rescue of a caravan which had been ambushed by gnolls and goblins. The humanoids were driv-

en off, though there are rumors of at least one small group still in the area.

BAXTER, the mage, was unconscious when you arrived at the scene of the ambush. Your squad was detailed to take the survivors back to town for medical attention. On your way, Stumpy the halfling told you how Baxter had charged toward the melee instead of casting spells. That kind of fighting spirit gets your respect.

AILEN, the elven cleric, was unconscious when you arrived at the caravan and drove the humanoids off. She revived in the infirmary under the care of Friar Theodus. Stumpy told you of her stoic competence under fire, and of her skill with spell casting, melee fighting, and care for the wounded. While she was recovering, she was respectful toward the Friar and courteous toward the other clerics at the church. But she tended to speak only when spoken to.

STUMPY, the halfling thief, was one of the few people still standing after your troop drove the bandits away from the caravan. On the trip home he gave you a complete briefing about the battle, and about the attacking humanoids. He seems observant and smart enough to stay out of the way when he is out-classed.

HOTHANDS, the dwarvish fighter, has been your friend since you were a boy; he got you started in a career as an adventurer. Later, during your period of carousing, he made several attempts to get you straightened out. Each time you sent him packing; the last time you even threatened him. After Friar Theodus got you dried out, you tried to thank Hothands for his concern for you, but he has been coldly formal with you since then.

BLACKTHUMB, the druid, gave you some help a short while ago, when you noticed that the bushes and shrubs outside of the Watch Headquarters were sickly. The Watch diligently followed her instructions, but you've noticed that the plants are now worse than they had been, with dying shrubs and a serious infestation of ants.

feelings all around. You regard religion as a very private matter, and never reveal the fact that you worship a human deity unless you absolutely must.

When a caravan you were escorting was ambushed by goblins and gnolls, you were beaten into unconsciousness and your spear and shield were stolen. Friar Theodus saved you from death.

Connections/Contacts: The only person you know well in town is Myphanway, an acolyte at the temple, whom you met while recuperating.

BAXTER, the mage, was with you during the battle. When the attack came, he charged right past you towards the fighting, almost like a berserker. On his way past, he came very close to breaking your concentration and ruining the spell you were casting. He was felled by arrows moments later, and you had to waste precious time binding his wounds before returning to battle.

EMBERENT, the fighter, came to your rescue after you had taken a heavy blow to the head, but the humanoids managed to escape with your shield and spear. Emberent spent quite some time doing little things to help you during your recovery. The talk around town is that he used to have a drinking problem. He has apparently beaten it, though.

STUMPY, the halfling thief, was also a member of your caravan. You didn't see him during most of the battle, but just before you fell, he appeared out of nowhere and backstabbed the gnoll you were fighting, thus easing your predicament.

HOTHANDS, the dwarvish fighter, seemed a typically greedy dwarf. You purchased a new spear and shield from him, and he charged far too much. It galled you to have to deal with a dwarf, but he is the only weaponsmith in town. The dwarf even refused to shoe a horse as you were leaving. At the prices he charges for weapons, he doesn't need other work.

BLACKTHUMB, the druid, was one of the people who tended your wounds after the ambush. By the time you had recovered, you were fast friends. You have heard about the time she used a *plant growth* on her garden to prevent it from dying, and forgot to weed it first.

BACKGROUND

In the past, you deliberately avoided working with evocations, as you used to believe that deviousness and ingenuity were superior to firepower. Your opinion changed somewhat when your caravan was ambushed by gnolls and goblins on their way to Rockburgh. Most of the spells which you had prepared were useless, and the enemy gave you no opportunity to be sneaky. The only reason you are alive today is that Friar Theodus, chief cleric of Rockburgh, was able to help and cure you.

Connections/Contacts: You are new in town and have no contacts except the Mages' Guild. You've become acquainted with Arvin, the Guildmaster's assistant, by telling him about your brief career as a berserker. He thinks it's a great joke on the fighters in town.

AILEN, the cleric, was with your caravan when it was ambushed. Having no spells of your own that might help, and seeing her in the middle of casting, you brushed past her and were wounded by an arrow that had been meant for her. You are not sure what her reaction was, but you deeply regret your heroism.

EMBERENT, the fighter, brought you back to town with his squad. For you it was a nightmare—traveling only made the pain of your wound worse. You plan to cultivate Emberent's friendship, since it might be useful to have a friend in the Watch. You have heard that Emberent likes to drink.

STUMPY, the halfling thief, was also with you in the caravan. He had adventured with you before, and seemed a trustworthy companion, at least insofar as any thief can be called trustworthy.

HOTHANDS, the dwarvish fighter, is a resident of Rockburgh and a very good blacksmith. He seemed amused by your method of stopping arrows.

BLACKTHUMB, the druid, is a complete stranger, though you have heard interesting stories about her skill (or lack thereof) with plants. You are willing to give her the benefit of the doubt for now, but you'll keep an eye on her until you know more.

STUMPY

4th-Level Male Halfling Thief (Stout)
Neutral

STR	11
INT	12
WIS	10
DEX	18
CON	15
CHA	15

Armor Class: 5 (frontal); 8 (rear)
Armor Type: Leather
Base THACO: 20 (second place)
Hit Points: 17

SAVING THROWS

Poison, paralysis, death	13
Petrification, polymorph	12
Rod, staff, wand	14
Breath weapon	16
Spell	15

Racial and dexterity bonuses not included

SPECIAL ABILITIES

All Halfling special abilities from *PHB* and *UA*.

Thieving Skills (racial and dexterity bonuses included)

PP	OL	FT	MS	HS	HN	CW	RL
60	57	45	53	50	20	73	15

PROFICIENCIES

Weapon: dagger; short sword. Non-weapon: animal training, direction sense, fishing

LANGUAGES

Common, dwarvish, elvish, gnomish, goblin, halfling, orcish.

MAGICAL ITEMS

Potion of healing; *potion of diminution*; *dagger +1*.

EQUIPMENT

Thieves' tools, plus other normal equipment chosen by player; value of other equipment, 50 gp.

TREASURE

467 gp

BACKGROUND

Your real name is Snagfree Stumblefoot. You were escorting a caravan bound for

HOTHANDS

3rd-Level Male Dwarf Fighter
Neutral Good

STR	17
INT	10
WIS	12
DEX	15
CON	17
CHA	10

Armor Class: 3 (frontal); 5 (rear)
Armor Type: chain mail, shield
Movement Rate: 9"
THACO: 20
Hit Points: 25

SAVING THROWS

Poison, paralysis, death	13
Petrification, polymorph	14
Rod, staff, wand	15
Breath weapon	16
Spell	16

SPECIAL ABILITIES

All Dwarf special abilities from *PHB* and *UA*.

PROFICIENCIES

Weapon: warhammer (specialist); hand axe; long sword. Non-weapon: armorer

LANGUAGES

Common, dwarvish, gnomish, goblin, kobold, orcish.

MAGICAL ITEMS

Potion of extra-healing; *potion of flying*; *scarab of protection* (5 charges); *ring of fire resistance*

EQUIPMENT

Blacksmith's tools, armorer's tools (see *DSG*). Adventurer's equipment chosen by player, total price 50 gp.

BACKGROUND

You're the top blacksmith in Rockburgh, and got your nickname for working metal without using tongs to hold the work (your magical ring helps here). You do a large business making and repairing arms and armor for various adventurers.

You've been living in this town so long you know almost everyone. Emberent was once your only close friend among the humans, but you have befriended one family. A merchant's

BLACKTHUMB

3rd-Level Human Female Druid
Neutral

STR	10
INT	10
WIS	17
DEX	15
CON	15
CHA	15

Armor Class: 6 (frontal); 8 (rear)
Armor Type: leather, shield
THACO (unmodified): 20
Hit Points: 16

SAVING THROWS

Poison, paralysis, death	10
Petrification, polymorph	13
Rod, staff, wand	14
Breath weapon	16
Spell	15

SPECIAL ABILITIES

All Druid special abilities from *PHB* and *UA*.

SPELL USE

5 first level; 4 second level; 2 third level, all chosen by player

PROFICIENCIES

Weapon: scimitar, dart. Non-weapon: animal noise, direction sense, swimming

MAGICAL ITEMS

Potion of rainbow hues; *elven cloak*; *boots of levitation*.

EQUIPMENT

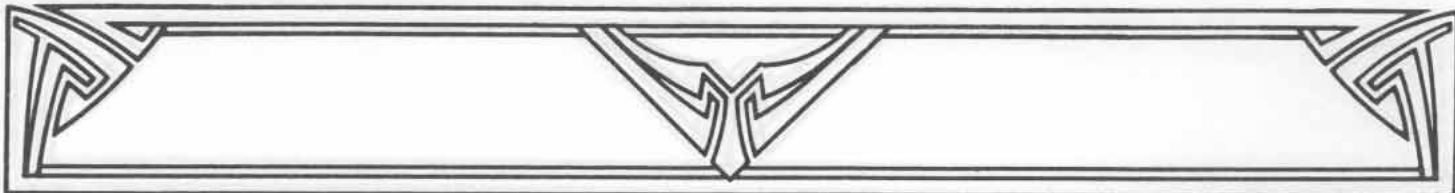
Normal equipment chosen by player, price 50 gp.

