

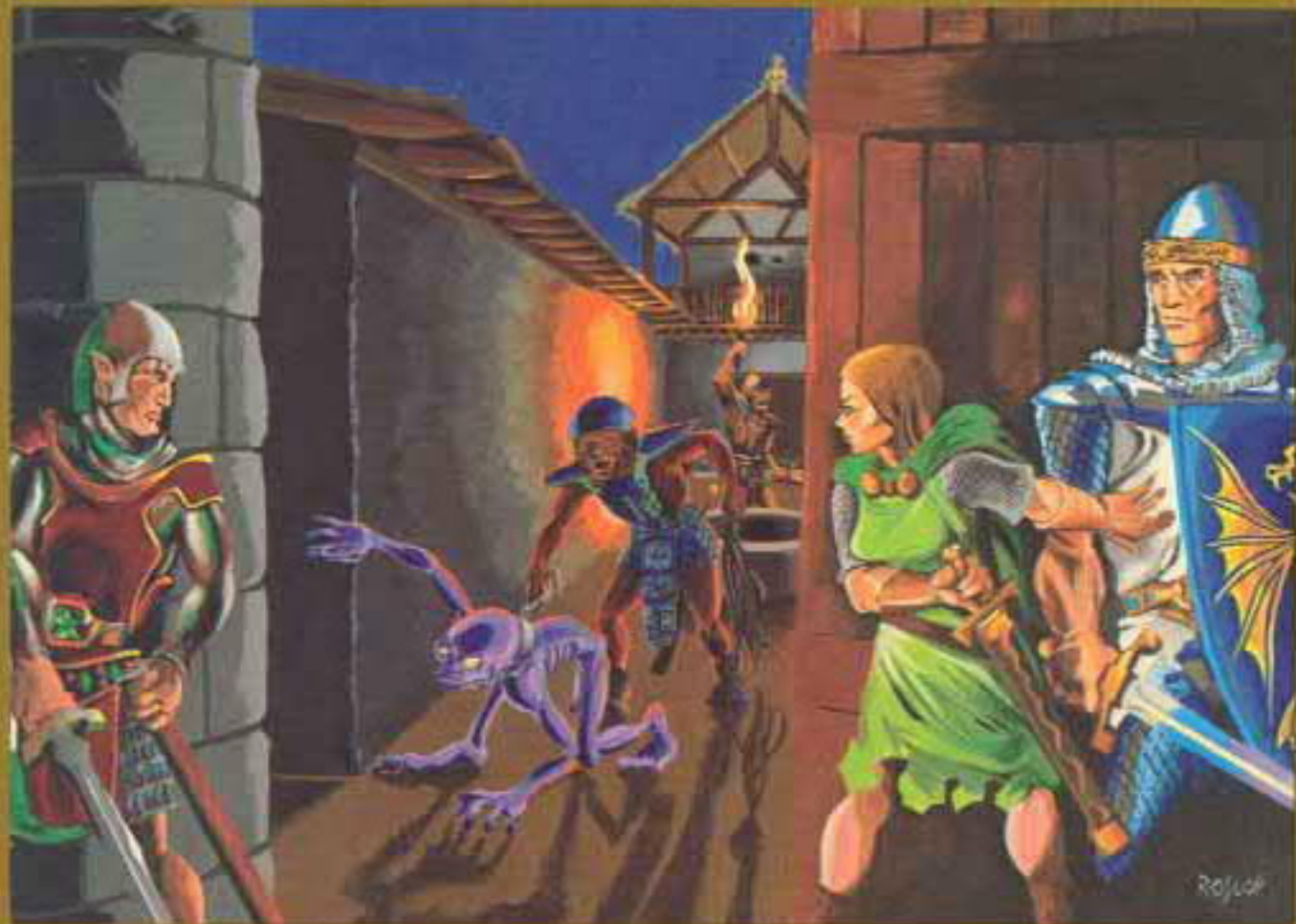
A2
FOR ADVANCED
D&D™ GAME

Dungeon Module A2

Secret of the Slavers

Stockade

by Harold Johnson with Tom Moldvay
AN ADVENTURE FOR CHARACTER LEVELS 4-7



The battle against the slavers continues! You and your fellow adventurers have defeated the slavers of Highport, but you have learned of the existence of another slaver stronghold, and you have decided to continue the attack. But beware! Only the most fearless of adventurers could challenge the slavers on their own ground, and live to tell of it!

This module was originally used for the official ADVANCED DUNGEONS & DRAGONS™ Tournament at Gen Con® XIII Convention and is the second of four in a series of related tournament modules from TSR Hobbies, Inc.

This module contains a challenging scenario, the tournament scoring system plus nine pre-rolled, playtested tournament characters. Also included are large scale referee's maps, notes, and background information. A2 is a complete adventure in itself, but it is also a companion to A1 (Slave Pits of the Undercity), A3 (Assault on the Aerie of the Slave Lords) and A4 (In the Dungeons of the Slave Lords). Be sure to look for other exciting adventure modules from the Game Wizards of TSR.

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Dungeon Module #A2

Secret of the Slavers' Stockade

Background:

The coastal lands of the Sea of Gearnat have long been raided by the ruthless Slave Lords, traders in human misery. After years of argument, the sovereigns of the area finally decided to take action against them. A band of fearless adventurers was gathered and sent to investigate the slavers' base in the decayed city of Highport (**Dungeon Module A1: SLAVE PITS OF THE UNDERCITY**). The slavers were discovered to be operating out of a ruined temple dedicated to the orcish god Gruumsh. After defeating the orcs, the implacable adventurers discovered a secret trap door leading to the sewers beneath the temple. There they found the dreaded Slave Pits, guarded not only by orcs and ogres but also by creatures more foul, including the horrible insect-men. After all these were beaten, the adventurers encountered and defeated one of the Slave Lords managing the operation in Highport. As a result of their victory, the party obtained records of slaver activities and a map of their caravan route.

The map has led the party inland from Highport to an old fort lost in the midst of the Drachensgrab Hills. Supposedly this stockade is used as a way station by humanoid caravan merchants who dare risk travel across these perilous lands. The party's map, however, indicates that the fort is really a front for the slavers, and that it is being used as a processing and fattening house for newly acquired slaves. The information agrees with that received from a slave who escaped from the stockade. The slaves are brought in with the mock caravans, but they are never seen to leave. To help fulfill their mission the player characters decide to investigate the old fort.

Module History: Sections of this module were used as part of the ADVANCED DUNGEONS AND DRAGONS™ Open Tournament at Gen Con® XIII gaming convention, 1980. Instructions are given for using this module (along with the other modules of the A series) to reconstruct the tournament should players and the DM wish to do so. Information included for this purpose consists of the tournament maps, descriptions of encounters, a scoring sheet, and the original characters used in the tournament.

This module may also be used as a regular adventure campaign for the world of Greyhawk. In fact, the tournament dungeon is only part of a larger campaign dungeon given in this module. Information which does not apply to tournament use will be clearly marked where it occurs.

Notes for the Dungeon Master

This module, as with others in the A series, was designed for tournament use, and is intended for characters from 4th to 7th level. A balanced mix of character classes and abilities will have the best chance of success, and the party may be allowed to use henchmen and hirelings to supply needed skills. The DM should compare campaign characters and their magic items with the characters and items included in the module, in order to assemble an appropriate party.

Before beginning play, the DM must read all parts of the module thoroughly. If the module is being used as part of an ongoing campaign, the DM will want to take notes, making changes in the module text to fit the module into the campaign.

If the DM decides to run the characters through the module as if in a tournament, copies of the other tournament modules **A1 SLAVE**

PITS OF THE UNDERCITY, A3 ASSAULT ON THE AERIE OF THE SLAVE LORDS, and A4 IN THE DUNGEONS OF THE SLAVE LORDS, should also be obtained.