BACKGROUND

When you were young, you had an intense fascination with plants, flowers, and things botanical. You wanted to be a druid even then. This dismayed your parents, who wanted you to join them as a cleric of St. Cuthbert. They sabotaged any plant that you tried to grow so that it would appear that you were actually bad for them. The plan was partially successful; still, you persevered.

Your mother remained opposed to your druidical career to the bitter end. On her deathbed she prayed that St. Cuthbert might show you the true way. The result was a deathbed curse that keeps you from growing things to this very day.

You have two ways out of your predicament.



1. Your mentor (see below) has told you that you can petition the Grand Druid to intercede for you when you reach 7th level.
2. A cleric of the same alignment and higher level than your mother can remove the curse; you need a LN cleric of 12th level or higher. Friar Theodus is the right alignment, but not powerful enough—yet. You have gotten into his good graces and have resolved to stay there, at least until the curse is removed.

In the meantime, the curse still causes you problems. Last year, you put in a garden and to keep it from dying out, cast a *plant growth* spell. Unfortunately you had forgotten to weed the garden first. The results were easily predictable, and you haven't quite lived it down yet.

Henderson, the druid who trains you, has a small cabin in a copse of trees about three miles from town. He seldom comes to town, but he does know just about everything that goes on outside of town.

BAXTER, the mage, is a complete stranger, though you rumors you've heard claim that he goes berserk in combat; strange behavior for a mage. He'll bear watching.

AILEN, the elvish cleric, was one of the badly wounded after the caravan had been ambushed. You were at the church, and helped out with some healing. She was surprised that you used dead plants in healing. As her recovery progressed, you two have become fast friends. As friendly as the two of you are you still know very little about her.

EMBERENT, the fighter, caused quite a stir with his drunken habits before the Friar got him straightened out. Not long ago, he came to you for help with the bushes and shrubs outside of watch headquarters. Recently, however, you have begun to worry that you may have given him your mother's recipe for Bundt cake instead of a formula for insecticide. You'll have to find out—soon.

STUMPY, the halfling, is another stranger. You have heard one or two rumors about him in town, mostly about how much time he spends gossiping.

HOTHANDS, the dwarvish fighter, lives on the same block you do. Last year when you used your *plant growth* spell on your garden, giant dandelions spread to his property. He has been somewhat upset with you ever since.

son, Calvin by name, became fascinated by your work and your skill and often came around to watch you work. You kept in touch with his family, and befriended Calvin. The lad is in his late twenties now, and a successful merchant himself.

During your early adventuring days, a magic-user polymorphed you into a mule, then had you shod. You were taken to Rockburgh to be sold, but no one wanted a magical mule, so the magic-user abandoned you. Eventually, the enchantment was dispelled. Unfortunately, the shoes were not removed first; Friar Theodus saved you from a crippling injury. To this day, you refuse to shoe animals.

BAXTER, the mage, was on the ill-fated caravan that was ambushed just outside of town. You had heard one or two rumors that he was a berserking fighter. This confirms everything you've ever been taught about the strangeness of magic-users.

AILEN, the cleric, is a foolish elf. She had actually managed to lose her spear and shield, and had to buy new ones from you. She objected strenuously about your prices. Couldn't she see the quality? What a penny pincher! Apart from this transaction, you have no knowledge of her.

EMBERENT, the fighter, was your protégé. You made his first sword and suit of armor. You got him started as an adventurer. When he started drinking, you tried to straighten him out, and he told you to mind your own business. The last time he even threatened you. Emberent is now a sober member of the town watch. He came to you after the Friar dried him out and thanked you for your efforts. But he has never apologized for his crass behavior, so you have been coldly formal in your dealings with him since.

STUMPY, the hobbit thief, is almost a total stranger. From what you have heard around town, though, it sounds like he has spent almost all of his time gossiping.

BLACKTHUMB, the druid, lives on the same block as you do. Last year, she used a *plant growth* spell on her garden (which was dying), but she forgot to weed the area first. Your lawn was the recipient of a large number of her giant dandelion seeds. This still irritates you.

Rockburgh-on-the-Marsh when it was ambushed by a group of gnolls and goblins. You quickly took cover under a wagon, but were flushed out when the humanoids set fire to it. While fleeing, you paused to backstab a gnoll that was attacking Ailen. This was your only contribution to the caravan's defense.

You did, however, give the local authorities detailed descriptions of the humanoids and their equipment. Upon arriving in town, you were taken to a cleric named Friar Theodus, who cured your burns.

Connections/Contacts: You are new in town, with few contacts, except for the secretary at the Thieves' Guild, a young human named Kathey.

BAXTER, the mage, was with you on the caravan. He had adventured with you before, and seemed a trustworthy companion. Neither you nor Baxter likes to get anywhere near fighting, so you were flabbergasted when you saw him deliberately take an arrow meant for Ailen. You've since learned that Baxter regrets doing this. Still, you have helped to spread the legend of the "berserker mage".

AILEN, the cleric, was with you on the caravan. She was knocked unconscious at the end of the fight, but she fought hard. She may be a bit too honest for your tastes, but on the other hand, she is so close-mouthed about her personal life that she's probably hiding something—you like that in a person.

EMBERENT, the fighter, is a dolt. After the caravan fight, you acted in a very helpful manner. He might vouch for you if you get in a tight spot.

HOTHANDS, the dwarvish fighter, is a total stranger. You have met him only once, briefly. He bored you.

BLACKTHUMB, the druid, is a complete stranger, though you have heard interesting stories about her skill (or lack thereof) with plants. It seems very odd that a druid would have problems with growing things. You will keep an eye on her until you know her better.

cy to pick people up and throw them out into the swamp for the crocodiles to eat. The last of these creatures will surrender, no matter what type of creature it is. Tom and Jerry, if cornered, will fight to the death.

The folks in the hut will be willing to bargain if the party puts them in a bad enough situation, such as sinking the boat and attempting to destroy the hut. If not placed in such an extreme situation, they will simply attack after three or four rounds of talking. If someone suggests that burning the hut might be a good tactic, Rudy and Hubert object because their wings might be inside.

Assuming that the PCs are victorious, and enter the hut:

The inside of the hut is roughly divided into a living room and sleeping quarters. It is furnished with a table, several chairs, nine crude mats or piles of brush to sleep on, and two pair of gargoyle wings hanging on pegs at the north end of the room.

Tom and Jerry have their treasure on their persons. The hut contains two sets of gargoyle wings (!!), one large chest (containing 2,371 sp), one small chest (containing 128 gp, a scroll of *cure critical wounds*, and a scroll of *sleep* and *fireball*), and one small bag (containing three squirrels, two opossums, and an eel—the next meal for the gang).

Crocodiles (7): AC 5; MV 6"/12"; HD 3; hp 11 each; #AT 2; Dmg 2-8/1-12; THAC0 16; SA Nil; SD Nil; (MM1 p. 15)

Notes: Surprise (in water) 1-3 on d6

Orcs (2): AC 6; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1-8; THAC0 19; SA Nil; SD Nil; (MM1 p 76)

Notes: -1 "to hit" penalty in sunlight.

Ogres (3): AC 5; MV 9"; HD 4+1; hp 19 each; #AT 1; Dmg 1-10 or by weapon +2; THAC0 15; SA Nil; SD Nil; (MM1 p. 75)

Tom: AC 2; MV 12"; A4; hp 20; #AT 1; Dmg by weapon; THAC0 20; SA Poisoned weapons; SD See notes; AL NE

Jerry: AC 3; MV 12"; A6; hp 38; #AT 1; Dmg by weapon; THAC0 19; SA Poisoned weapons; SD See notes; AL NE

The two assassins carry poisoned weapons that inflict a "to hit" penalty of -2 on those struck by it, in addition to normal damage. See the NPC section for further details on Tom and Jerry.

Encounter 16. Caught With The Goods!

The last two members of the group at the hut are absent when the party arrives; they are two thieves. These two have drugged the water supply in Gargoyle Valley. While all the gargoyles were in a drugged slumber, they have slipped in and stolen all the wings. One of the pair has gone to town to celebrate his success (arriving after the PCs left town). The other is driving the wagon back to the hut. He will surrender immediately, if confronted.

As you return to town from the swamp, you hear the creaking of wagon wheels ahead of you. A voice shouts, "Hey! Tom! Is that you? We got 'em! All of 'em! Boy that sleep potion sure worked nice. Hurry up over here, you gotta see this! Did we . . . do . . . good . . . or . . . oops!"

This last is heard as the driver gets his first clear look at the party.

The wagon is fully loaded—loaded with wings.

Half-Orc Wagon-Driver: AC 6; MV 12"; T 1; hp 5; #AT 1; Dmg 1-8; THAC0 20; SA Nil; SD Nil; AL NE

After capturing the wagon, with its 184 sets of wings, it should be obvious to the PCs that they should return to Rockburgh to figure out some dignified way to get the wings back where they belong. If the PCs are not inclined to return to Rockburgh, Rudy and Hubert will demand that they do so. This theft is a threat to the entire community of gargoyles; Rudy and Hubert want to talk to Father Theodus about what to do next. If the PCs cross the gargoyles, they become surly and threatening—in other words, they behave like typical gargoyles.