A Wandering Monster Table with attached explanations is included before the keys for the fort and dungeon levels. The table is used only for the campaign adventure. There are no wandering monsters in the tournament dungeons.

Information presented in the key is divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there such as no light to see by. The information not boxed is material for the DM only, and provides game details about the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

Doors are constructed of heavy wood and open out into the corridor unless otherwise noted. Typically they are locked and must either be forced open or opened by lockpicking as per the **Players Handbook**.

All hallways are 10' wide and 10' high unless otherwise noted in descriptions or on the map. Secret passageways are 5' wide and 8' tall unless noted otherwise. Rooms in the aboveground sections normally have ceilings 14'-20' high, while those in the underground area have their heights noted.

Because of the dust and muck on the floors, tracking is somewhat different than in the wilderness. The most that can be seen are shapeless blobs where the dust has been disturbed. Something of the frequency of travel in an area can be gathered from the tracks, but nothing of the types of creatures that have passed.

Many of the areas in the module are guarded by traps, and player characters will not detect these traps unless they are searching the specific areas in which traps are located. Each character may search a specific area only once. In some cases, there are no traces of a trap to be found, and this is noted in the appropriate encounter sections.

Hill Fort Strategy

Once a party of adventurers is detected inside the hill fort, the guards will raise the alarm by whatever means are available. If an alarm gong is used, the fort (upper level) will be alerted at the end of the turn in which the adventurers are spotted. If a shouted alarm is used, the fort will be alerted at the end of the turn *following* the one in which the characters are spotted. The lower dungeon will be alerted one turn *after* the hill fort.

Once the fort is alerted, guards in barracks will spend one turn donning armor and preparing for battle. Prepared guards will move to block the ground-level entrances to all buildings. Guards on the walls will harass invaders with missile fire. The fort strategy is basically defensive, and attempts to delay the party as much as possible. The exact details of fort defense are left to the DM.

Note: Once the fort is alerted, no one will be found asleep or unarmed. The DM will have to modify some encounter descriptions accordingly.

Should the adventuring party retreat, and later return to the fort, they will find the defenses strengthened, ambushes prepared, and the garrison reinforced. Countermeasures will be taken against any magic the party may have used. The exact amount of additional preparation will depend on the amount of time between the first and second attacks.

If the party surrenders to the garrison, they will be disarmed and their magic items, weapons, and armor confiscated. Once the party members have been rendered harmless, Markessa will question them as to what they know of slaver activities, using all means available, including torture, if necessary. Once she has learned everything she can, Markessa will immediately kill all spell casters (if these can be identified) and send the other party members to dungeon area **28c**, the caveling lair, where it is assumed that the mad cavelings will kill them for meat.

Leaders

Brief descriptions of the hill fort and dungeon leaders are given here for ease in running campaign games. Note that in campaign games these leaders may move about once the fort is alerted and will not stay confined to their rooms. This is not true in tournament situations.

* * *

Markessa: AC 2, MV 12", Lvl M5/F5, hp 35, #AT 2 or 3, D by weapon S 14; I 16; W 12; D 18; C 17; Ch 14. Markessa is the leader of the hill fort and the overseer of this part of the Slave Lords' operation. She is armed with **studded leather armor +1** with **protection from normal missiles**, a **short sword of speed +1** (allows the wielder two attacks per round, with *automatic* initiative on the first attack and normal initiative on the second, and 12 darts. Three darts can be thrown per round, and Markessa is +3 to hit due to dexterity adjustments.

Icar: AC 1, MV 12", F 7, hp 59, #AT 3/2, D 1-10+2; S 17, I 14, W 15, D 16, C 15, Ch 16. Icar is the commander of the hill fort garrison, feared both for this tactical ability and his personal prowess. His reputation is made even more awesome by the fact that he is totally blind, and relies on his other keen senses in battle. He is armed with a **two-handed sword +1** and a **ring of fire resistance**. Because of his blindness, Icar is immune to all visual effect spells.

Executioner: AC 4, MV 9", HD 4+1, hp 25, #AT 1, D 2-8+2; S 18, I 10, W 12, D 12, C 14, Ch 6. Executioner is Icar's battle-won friend and lieutenant. He is well aware that he is superior to most ogres and proud of it. He uses his cunning to defeat enemies whenever possible. Executioner carries a special bastard sword, a gift from a respectful slave merchant, with which he can disarm his opponents. Executioner can strike to disarm an opponent (on a roll to hit AC 8) and strike with the pommel for 1-4 points of damage in the same round.

Gulyet: AC 3, MV 12", M4/C4, hp 10, #AT 1, D 2-8+1; S 10, I 11, W 12, D 10, C 12, Ch 4. She is Markessa's assistant and apprentice, the only one so far to meet Markessa's standards, and therefore survive. She is armed with dwarven **chainmail +2**, a **morning star +1**, and a whistle with which she can either sound the alarm, or summon her bodyguard, a winter wolf (AC 5, MV 18", HD 6, hp 30, #AT 1, D 2-8 or frost damage). The whistle for the wolf seems to make no sound. The wolf is not always at her side, but is always nearby, and will answer the summons in 2 rounds.

Blackthorn: AC 4, MV 9"/15", HD 5+2, hp 00, #AT 1, D 1-12; S 18; I 14; W 15; D 12; C 13; Ch 4. He is a representative of the Slave Lords and the captain of Markessa's dungeon guards. Blackthorn always appears in polymorphed form; in this case, as a 7 foot tall humanoid with gray skin, sparse hair, sunken eyes, and a skeletal, emaciated physique on which his armor hangs loosely. He enjoys watching the impression his bizarre appearance has on Markessa's troops.

Like all ogre magi, Blackthorn can **fly**, become **invisible**, cast **darkness** of 10 foot radius, **polymorph**, and **regenerate**. He can

also, once per day, do each of the following: cast a **sleep spell**, cast a **charm person**, assume **gaseous form**, and use a **ray of cold** (see the **Monster Manual** for a full explanation of ogre mage abilities).

* * *

Once the hill fort comes under attack, it is the job of Icar and Executioner to lead the attack against the invaders. They will attempt to coordinate the actions of the guards and not personally enter combat unless circumstances require it. If they need help against the party, Blackthorn will come up from the dungeon to assist. Markessa will stay within the dungeon, as she has both an ambush and a secret escape route available for use.

Tournament Notes:

The hill fort and dungeon areas were designed to be used as separate tournament sessions, each with nine players and each lasting 3½-4 hours. Timing begins when the character sheets are distributed, and players should be periodically reminded of the time limit. The player's objective is quite simple: go as far as possible in the time available, whether playing above or below ground. The more rooms the players get through, the more points they will score. The players should be informed of the scoring outline before play begins.

If this module is being used with the others in the series for tournament purposes, the information at the end of each session will lead a successful party to the Aerie of the Slave Lords.

In addition to the larger map, partial maps have been included in the module showing tournament areas only. These may be disregarded if the module is being used as part of a campaign. Tactical maps showing details of tournament areas are also included.

When playing the dungeon half as a separate scenario an alternate tournament start has been given. This start presumes that the fort has been destroyed and only the underground section remains.

Certain conventions were followed in tournament play to insure that many situations were handled in the same way:

1. The players are presented with precreated characters which are the same in both sessions. All characteristics have been listed, along with equipment, spells, and magic items. *Players may not add to or alter this list.* This will guarantee that all players start with the same chances. Players would be allowed the use of the **Players Handbook**, but not of the **Monster Manual** or the **Dungeons Masters Guide**, although all magic items they possess will be known and understood by the owner completely.
2. There are *no* wandering monsters in tournament play. All encounters have already been listed and there is no need to have random encounters; these are only for campaign play.
3. Monsters will fight intelligently and to the best of their ability. They show no mercy or quarter to invaders. Monsters encountered in tournament play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to best advantage.