DORMAN/STORY

Part 3: A Wing and Prayer

1. In Gargoyle Valley

Upon awakening from their drugged slumber and finding their wings gone, the gargoyles from Gargoyle Valley immediately fall into a raucous argument. Eventually, they decide that some human must be responsible for the loss of their wings, and so they all take flight for Rockburgh to demand that the wings be returned—or else!

2. Look! Up in the sky! It's a bird, it's a plane, it's a gargoyle!

When you return to Rockburgh with your wagonload of wings, you are soon met by Father Theodus. He is shocked at the sight of your cargo. He sternly orders Rudy and Hubert to go into the Temple and stay out of sight. Turning to you, he says grimly, "We must keep these wings out of sight. The gargoyles are sure to suspect us of this bold theft, and we must soothe their anger before revealing that we have them. Have this wagon securely locked away in the stables. Speak of this to no one."

Once the wings are stored away, Father Theodus summons an emergency meeting of the town council to discuss the wing theft and the upcoming renewal of the Gargoyle Treaties. For the moment, Father Theodus has no further need of the PC's services.

Encourage the PCs to go about their own business while the Council is in session. If nothing else, they can keep themselves busy repairing the property damage caused by Rudy and Hubert in their participation in the original investigation.

No matter where they are or what they are doing, the PCs will soon learn of the arrival of the gargoyles. The flying horde of gargoyles will throw the town into utter panic, as the gargoyles careen

through the sky and eventually plummet to the ground like nightmarish hailstones.

Improvise descriptions of the chaos, giving each PC his own version of disaster; the F.G.E.C.'s can be helpful here.

Eventually, all the gargoyles will dust themselves off and head for the Temple, where they gather to protest the loss of their wings.

The gargoyles all seem to be heading toward the Temple. They fly toward it like oversized bumble-bees, colliding with whatever happens to be in the way. Once all the gargoyles have gathered on the Temple's front lawn, one of them steps forward and shouts Friar Theodus' name.

The Friar appears quickly. "Yes?" says the Friar. The gargoyle immediately begins to spout forth a stream of gibberish which you take to be gargoyle speech. You can't understand it, but it seems to have a profound effect upon the Friar. He takes notes. When the spokes-gargoyle is finished, the Friar nods. "So be it," he says gravely. At that, all the gargoyles hurl themselves into the air and fly unsteadily away.

If some or all of the PCs do not follow the gargoyles they will miss the foregoing scene, but they will be soon be summoned to the Temple.

Gargoyles (184): AC 5; MV 9"/15" (MC: C or F); HD 4+4; hp 20-32 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; THAC0 15; SA Nil; SD +1 or better weapon to hit; AL N; MM1, p. 42

3. The Briefing

After all the gargoyles have lurched into the air and wobbled back toward Gargoyle Valley, you are summoned to the Temple. You have the uneasy

feeling that you're going to have to run another "errand" for Friar Theodus.

When you have all gathered in the Friar's office, you are offered the usual refreshments. Soon Friar Theodus arrives. He is clutching a sheaf of papers.

Anyone who was present at the gargoyle leader's speech will recognize these as the notes that the Friar was taking.

"Ladies, Gentlemen," begins Friar Theodus. "There are recent events which I believe you should know more about. The council agrees that you should be told all." He straightens the papers, glances at the first page, and says: "Feel free to ask questions at any time."

Role play Friar Theodus. He is giving this briefing from his notes (given below), and will refer to them on a regular basis. There is no boxed text for the briefing. It is up to you to put all of it together in a conversational manner. You should ask for questions and comments at fairly frequent intervals. Complain if no one has any input. Be sure you mention everything in the notes.

Salient Points

1. Every three years the gargoyles choose a leader. This time is now at hand.
2. There is a powerful artifact at the top of Gargoyle Peak. Whichever gargoyle is the first to reach this artifact is magically confirmed as the new leader for the next three years, with all of the other gargoyles forced to obey him. There are some checks and balances to his power, but we humans don't really understand most of them.
3. The artifact causes continual and powerful gusts of wind to blow around the top of the mountain peak. These winds

make it very difficult for a gargoyle to get there even if he has his wings. Without them it would be effectively impossible.

4. Without an acknowledged leader, the gargoyles will probably lapse back into barbarism, and once more allow their baser instincts to the fore. If this happens, they will almost surely destroy Rockburgh.

Therefore, the wings must be returned so as to ensure that a gargoyle leader will be chosen and that our town will survive.

Unfortunately

1. The gargoyles think we might have stolen their wings to disrupt their ceremony. They have given us until noon tomorrow to return the wings.
2. The gargoyles seem to have split into factions, each with their favorite candidate for leader.
3. There are three factions. Each is certain that whoever gets the first pair of wings will have a head start of as much as a full minute in the race for the top of Gargoyle Peak. One way or another, this race will start at dawn tomorrow.
4. After one gargoyle has a pair of wings, many others will be attempting to steal them. Those who lose because of this disadvantage will be looking for a scapegoat. They may attack you in some fashion so as to achieve revenge before they must obey their new leader.

Therefore we feel that the best and safest way to return the wings is the same way they were stolen, i.e. secretly. If you leave immediately, you should have time to reach Gargoyle Valley before dawn tomorrow and leave the wings spread about on the ground so that the gargoyle factions will be faced with an accomplished fact, rather than a confrontation.

Loose Ends

1. We have temporarily confiscated the

wings of Rudy and Hubert to prevent their being mugged; certain factions are desperate to recover their wings at any cost. Rudy and Hubert insist that they go along with you so as to keep an eye on their property. We really haven't come up with a good idea on how to prevent them, so I guess you're stuck. It is more important than ever that you not offend them.

2. Because of the recent gargoyle landing in town, some of the townfolks are a bit upset. Therefore, at their own request, Rudy and Hubert will be wearing disguises until you are outside the town.
3. If you are discovered, we won't be able to vouch for you. If the gargoyles were to find out that we actually did have the wings, their reaction might be too horrible to describe, and we aren't about to risk the occurrence of something that we would be unable to accurately transcribe into the records.
4. Also, please don't kill any gargoyles. The repercussions could be horrendous for the town.
5. Good luck. And remember: time is critical. There is none to waste. The wings must be back in the valley by sunrise tomorrow.

Theodus then sends for an acolyte who escorts you out of the Temple and across to the stable where the wings are stored. Inside the stable you find Rudy and Hubert waiting with the loaded wagon. A canvas cover hides the wings from view.

Using the Wagon and Horses

The party's wagon holds 186 set of wings and also has room for five passengers (including the wagon driver). The wagon has a normal movement rate of 12". Since not all the PCs can ride in the wagon, riding horses are provided for those who want them.

The wagon is drawn by two draft horses. If one of the draft horses is killed, the wagon's movement slows to 6". If both the draft horses are killed, two medium horses can be hitched to the wagon, but its movement will be reduced to 9". A mixed team of one draft horse and one medium horse is actually worse than a single draft horse—movement 4".

If any medium horse has to carry two riders, its movement is reduced to 9" (Exception: a horse can carry Stumpy and any other character at full speed).

Both Rudy and Hubert will insist on riding the wagon, as it contains their wings along with the other 184 pairs. If either gargoyle is offered wings for any reason before the mission is completed, the gargoyle will reluctantly refuse. He will say that he'd like his wings back very much, but that Friar Theodus said he shouldn't have them until all the other gargoyles have them too. If the party begins discussing ways to avoid the mission or ditch the wings both gargoyles will threaten to attack.

Rudy and Hubert can be persuaded to give up their places on the wagon but they will soon demand them back as they detest walking and can't control their flight without wings.

Draft Horses (2): AC 7; MV 12"; HD 3; hp 12 each; #AT 1; Dmg 1-3; THAC0 16; SA Nil; SD Nil; AL N (MM1, p. 53)

Medium Horses (4): AC 7; MV 18"; HD 2+2; hp 11 each; #AT 3; Dmg 1-3; THAC0 16; SA Nil; SD Nil; AL N; MM1, p. 53

Note: None of these horses is a trained war horse. In a fight, only Emberent will be able to fight or fire missiles from horseback. His horse will not fight if he is riding it, however. Tell the spellcasters in the party that there will be a chance for their spells to be ruined by sudden movements from their mounts if they try to cast spells from the saddle (25% if the horse is stationary, 100% if it's moving). Unless otherwise stated in an encounter description, there is a 20% chance of spell failure when casting from the wagon

when it is moving and 0% when it is stationary. (See also the *Dungeoneer's Survival Guide* pp. 32-34.)

4. Leaving Town

You quickly prepare for the overland trek to Gargoyle Valley. Soon you are out on the streets of Rockburgh with the wagon. You have made certain that the canvas covering the wings is secure—there is no danger of detection there. Your two disguised gargoyles, however, are a different matter. They have, for reasons known only to themselves, donned harem outfits. Each wears a sloppily-wrapped turban that sticks out where it covers the horn. Their faces are mostly concealed by veils, but what does show is covered by huge amounts of make-up. Their eyes are heavy with mascara. Each gargoyle wears a wig sticking crookedly out from under his turban. Rudy's is platinum blonde, Hubert's is deep red. The gargoyles are modestly garbed, in long woolen dresses. The dresses are long enough to cover the gargoyles' feet, but one of Rudy's claws is clearly visible sticking through the hem of his dress.

The disguises were Rudy's idea. Both gargoyles think the disguises are exceedingly clever.

You draw amazed stares from everyone you pass. "\$!#%!" exclaims one old sourdough, "them two's the ugliest women to ever walk the Oerth!"

Remarkably, you reach the town's edge without incident. You are just urging your horses to a trot when a watchman steps out of the crowd and grabs the bridle of one of the wagon's horses. His voice is coarse and loud, "Hey Emberent, Hothands, where you goin' in such a hurry? And why are Rudy and Hubert dressed up funny?"

Shoot, they'd look better in no clothes at all." Emberent and Hothands immediately recognize this as Norval, a very junior member of the watch and a real bumpkin. Several townspeople have stopped to watch the goings on. Norval just stands there waiting for a reply, still holding the bridle and grinning stupidly.

The party will have to come up with some quick, polite answer for Norval—The kind of answer one might give to satisfy an over-inquisitive child. If the player characters order Norval to release the horse, or give a suspicious answer, Norval become angry and insists on looking in the wagon.

If the cover of the wagon gets lifted, bystanders become enraged. After three rounds of ugly muttering, the mob attempts to drag the player characters from the wagon. Fighting or spell-casting will do the player characters no good. No matter how many townspeople they kill or knock out they will always be more. In short, the angry villagers win.

If subdued, they will regain consciousness at Watch headquarters some hours later. Friar Theodus will arrive, shake his head disgustedly, and bail them out. The party will be quickly escorted out of town by two squads of watchmen.

Read the following if the player characters get past Norval without incident:

As you speed out of town, you hear a shout behind you. Norval is waving and smiling stupidly, but then you see the shouter. He is a large armored man standing in the middle of the street with his hands on his hips. He looks at you coldly, then turns his head. "Marion!" he shouts. "There go the people who stole our frog!"

The player characters will recognize the man as Patro, the fighter they saw in

Rosie's Bar.

If the party has had to flee from the crowd, or has to be escorted out of Rockburgh, they will not see Patro. He, however, will see them.

5. The Chase

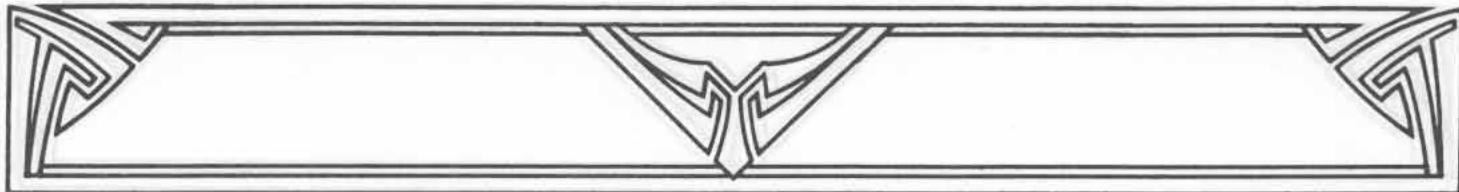
Whenever the player characters leave Rockburgh, NPCs Patro, Paula, and Marion will follow them. They have been keeping the player characters under surveillance. They are suspicious of the player characters because of the earlier incident with Stimpson. Also, they now know that the player characters' mission is secret, and they are wondering what is in the wagon. They think it might be the very kidnaper victim they are seeking.

It is several hours after you left Rockburgh and you are making good time. Rudy and Hubert have gotten rid of their silly disguises, much to everyone's satisfaction. Things seem to be going well, but the gargoyles are becoming increasingly nervous. At one point, Rudy looks over his shoulder and yells an alarm. Following you, and gaining fast, is a chariot holding three people. It looks like the three tough customers you saw in Rosie's Bar when you were looking for Rudy and Hubert's wings. They must have driven hard all the way from Rockburgh in order to get this far so quickly.

The chariot is drawn by three medium horses (MV 18").

The NPCs' prime motivation in this encounter is to get a look into the wagon, since they suspect that there may be people inside. If the player characters try to fight or flee, the NPCs will assume that the player characters are kidnapers. The NPCs will do their utmost to capture all the player characters alive—so that they can be questioned.

The wisest way for the player characters to play this encounter is to stop, and allow the NPCs to approach. If they do



this and make no obvious preparations for a fight the NPCs will politely ask about the contents of the wagon. No matter how the player characters answer, even truthfully, the NPCs will want to look inside. When they see the gargoyle wings they still will not be satisfied, and will insist on searching the wagon. If allowed to do so unhindered, they will spend three turns searching. Afterwards they put everything back the way they found it and ride off in their chariot.

If the player characters do not submit to a search, the NPCs attack. They start with a *slow* spell from Marion (this affects the party, not the mounts), followed by *hold person* from Paula. The next round, Marion uses his *web* and Paula casts her second *hold person*. Thereafter, Marion uses his spells to their best effect, withholding his damage-inflicting spells unless he and his comrades are in danger of defeat. If necessary, Paula and Patro wade in and attack in a subdual style (*Unearthed Arcana*, p. 109). Describe the attack to the player, as the NPCs intent will be obvious. Damage done by a subdual attack is 25% real, 75% temporary. If, despite this, the player character will not yield, the NPC will regretfully kill him.

See the NPC section for details on the NPC party.

When the player characters are defeated, the NPCs search the wagon and find nothing, so they revive the unconscious player characters and leave. Paula will cast *dispel magic* on any *polymorphed* characters. Assume that the *dispel* works and that the player characters make successful system shock rolls. Roll the dice anyway, but ignore failure results.

If a pursuit situation develops, use the following guidelines:

1. The player characters spot the NPCs at a range of 30".
2. The chariot's movement rate is 18"; the wagon's movement rate is 12".
3. It takes the chariot five rounds to catch the wagon; the distance closes 6" each round.
4. The road is smooth enough to allow

spellcasting from the chariot or the wagon, but spellcasting is not possible from a moving horse.

6. Crossing the Hool River

Some distance beyond where the chariot overtook you the road intersects a large stream you recognize as a small tributary of the Hool River. The ford looks as if it has not been used recently, but deep wheel ruts are still visible on both sides of the river. Thick bushes cover both banks, except for gaps through which the road passes.

On your side, not far from the ford, is a large stand of reeds. A huge old oak tree stands on the far bank; several of its mighty limbs stretch nearly halfway across the stream. The tree shades most of the ford.

The stream is moderately clear, but sluggish. A few leaves dropped from the tree drift slowly downstream. The water's surface is smooth; except near the ford at midstream where the water passes over two submerged boulders, unseen, save for the ripples they leave in the water.

There is no other place to cross the stream, so the player characters will have to use the ford in any case. The only danger here is in the water. The two submerged boulders are in fact giant water beetles lying in wait for prey. These creatures are recent arrivals and have learned that travelers can be ambushed here.

If Baxter looks at the ripples in the water with a *detect invisibility* spell tell him that the "boulders" are oblong and flat-bottomed, but with smooth, rounded tops. If the player states that Baxter is looking more closely, he will see the beetles' legs.

The beetles will not attack until the player characters enter the stream; they will not attack characters who are searching the reeds. They will not leave the water. When the party gets within range the two beetles attack the closest crea-

tures to them (generally horses). The party can make melee and magical attacks on the beetles, but the water will deflect missiles.

On the second round of melee, a third beetle joins the fray from downstream.

The party cannot be surprised if they spot the beetles. If the beetles are spotted, the player characters can surprise them by attacking with spells. The beetles cannot be surprised by player characters who enter the water (the beetles detect the characters via vibration when they enter). Roll normally for party surprise if the beetles remain undiscovered.

Giant Water Beetles (3): AC 3; MV 3" // 12"; HD 4; hp 18 each; #AT 1; Dmg 3d6; THAC0 15; SA Nil; SD Nil; AL N; MM1 p. 9.

Notes: Hunts by scent and vibration.


7. Passing the Caravan

Several hours after your mishap at the ford you are moving down the road at the best speed you can manage. Once again, you see other travelers on the road, up ahead of you this time. A long column of covered wagons is approaching. Probably a caravan bound for Rockburgh. It doesn't look like the caravan has spotted you yet; you could probably evade it with no difficulty.

If the party evades, go on to the next encounter.

If the party doesn't evade, read the following:

As the distance to the caravan closes, you see that there are eight wagons and six mounted guards. There appears to be an abundance of spare horses traveling with the caravan. When you get still closer you notice that several of the guards are battered from some recent fight, and that most of the wagons have splintered wood or torn covers. It looks like this caravan has seen some heavy action.



The caravan isn't looking for a fight. If the player characters, for some reason, decide to attack, the caravan puts whip and spur to the horses and flees. Three caravan mages pop up from under covers in different wagons, and cast *stinking cloud* on the party. Enough horses and player characters should fail their saves to discourage further pursuit.

If the party approaches peacefully, the caravan's leader will tell them about the customs inspection (encounter 8a). The party can also buy draft horses or normal medium horses. The caravan leader demands 300 gp for draft horses, and 2000 gp for a medium horse. He can be talked no lower than 90 gp and 600 gp, respectively.

If, after learning about the customs inspection, the party expresses an interest in avoiding the encounter, the caravan leader will tell them of a detour. He will warn, however, that he saw campfires along the route. If the party decides to take the detour, go to encounter 8b.