In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the players' actions, the DM must find an alternative. If the players are

unusually inventive and find something that is not covered, a few minutes may be taken to establish some sort of defense for the monsters — possibly having them regroup and counterattack if necessary.

In tournament play, monsters will not pursue fleeing adventurers out of an encounter area unless otherwise noted. Players will not know this, however. Monsters will make a lot of noise and will make feint attacks to give the *impression* of pursuit.

4. A scoring system has been provided at the end of the module to help standardize the scoring for the tournament sessions. This scoring sheet is not identical to the one used in the Gen Con Open but may be used as a method of determining top players from session to session. The fort and dungeon sections of the module can each be used as opening rounds of a tournament, as they are of equal complexity, and the scoring system is compatible with both.
5. An attempt to bypass the fort's guards through flight, invisibility or scaling the walls will probably fail. In order to keep the roofs inviolate, there are hobgoblin guards on the outside walls, who are all armed with composite bows and swords. The walls are higher than the keep's roof. Should any figures quickly identifiable as non-hobgoblin appear on the roofs, they will be fired upon by these guards. In addition, the edges of the walls all have angled spikes to prevent anyone climbing the walls from reaching the roofs. The spikes are razor sharp. Two boggles (see end of module) are also on top of the guardhouse wall. These boggles can sniff out intruders even if the intruders are invisible, and will set up a high-pitched, wailing howl of alarm if they scent intruders.
All of the hobgoblin guards on the roofs and walls have 75% cover (+7 to AC). Any ropes thrown up to the walls will be cut by the guards, and anyone spotted climbing up to or about the roofs will be fired upon by at least six composite bows every round.
6. As the hobgoblins rely upon the moonlight and their infravision to spot intruders, the party will very probably not want to use light sources while they are outside. Should they involve themselves in a melee while in darkness, those members of the party who do not have infravision will fight with a -4 penalty "to hit"
7. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

Overland From Highport

Module **A1** ends with the party leaving a ruined temple. This module begins with the party entering the hill fort. For tournament purposes (or for the sake of simplicity) the DM can assume that the party has successfully traveled overland from Highport.

For the campaign adventure, the DM may wish to run the overland journey. The party begins in Highport after exiting module **A1**. All normal supplies are for sale in Highport at the prices listed in the **Player's Handbook**. The Slavers' Stockade is 120 miles inland from Highport. The first 30 miles are through Plains terrain, the last 90 miles are through Hills terrain. Because the party has a map to help guide them, there is only a 1 in 20 chance per day of becoming lost crossing Plains and a 1 in 12 chance per day of becoming lost crossing Hills. A lost party may backtrack to the point where they got lost and try again. Random encounters are checked three times each day. The chance for an encounter is 1 in 12 while in Plains and 1 in 10 while in Hills. The normal encounter distance is 6" - 24" (6d4). If a random encounter takes place

check the following **Wilderness Encounter Table** to determine exactly what is encountered.

Wilderness Encounter Table

<u>Die</u>	<u>Roll</u>	<u>Encounter</u>	<u>Number</u>	<u>AC</u>	<u>MV</u>	<u>HD</u>	<u>hp#</u>	<u>AT</u>	<u>Damage</u>
01-03	Bear, Brown	1-4	6	12"	5+5	27	3	1-6/1-6/1-8	
04-11	Bugbear	2-8	5	9"	3+1	14	1	2-8	
12-14	Boar, Wild	1-8	7	15"	3+3	16	1	3-12	
15-17	Dog, Wild	3-12	7	15"	1+1	6	1	1-4	
18-21	Giant, Hill	1-3	4	12"	8+1	37	1	2-16	
22-25	Ghoul	1-6	6	9"	2	9	3	1-3/1-3/1-6	
26-33	Gnoll	3-12	5	9"	2	9	1	2-8	
34-45	Goblin	5-30	6	6"	1-1	4	1	1-6	
46-48	Griffon	1-3	3	12"/30"	7	32	3	1-4/1-4/2-16	
49-60	Hobgoblin	4-24	5	9"	1+1	6	1	1-8	
61-63	Horse, Wild	2-12	7	24"	2	9	1	1-3	
	Lycanthrope								
64-66	Wereboar	1-2	4	12"	5+2	24	1	2-12	
67-69	Werewolf	1-3	5	15"	4+3	21	1	2-8	
70-75	Ogre	1-6	5	9"	4+1	19	1	1-10	
76-77	Ogre Mage	1-3	4	9"/15"	5+2	24	1	1-12	
78-89	Orc	3-18	6	9"	1	5	1	1-8	
90-92	Stag	2-8	7	24"	3	13	1	2-8	
93-95	Wight	1-3	5	12"	4+3	21	1	1-4	
96-00	Wolf	2-12	7	18"	2+2	11	1	2-5	

START

After a harrowing journey in which the party faced hunger, bandits, and the wild tribesmen of the Drachensgrab Hills, the adventurers are have arrived at their destination and are scouting the fort from concealed positions on a nearby ridge. The fort is situated atop a high, steep hill that surveys the countryside. A warding ditch 20' wide and 10' deep surrounds the fort. The only access road winds down from the north, through a narrow valley, up to the drawbridge that spans the ditch.

The hill fort is a combination of recent construction and the remains of an older stone fortress. The outer wall of the hill fort is an earthen rampart topped by a wooden stockade. However, the curtain wall containing the drawbridge is made of stone. The wall is 35' high and is topped by a stone parapet which is constantly manned. The curtain wall is connected to the rest of the fort by the rampart and stockade.

The ground slopes upward from the curtain wall, and some distance back, across an open courtyard, is the gatehouse. This is of massive construction, four stories high, with a stone parapet atop it, so that all sides can be defended. The rampart and stockade connect to the gatehouse and surround the fort keep.

The keep abuts the rampart on three sides, with a parade ground to the north between the main building and the gatehouse. The fort was originally a single story stone building, but the slavers have added a wooden guardpost as a partial second story. The entrance to the main building is recessed back and an enclosed garden leads from the building's entrance to the parade ground.

The rampart and stockade surround the fort on the west, south, and east sides and join the curtain wall to the north. The outer face of the walls and stockade are fitted with downward sloping spikes to prevent attackers from scaling the walls. The stockade has a walkway on all sides, the walkway being 15' above the main building's first floor. Guards patrol the walkway, and the top of the gatehouse and curtain wall, but it is impossible to estimate numbers from a distance.

The escaped slave has told the party that he left the fort by running a makeshift rope from the curtain wall's second story to the ditch and climbing down. Since no one saw him leave, he is sure the rope is still there.

Tournament Start For The Hill Fort:

The party decides to take the slave's route into the hill fort. Waiting until dark, the party hides the horses and makes its way down to the ditch. Groping along, the party manages to find the slave's rope at the bottom of the ditch. Despite the darkness, the party reaches the top without incident. Finally the party stands breathless in the darkness of the wall's inner passageway.

Hill Fort Description:

The curtain wall, the gatehouse, and the main building are all built of stone. The ceilings and walls of rooms and corridors are made of stone. The ceilings in the east and west wings, however, are made of plaster over wood hung on wooden rafters.

The floors are wooden. Wooden beams are used to reinforce weak sections of the stone buildings. The stockade is wooden, as is the wall walk and the pavilion overhang in the open garden section of the U-shaped main building. The inner courtyards are nothing but rock-strewn mud flats. The only vegetation (besides mold and mildew) are the trees in the garden surrounded by the main building.