8a. Customs Inspection

Run this encounter if the party stays on the road after meeting the caravan. This is an ambush by gargoyles looking for their wings. There are three gargoyles—one from each faction.

You are approaching the foothills around Gargoyle Peak. The sun is just beginning to set, and though you are not far from Gargoyle Valley as the gargoyle flies, you do not know how far out of your way the twisting mountain roads will take you.

None of the player characters know this area well enough to estimate their travel time accurately. Since the staging of the final encounter depends on the party arriving late, they spend as much time in the foothills as they need to be late.

You are just starting up the first grade when three objects hurtle down upon you from above. They look like boulders—perhaps this is an avalanche! No, wait a minute, they're gargoyles. Whether by accident or design, they come about as close as they can to surrounding you. Two have landed more or less in front of you, the third lands behind.

"Look!" sneers one of the new arrivals, "It's Rudy and Hubert, the Rockburgh rejects!" Your two gargoyles ruffle at the comment, but say nothing.

Get PC actions. If they try to fight, Rudy and Hubert try to stop them. They remind the player characters of the Friar's request that they not hurt any gargoyles.

Gargoyles (3): AC 5; MV 9"/15" (MC C or F); HD 4+4; hp 22 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; THAC0 15; SA Nil; SD +1 or better weapon to hit; AL N (MM1, p. 42).

The party must deal with the gargoyles somehow. If the three gargoyles see the wings, each will insist that he be given wings, and that the other two be refused wings. The party should be able to parley this up into a full-scale fight between the three gargoyles. Alternately, the party might be able to convince or bribe the gargoyles to let them through without looking at the contents of the wagon.

8b. The Foothills Near Gargoyle Valley

Run this encounter if the party goes off the road to avoid the gargoyles at encounter 8a.

This is the encampment of the band of humanoids that has been raiding caravans in the area—including the caravan described in several of the PC backgrounds.

As you follow the detour, you all smell wood smoke. Some time later, you spot a goblin sentry sitting on a flat rock. He does not seem to have seen you yet. Beyond him, you see the remains of a huge bonfire. There are about a dozen gnolls lolling about with their tongues hanging out. Not far from the fire, you see a large cave mouth.

The party has two surprise segments on the goblin; they should be able to kill him easily. If they kill the goblin quickly and quietly, they can withdraw and take the road. In this case, run encounter 8a. If they do not take advantage of their surprise, conduct normal combat; however, the player characters automatically win initiative on the first round. Read the following:

When he finally notices you, the goblin makes a startled leap to his feet, almost dropping his weapon. He gasps in surprise as he fumbles with the weapon. The gnolls are some 20 yards beyond the surprised goblin; they don't seem to have noticed you yet.

If they are noisy about killing the goblin, the player characters cannot surprise the gnolls. If they kill the goblin quietly they may attack the gnolls with normal surprise chances.

If they ignore the surprised goblin they can either attack the gnolls and surprise them on a 1-3 (hardly any noise at all), or try to withdraw or sneak around. The latter will fail when the goblin comes out of his surprise and gives the alarm.

The cave mouth is 10 yards from the fire. The cave contains two flinds and eight goblins. These creatures will emerge on the second round of melee. The flinds charge into battle, while the goblins remain behind, firing arrows at any party member who is not in melee. If the goblins are attacked, they flee as

as three are killed, or when a fighter
s multiple attacks against them. The
ting sun is too dim to cause them to
tract from their attack rolls.

A *web*, *stinking cloud*, or *entangle* spell
t in (or in front of) the cave mouth will
t the monsters in the cave for the
ation of the encounter.

f the party flees the encounter, the
olls and goblins pursue for five rounds.
e flinds and goblins fire missiles at the
ty during the pursuit.

ds (2): AC 5; MV 12"; HD 2+3; hp
#AT 1 (2 with bow or flindbar); Dmg
weapon; THAC0 16; SA strength
us "to hit" (+1), disarming weapon
dbar); SD Nil; AL LE; FF p 39

apons: mace, longbow, flindbar

es: Special is flindbar (Dmg 1d4 +
e vs. wands or disarmed).

olls (10): AC 5; MV 9"; HD 2; hp 9
h; #AT 1; Dmg 2d4; THAC0 16; SA
SD Nil; AL CE; MM1 p 46

apons: Morningstar

oblins (9): AC 6; MV 6"; HD 1-1; hp 4
h; #AT 1; Dmg By weapon; THAC0
SA Nil; SD Nil; AL LE; MM1 p. 47

apons: Short bow, short sword.

es: In sunlight, -1 to hit.

ere is a locked chest hidden in the cave
der a pile of brush and leaves). It holds
sp, 200 gp, and 50 ep. One of the
ds has the key.

The Pass Into Gargoyle Valley

osbod the hill giant is out walking his
pet dire wolves, Nir and Nit. Nosbod
oroughly evil and detestable, loving
bully those weaker than himself. He
s the party as perfect "toys." Nosbod
ot very clever, however, so he makes
ontal assault. He begins by throwing a
k at one of the gargoyles, then he
ashes his wolves on the party while

he throws a rock at the other gargoyle.
The wolves run away when they are
reduced to 8 hp or less. Nosbod is foolish
enough to fight to the death.

Finally, you have sighted the pass that
will lead you into Gargoyle Valley. It's
getting late, you can see the moon set-
ting behind the tall peaks around you.
Nevertheless, you think you can make
the valley in time—if you are not
delayed.

Then, you see three pairs of red
eyes peering out of the shadow near
the canyon wall. There is an inhuman
grunt and the rasp of stone, then a
huge boulder flies at you.

The party cannot surprise Nosbod (the
wolves heard and smelled them coming).
Nosbod has the normal chance to sur-
prise the party. If the party is not sur-
prised, throwing the boulder is Nosbod's
action on the first round; the wolves do
nothing until Nosbod releases them. If
the party is surprised, Nosbod will have
time to throw one more boulder before
he runs out of surprise segments. The
wolves spend the surprise segments
closing on the party.

Nosbod the Hill Giant (1): AC 4; MV
12"; HD 8+1-2; hp 37; #AT 1; Dmg 2d8;
THAC0 12; SA Hurls rocks; SD Nil; AL
CE; MM1, p. 45.

Notes: Hurls rocks to 20", Dmg 2d8;
catch rocks 30%.

Dire Wolves (2): AC 6; MV 18"; HD
3+3; hp 15 each; #AT 1; Dmg 2d4;
THAC0 16; SA Nil; SD Nil; MM1, p. 101

10. The Entrance to Gargoyle Valley

You have reached the entrance to Gar-
goyle Valley. Ahead of you, there are
two huge gates blocking the path. In

the dim pre-dawn light, you can see
two gargoyles sitting on top of the
gates. They are sitting comfortably
and looking directly at you, with slight-
ly wicked grins on their faces. You
have perhaps fifteen minutes to get
through the gates and unload the wag-
on, or the game (and the sun) may well
be up, even if it isn't already.

Suddenly, one of the two gargoyles
speaks in a commanding, but impossi-
bly high and squeaky voice. "Halt, you
vile hominids!" it squeals gratingly.
"Stand and state your business, or
suffer the terrible retribution of Gar-
goyle Valley."

The figures at the top of the gates are
two gargoyle statues. It is impossible to
tell that these are statues in the poor
light, but if someone gets close to one of
them, it will be completely apparent that
it is not a real gargoyle.

The voice is that of a boggart, hiding
and invisible, behind one of the statues. If
the party answers it, it will demand to
know why they are here. No matter what
the party says, the boggart will insult
them and call them liars. Then it tells the
the PCs to tell the truth or suffer all
kinds of horrible deaths.

The boggart has spent the night hunt-
ing; it has killed and eaten a victim. It is
both sated and low on hit points, and it
has no stomach for fighting. It will change
to will-o-wisp form and escape if spotted.

Boggart: AC -6; MV 18"; HD 6; hp 6;
#AT 1; Dmg 2-12; THAC0 13; SA Elec-
tricity, confusion; SD Spell immunity,
invisibility, polymorphing, ESP; AL CE;
MM2, p. 19-20.

Notes: Young will-o-wisp; affected only
by *magic missile*, *maze*, *protection from
evil*. Can assume forms of will-o-wisp,
demi-human, and monster humanoid.
Can become invisible at will (to 12 rounds
max). Electrical touch attack, Dmg 2d6.
Electrical bolt to 10', Dmg 2d6. *Confu-
sion* noise effect to 30' radius.

Rudy and Hubert have never been through this way. They normally fly, as do all the gargoyles. If asked, however, they know that the voice is not a gargoyle's.

If the party ignores the voice, the bogart continues to insult and threaten them until they get out of earshot, but will do nothing else.

11. Finale—The Few, The Proud, The Gargoyles.

Getting here wasn't easy, but you finally made it. You might just be able to get down into the valley and spread the wings out and still get out before you're caught. You might have to abandon the wagon, but you feel that if you can even get a little bit away from the wings, the gargoyles will go for the wings rather than go for your throats.

Looking into the valley from inside the gates, you see a long valley with high cliff walls. There are many cave openings, the lowest 50' above the valley floor. At the far end of the valley is a single stone pillar standing about 400' tall. To judge from the descriptions given to you, this must be Gargoyles Peak. Even from where you are at the far end of the valley, you can hear the wind howling around its summit. At the base of the pillar (at the left side) is a pool of water.

The party has several options here. If they abandon the wagon immediately, Rudy and Hubert complete the delivery and become heroes of the realm (the gargoyle realm that is). Any other option besides running away immediately will get the party caught somewhere. An alarm will ring, and gargoyles will pour out of the walls of the canyon.

Wait until the party is well exposed, if you can. Ideally, the party should have the wagon uncovered, and be just about to unload the wings. This is the equivalent of being caught red-handed, and should help things move on very quickly. If the party has not laid out the wings in the valley, then the first few gargoyles who arrive (flying of course, without

wings) will be out of control, and smash into the wagon, spilling the wings out onto the ground. The gargoyles surround the party, and accuse them of stealing their wings. Rudy and Hubert will attempt to hide under the wagon, or to join up with the gargoyles in the confusion if they can. This is important.

The leaders of the three gargoyle factions will arrive next, and attempt to keep order (at the same time trying to get wings for themselves), but without much success. Whenever one gargoyle makes a move to take a pair of wings, two or more others stop him. It gets violent fast. A full-blown riot quickly erupts. The party is caught in the middle of it. The enraged gargoyles attack everything that moves.

Gargoyles (184): AC 5; MV 9"/15" (MC: C or F); HD 4+4; hp 20-32 each; #AT 4; Dmg 1-3/1-3/1-6/1-4; THAC0 15; SA Nil; SD +1 or better weapon to hit; AL N; (MM1, p. 42)

Run the melee. Gargoyles will strike at random, going for the party or other gargoyles. They are not attacking in an intelligent, co-ordinated fashion—this is a riot. Continue the fight until the party is badly beaten and about to die. Then read the following:

It seems to you that this fighting has been going on for hours. No sooner do you beat one gargoyle away from you than two more pop up to take its place, and as like as not, attack each other rather than you. You have about concluded that this is going to be your heroic last stand when you hear a voice. Everyone else hears it too. Even over the noise of the riot. Except for the volume, it sounds . . . it sounds like Hubert.

"ALL RIGHT! ENOUGH OF THIS NONSENSE! EVERYONE SIT DOWN AND PUT YOUR HANDS IN YOUR LAP!"

Amazingly, all of the gargoyles immediately sit with their hands in their laps. After a moment, many of

them hang their heads and blush at their recent actions.

It takes you a minute to find where the voice is coming from, but then you notice Hubert, sitting in a sort of chair-like device at the top of the stone pillar at the end of the valley. Somehow, without wings, he has made it through the high winds to the artifact. Hubert is the new king of the gargoyles for the next three years. Hubert launches himself into the air from the top of Gargoyles Peak, and comes crashing to the ground in front of the party. He stands, dusts himself off, and dons a pair of wings. He then distributes the rest of the wings to the gargoyles, one at a time. When he finishes, he tells the you that he will be sending Rudy to town in a couple of days to ratify the new Gargoyle Treaties.



If anyone asks King Hubert how he managed to make it to the top of Gargoyles Peak through the winds without having a pair of wings, he gives a shy grin, and says "I climbed."

NPCs

Rudy and Hubert

ARMOR CLASS: 5 (body: AC 0 wings)
MOVE: 9"/15" (MC: C; F without wings)
HIT DICE: 4+4
% IN LAIR: 20%
TREASURE TYPE: Vegetables
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-3/1-3/1-6/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +1 to hit (body only)
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

These two creatures are accompanying the party in order to keep an eye on their wings.

They can and will help the party during this adventure. They will not, however, do the party's work for them. Further information on Rudy and Hubert can be found in the DM's Introduction.

Tom

4th-Level Male Half-Orc Assassin
Neutral Evil

STR 13	CHR 12	HP: 20
INT 15	CON 15	AC: 2
WIS 10	DEX 17	THACO: 18

MAGICAL EQUIPMENT: 1 *potion of gaseous form*; *ring of protection +2*.

NORMAL EQUIPMENT: Long sword (poisoned, save at +2 or else -2 to hit due to pain); buckler; 3 vials of unholy water; 6 throwing daggers (poisoned as above)

TREASURE: Tom has 45 platinum pieces and a jewel worth 3,650 gp in his pouch.

Both of these half-orcs are tough, unscrupulous brutes, well-versed in all aspects of their sinister trade. They are co-operating with Murphy O'Grady in order to learn what he knows about potions and drugs and apply that knowledge to the creation of exotic and untraceable poisons. The gargoyle caper is in part a blind to cover their real purpose. Even Stimpson is a dupe in this larger plan.

Jerry

6th-Level Male Half-Orc Assassin
Neutral Evil

STR 12	CHR 12	HP: 38
INT 11	CON 16	AC: 3
WIS 14	DEX 18	THACO: 16

MAGICAL EQUIPMENT: *potion of flying*; *ring of warmth*; *arrow of direction*.

NORMAL EQUIPMENT: Long sword (poisoned, save or else -2 to hit due to pain); buckler; 3 vials of unholy water; bow; 20 arrows (poisoned as above).

TREASURE: Jerry has 25 platinum pieces and 2 gems worth 5,000 gp each in his pouch.

Normally a very sly fellow, this half-orc is caught off guard by the party's appearance at the hut. He tries to make a fighting stand when the player characters attack, but he and his accomplices do their best to escape if things start going against them.

Father Theodus

6th-Level Human Male Cleric of St. Cuthbert
Member, Order of the Billets
Lawful Neutral

STR 12	CHR 15	HP: 38
INT 14	CON 13	AC: 8
WIS 16	DEX 10	THACO: 18

SPELLS CARRIED: *command*, *cure*

light wounds (x3), *sanctuary*; *slow poison* (x2), *resist fire*, *hold person* (x2); *dispel magic*; *cure disease*

SPECIAL ABILITIES: Can cast *friends* spell as cleric of St. Cuthbert

MAGICAL EQUIPMENT: *ring of protection +2*, *figurine of wondrous power—serpentine owl*

NORMAL EQUIPMENT: Staff, cudgel, scale mail armor, shield, rations; 4 holy water vials, holy symbol.

Father Theodus is the highest ranking cleric in Rockburgh, and handles the administrative duties in Rockburgh's communal temple. In dress and manner, he reflects the humble status of his fledgling community. In time, he would like to build a separate temple for St. Cuthbert, but that day is still long distant. His wisdom has thrust him into a position of secular leadership as well, and he is the head of an ad hoc town council that provides all the government that Rockburgh currently has.

Because of his civic duties, Father Theodus no longer goes on adventures, and seldom goes about armed in the village, but when battle is inevitable, he wears scale mail and carries a staff and a club into battle.

Stimpson

5th-Level Dwarf Fighter
Chaotic Evil

STR 17	CHR 13	HP: 42
INT 13	CON 15	AC: 5
WIS 12	DEX 12	THACO: 16

SPECIAL ABILITIES: Stimpson has all special abilities of a hill dwarf listed in the *Players Handbook* and *Unearthed Arcana*.

MAGICAL EQUIPMENT: *potion of heroism*, *potion of delusion*, *necklace of missiles* (one 5 HD missile, three 3 HD

missiles). Stimpson does not routinely carry these items.

NORMAL EQUIPMENT: long sword, dagger, sap, light crossbow, 12 bolts, chain mail armor, shield, rations; 3 acid vials, flask of cheap wine.

Stimpson is without doubt the sleaziest permanent resident of Rockburgh, but few are fully aware of this. He is plausible, treacherous, suspicious of all associates, and pathologically untruthful. Furthermore, he normally does not carry out any of his crimes within Rockburgh itself, thus ensuring that nothing can be proved against him. (In fact, many of the hijackings and ambushes attributed to the goblins and gnolls were in fact carried out by Stimpson and his band of cutthroats. On such occasions, Stimpson left no witnesses alive, and he later led punitive raids directed against the humanoids.) Stimpson is breaking his own rule by working with the half-orcs on this case, but he is sure that he will be able to betray them before they can do the same to him. He plans to blame them for some of his crimes.

Patro

8th-Level Human Male Fighter
Neutral Good

STR 18/91 CHR 12 HP: 77
INT 11 CON 17 AC: 0
WIS 14 DEX 16 THAC0: 14

SPECIAL ABILITIES: Double special-ist with long sword.

MAGICAL EQUIPMENT: long sword +2; chainmail +2; boots of striding and springing.

NORMAL EQUIPMENT: Short bow; 10 arrows; sap; plate mail armor, shield, rations; 3 oil flasks; 2 holy water vials; 2 daggers.

Marion

7th-Level Human Male Magic-User
Neutral Good

STR 12 CHR 10 HP: 20 (35)*
INT 18 CON 16 AC: 6 (4)*
WIS 14 DEX 16 THAC0: 19

SPELLS CARRIED: Magic missile (x3), unseen servant; web, invisibility, detect invisibility; slow, fireball; Rary's mnemonic enhancer (cast); armor (cast—see HP* and AC* stats); spider climb; magic missile.

MAGICAL EQUIPMENT: Dagger +2, ring of protection +2, wand of polymorphing (29 charges).

NORMAL EQUIPMENT: 2 daggers; 3 vials of holy water; rations; lantern; staff; quill pen; parchment; ink.