The hill fort shows signs that it has been sacked in the past. Some of the stones are blackened as though by fire. Some areas of stonework shows signs of ancient destruction from catapult and trebuchet attacks. These holes have been crudely repaired. The stockade is of more recent construction than the rest of the hill fort. Close examination shows that the stockade has been built directly behind the remains of a stone foundation where an outer perimeter wall once stood.

The humanoids in the hill fort do not care whether it is clean or not. As a result, both the fort and the dungeon are filthy. The floors are covered with dust, and trash is scattered about the rooms and corridors. The walls are covered with grime, mildew, and cobwebs. Broken or rotted furniture is thrown into corners rather than repaired. The entire place is infested with rats, spiders, and other foul vermin.

Hill Fort Wandering Monsters

Wandering monsters will be encountered in the campaign game only, and then only in hallways, empty rooms, or areas cleared by the party. However, wandering monsters will not be encountered in either the haunt's area or the haunted west wing.

The DM should check for wandering monsters each turn, with a roll of 1 on d6 indicating an encounter. When an encounter is indicated, use the **Hill Fort Encounter Table** to determine what creature is met.

Hill Fort Encounter Table

Die	Roll Encounter	Number
1	Hobgoblin Patrol	3-12
2	Hobgoblin Shaman	Shaman plus 2-8 hobgoblins
3	War Dogs	2-8
4	Carnivorous Apes	1-3
5	Gnolls	2-12
6	Escaped Slave	1

Hobgoblin Patrol. The party has accidentally stumbled onto one of the roving patrols which guard the fort. If the patrol hears the party but does not see them, the patrol leader will shout "Halt, who goes there?" in hobgoblin. If the patrol leader sees the party they will call upon the party members to "Drop your weapons and surrender!" If the party does not surrender immediately, the hobgoblins will attack. The hobgoblins do not want to split the reward for capturing runaway slaves (which is what they assume the party members are) so the hobgoblins will not summon any help or raise the alarm.

Hobgoblin patrolmen: AC 5, M 9", HD 1+1, hp 6, #AT 1, D 1-8.
Hobgoblin leader: AC 4, M 9", HD 2, hp 9, #AT 1, D 1-8.

Hobgoblin Shaman and Guards. The hobgoblin shaman Adhu Nazaryet and his guard of 2-8 hobgoblins are on their way to a secret shrine of Maglubiyet to perform a sacrificial ritual. They will fight to the death to prevent the defilement of the holy icons they carry.

Adhu Nazaryet: AC 2, MV 9", HD 1d8+4d4+1, hp 23, #AT 1 as 3 HD monster, D 1-6. He knows the following spells:

First level: cure light wounds, detect magic, resist fear
Second level: augury, detect charm, chant
Third level: dispel magic

Hobgoblin guards: AC 5, MV 9, HD 1+1, hp 6 each, #AT 1, D 1-8

War Dogs. The war dogs will attack any creature that does not smell like one of the monsters which belong in the hill fort.

War Dogs: AC 6, M 12", HD 2+2, hp 11, #AT 1, D 2-8.

Carnivorous Apes. The carnivorous apes are allowed to roam the fort in search of food (humans). They are intelligent enough to avoid attacking monsters which belong in the hill fort.

Carnivorous Apes: AC 6, M 12", HD 5, hp 23, #AT 3, D 1-4/1-4/1-8

Gnolls. A band of gnolls has joined forces temporarily with the hobgoblins, goblins, and orcs of the hill fort. The party has stumbled onto a group of gnolls either entering or leaving the fort. The gnolls want to show up the other humanoids and will try to capture or kill the party members without calling for help.