Paula

8th-Level Human Female Cleric of Fharlanghn
Neutral Good

STR 14 CHR 15 HP: 48
INT 14 CON 15 AC: -2
WIS 18 DEX 16 THAC0: 16

SPELLS CARRIED: cure light wounds (x5); slow poison (x2); aid; hold person (x2); dispel magic; cure disease; prayer; neutralize poison; cure serious wounds.

MAGICAL EQUIPMENT: Footman's mace +2, plate mail +1, cloak of displacement, oil of impact, potion of extra-healing.

NORMAL EQUIPMENT: 2 hammers; 6 vials of holy water; rations; lantern; staff; prayer book; incense; bandages; smelling salts; parchment; ink.

Paula and her companions will try to have as little to do with the party as possible. If they can't avoid the PCs, they will quietly hint that the PCs would do better by leaving them alone. If a fight breaks out, they defend themselves, but try to knock the characters out rather than kill them. Marion uses his wand in such circumstances, turning opponents into snails or frogs.

Paula and her friends are in Rockburgh investigating a kidnapping. This crime is unrelated to the wing-theft case. The kidnap victim is Ren o' the Star, the Master of the Traders' Union of the Free City of Greyhawk. Ren's interminable and unlucky gambling habit has raised his debts to unheard of levels, and he recently left the City of Greyhawk to go adventuring and gain some quick cash. His creditors ambushed him in the wilderness, far away from his Union and his friends. Despite the precautions of his enemies, Ren was able to get word back to Greyhawk, and the three NPCs were dispatched to find him. They are not sure where Ren is, and are simply following such clues as they get. Further details on Ren can be found in the GREYHAWK® Adventures Book.

Monster

GARGOYLE (Of The Tors)

FREQUENCY: Uncommon-Very Rare
NO. APPEARING: 1-2 (2-185)
ARMOR CLASS: 5 (body: AC 0 wings)
MOVE: 9"/15" (MC: C; F without wings)
HIT DICE: 4+4
% IN LAIR: 20%
TREASURE TYPE: Vegetables
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-3/1-3/1-6/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +1 to hit (body only)
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

A tor gargoyle is almost identical in appearance to a common gargoyle, but its primary physical difference is highly unusual—detachable wings. Sages have theorized that artwork and recorded sightings of wingless gargoyles, previously unexplainable, refer to this subspecies. Indeed, some have proposed that detachable wings may be the norm among gargoyles, but the evil and vicious nature of the common gargoyle makes this hypothesis unverifiable.

A tor gargoyle's wings are attached to its body by a special joint. Ligaments hold the wings in place until they are fully grown, at which time the ligaments decay, making the wings easily detachable. Detachability makes it easier for the tor gargoyle to move around in its favorite locales (ruins and underground caverns) and allows the tor gargoyle to lie on its back, solving many vexing problems regarding sleeping and mating.

A tor gargoyle grows several pairs of wings during its lifetime, but upon reaching adulthood will do so only to replace wings that have been lost. Growing a pair of wings is a long process for an adult tor



gargoyle, requiring years.

Without its wings, a tor gargoyle flies with maneuverability class F. This means that the gargoyle takes four rounds to reach full speed, and that its flight path is utterly uncontrollable. A wingless tor gargoyle cartwheels through the skies, ricocheting like a pinball off all objects in its path. Such flights are short and almost inevitably end with the tor gargoyle plowing face-first into the ground.

The non-magical wings of a tor gargoyle can be attacked separately from its magical body. The wings are hit on a successful roll to hit AC 0 when the attacker is specifically targeting the wings. The wings can suffer 7-12 hit points of damage before being destroyed. Such damage does not count against the tor gargoyle's normal hit points (and vice versa).

The tor gargoyle differs from its more common relative in other ways, as well. Tor gargoyles are *peaceful* gargoyles—not ferocious predators at all. They are vegetarians, living on a diet of potatoes and turnips. They have been known to eat small, inoffensive animals when very hungry but they never attack anything more formidable than a sheep.

It is possible for tor gargoyles to co-exist with humans and demi-humans. A tor gargoyle typically extorts its food from human communities, although the extortion is usually polite and good-

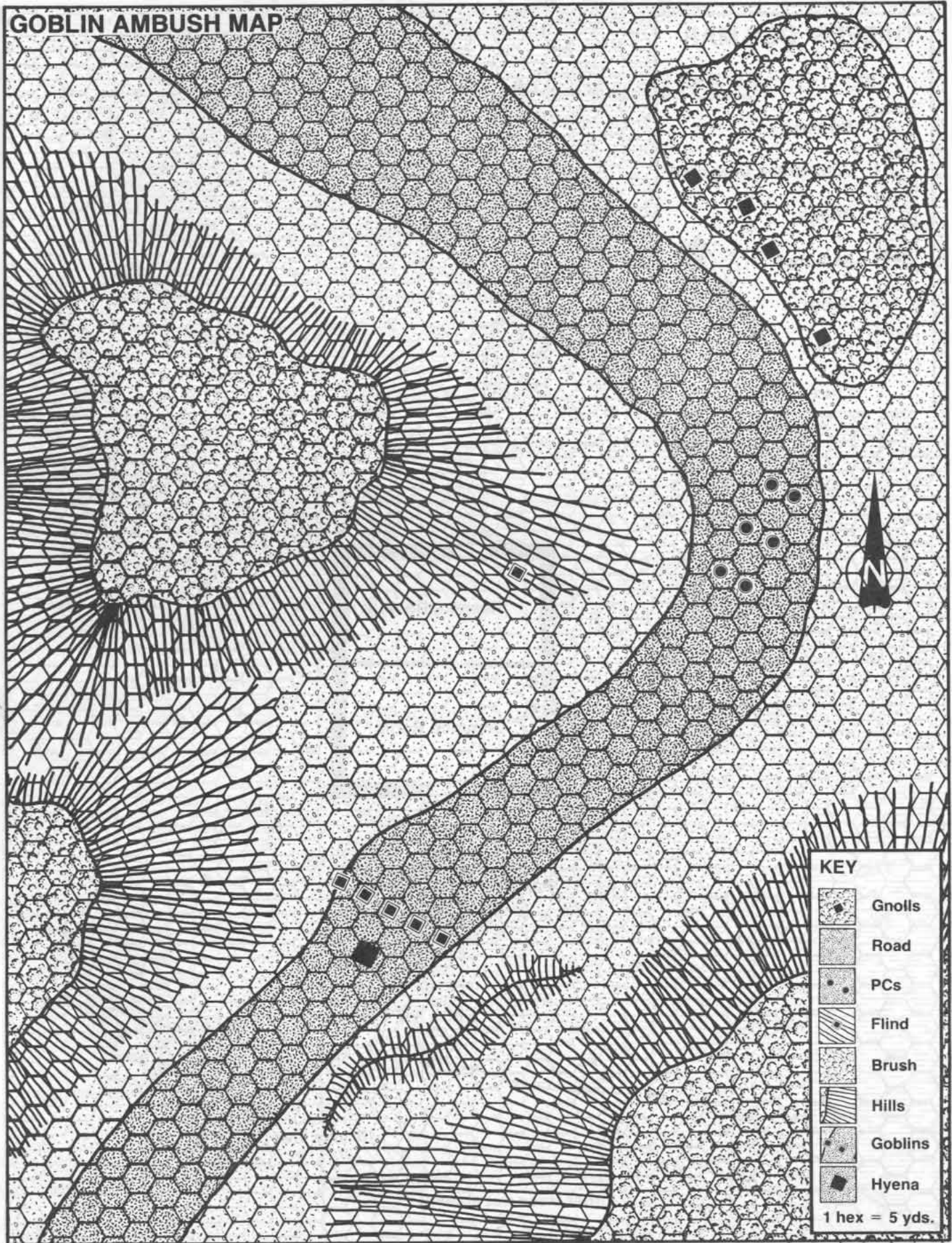
natured. Those who do not cooperate are stuck with a clumsy, stupid, whining beggar until they give the wretch some food. A tor gargoyle will never deliberately attack a human unless provoked; since no one can be sure what will provoke a tor gargoyle, wise humans avoid the creatures.

Possession of a set of tor gargoyle wings is of no benefit to land-bound creatures (such as humans), as they cannot fly in the first place. The wings are in fact useless to non-gargoyles except as curiosities.

Note: An article, authored by David A. Collins, appeared in *POLYHEDRON™* Newszine #23 (the April 1985 issue), speculating about why the gargoyle and the margoyle are pictured in the *Monster Manual* sans wings, even though able to fly. The article suggested that the most plausible explanation is that gargoyles have the innate ability to fly without wings, but that they use non-magical detachable wings for maneuvering. This is the basis for the tor gargoyle in this adventure.

The DM must decide whether or not to make the tor gargoyle the prevalent type of its species. If this is done, a thriving monster species will be threatened with terminal wimphood. Given the behavior of the gargoyles in this adventure, it seems likely that the tor gargoyle is either the product of yet another mad wizard's experiment or else the product of a shocking combination of recessive mutant genes. The tor gargoyle seems fated for extinction. However, for those really bothered by artistic representations of wingless gargoyles and margoyles, this is as good an explanation as any.

GOBLIN AMBUSH MAP



THIEVES' DEN MAP

KEY



Swamp



Submerged Crocodile



Bridge



Bell Rope



Shore



Wings



1 hex = 5 ft.



Moored Boat

Sleeping Room

Common Room

Bridge Tree

(other trees not shown)


ROCKBURGH-ON-THE-MARSH

KEY

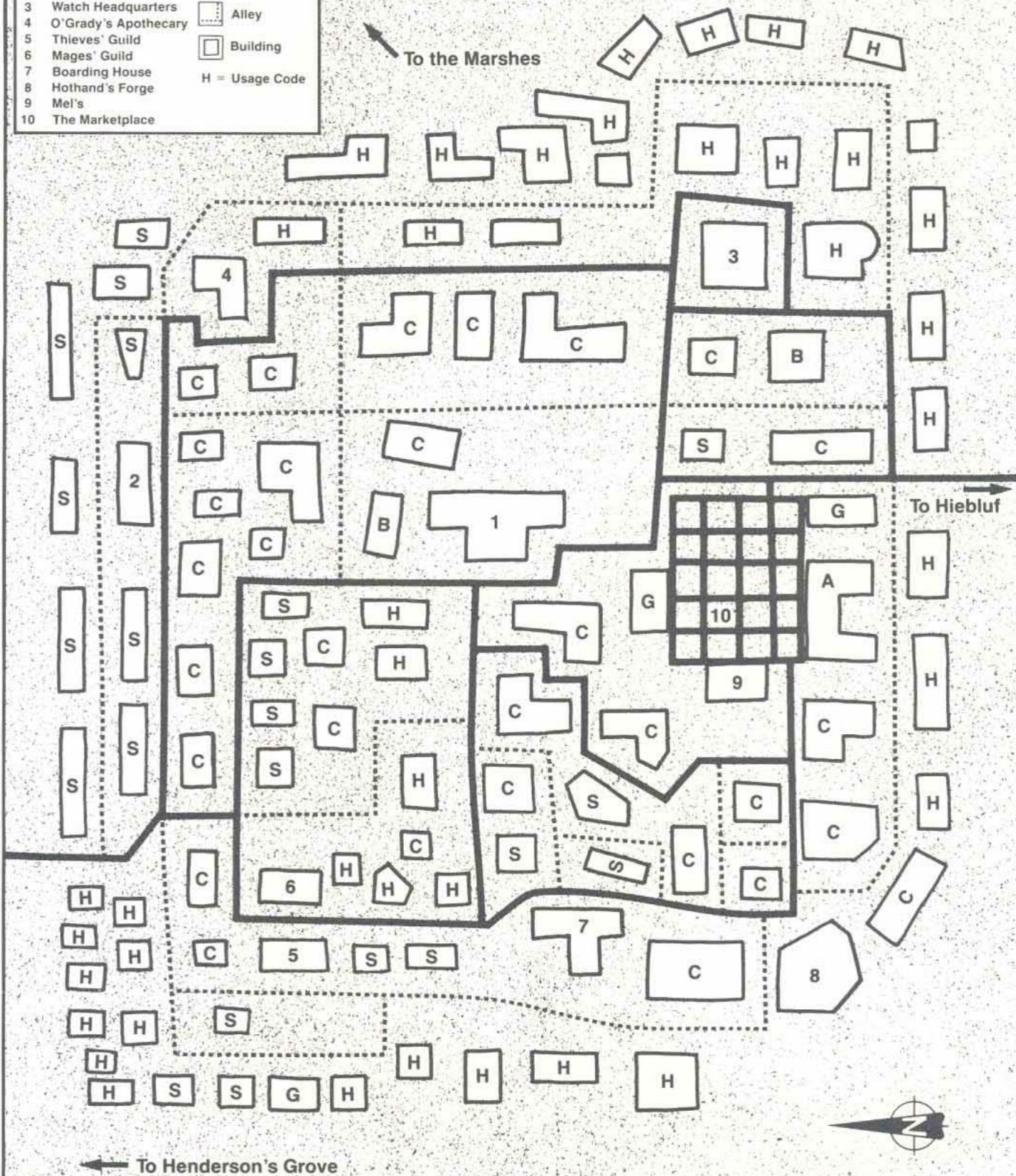
- 1 The Temple
- 2 Rosie's Bar
- 3 Watch Headquarters
- 4 O'Grady's Apothecary
- 5 Thieves' Guild
- 6 Mages' Guild
- 7 Boarding House
- 8 Hothead's Forge
- 9 Mel's
- 10 The Marketplace

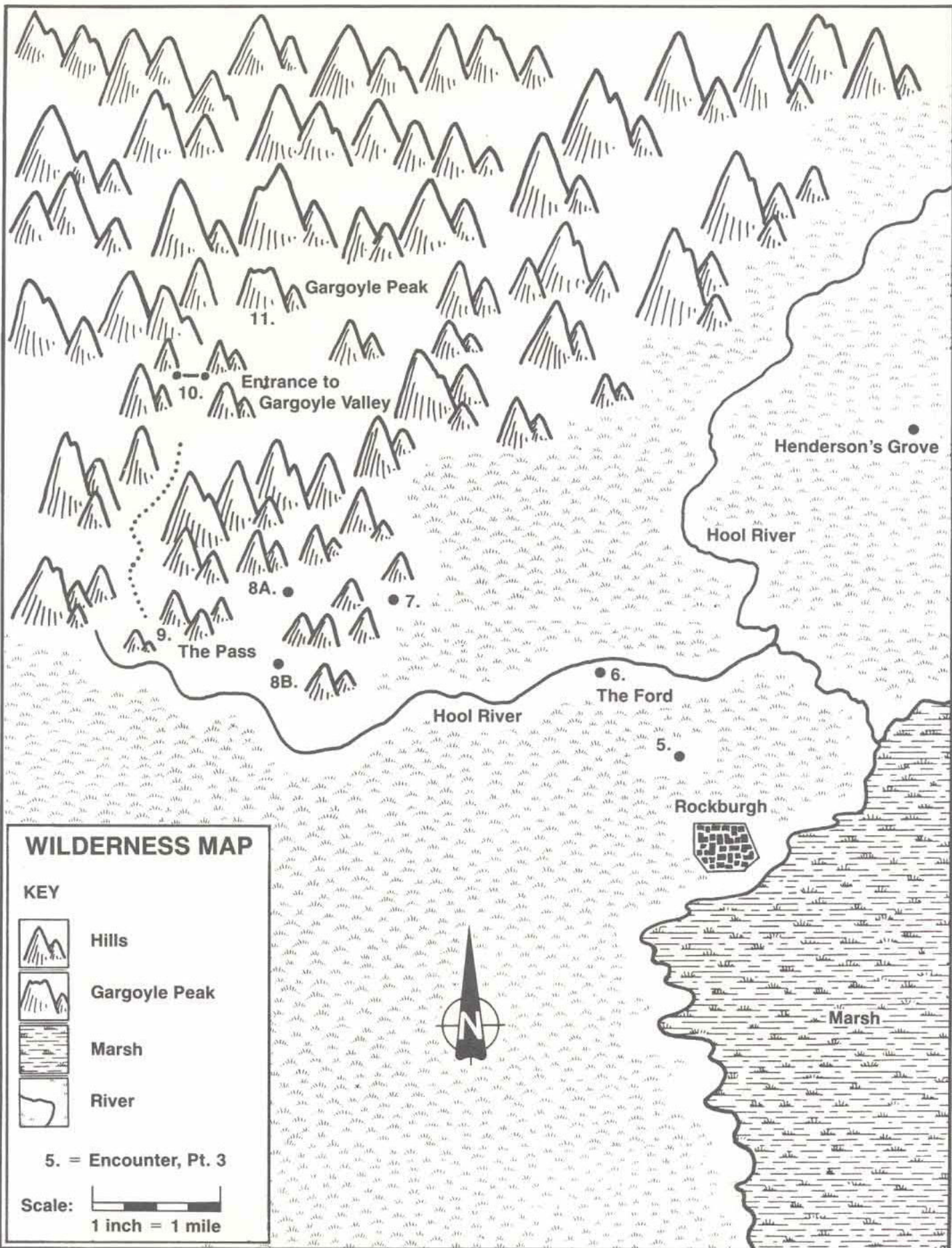
 Street

 Alley

 Building

H = Usage Code





Advanced Dungeons & Dragons
2nd Edition

GREYHAWK® ADVENTURES

Official Game Adventure

Gargoyle

by Dave Collins with Skip Williams

Ever seen a gargoyle without its wings? It's a pretty funny sight. But don't laugh out loud in front of them—they don't think it's all that hilarious . . .

Gargoyle is an adventure set in the world of GREYHAWK™, the longest-running of TSR's game worlds for the ADVANCED DUNGEONS & DRAGONS® game. A pair of gargoyles wake up one morning to find their wings missing, and contact the players to help recover them. A great many AD&D® players have been asking for low-level adventures suitable for beginners, and *Gargoyle* is the first of several planned for this year. Designed for levels 1 to 4, this adventure can be enjoyed by novices and experienced players alike.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA



TSR, Inc.

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

©1989 TSR, Inc. All Rights Reserved. Printed in the U.S.A.
ADVANCED DUNGEONS & DRAGONS, AD&D, GREYHAWK,
PRODUCTS OF YOUR IMAGINATION, and the TSR
logo are trademarks owned by TSR, Inc.



5.95 U.S.
ISBN 0-88038-719-X
251XXXX1401