Gnolls: AC 5, M 9", HD 2, hp 9, #AT 1, d 2-8.
Gnoll Leader: AC 4, M 9", HD 3, hp 16, #AT 1, D 2-8

Escaped Slave. A woman recently captured by the slavers has taken advantage of an opportunity to escape. She is armed with a short sword. If the party can convince her that they are not slavers, she will tell the party that she is Lady Morwin Elissar and offer them a large reward, payable when they take her back to civilization. Despite her ragged appearance, she seems to be a lady of quality (unfortunately, she is actually a penniless maid-servant). She tends to be hysterical when threatened (50% chance of crying out and perhaps fainting), which will alert guards to the party's whereabouts. She has an intense hatred for her former captors and will kill or maim them if the opportunity arises.

"Lady Morwin Elissar": AC 10, MV 12", LVL 0, hp 6, #AT 1, D 1-6.

KEY TO THE HILL FORT

1. Curtain Walltop:

This is a curtain wall. When the fort is under attack the curtain wall serves to slow the attackers, for enemies must first fight past the

curtain wall before they even reach the main gatehouse to the fort. Attackers will then be pinned between the curtain wall and the main gatehouse wall with no cover from the fort's defenders' arrows. The curtain wall is not connected by a walkway to the fort; only a high wall of stone and logs links the curtain wall to the fort and encloses the outer courtyard.

The hobgoblins mount a guard on the curtain wall in order to sound the alarm if intruders approach. But they only march on the walltop for they fear the inner walk is haunted and none will enter it nor will they pay any attention to any sounds from within.

1a. Open Walkway:

The walkway is open to the west and to the east. Hobgoblin guards pace back and forth along each section. From below the hobgoblins appear as ghost-white figures. Pallid moonlight illuminates the wall, casting eerie, ink-black shadows. Only a light breeze blows and sound carries muffled.

Two hobgoblins patrol each walkway (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bow; D by weapon) and one will attempt to sound the alarm if the other is attacked. They are armed with composite bows and swords. They carry no lanterns, relying on their infravision to enable them to spot invaders. The rim of the wall on all sides is lined with rows of sharp spikes pointing down, to dissuade those who would attempt to climb the wall.

Along the walkway are piles of broken stones for throwing down on invaders. In the floor of the eastern walkway is a trapdoor, heavily barred for fear that the evil spirits below might break out. The guards will cry an alarm if the trapdoor opens and fire at +4 to hit anything coming out of the hole.

1b. West Guard-house:

There is a stained decaying skull hanging on this door. The skull is that of a halfling.

Within the guard-house are two bunks, a wooden table, and two benches. A small coal fire burns in a stone box in the center of the room. Two hobgoblins (AC 5; MV 9"; HD 1+1; hp 9, 7; #AT 1; D by weapon) are within the room. One is asleep on one of the bunks, while the other is warming himself at the fire. The two are armed with spear and hand axe. There is no other light in the room, as drapes have been hung over the arrow slits.

If the hobgoblins realize they are outnumbered, they will yell to the party to surrender, and call for help. If they are then attacked, they will defend themselves until help can arrive.

1c. Gatehouse Inner Room:

Inside this room are stacks of sealed crates. Many of the stacks reach almost to the ceiling. As the party nears one, a crate topples off the stack, narrowly missing the party!

The fallen crate was precariously balanced, and was knocked off the stack by a cat belonging to one of the guards. The guards in #1d. will come to investigate the noise.

All the crates are filled with food. Against the north wall are two sections of a ladder that can be hooked together for a length of 30'. This ladder is used to climb to the wall walk, because the guards refuse to reach the wall through the haunted second floor.

1d. East Guard-house:

From behind this door come rhythmic sounds, as of a knife on a butcher's block.

In this room are two bunks, a low table with a box to sit on, and two stools. Three hobgoblins occupy this room, two guards (AC 5; MV 9"; HD 1+1; 6 hp each; #AT 1 or 2 with bow; D by weapon). and a sergeant (AC 4; HD 2; hp 9; #AT 1; D by weapon). The guards are armed with composite bow and long sword, the sergeant with long sword and spear. One of the guards is practicing throwing a knife at a crude target drawn on a broken table top. The other is bored and is drawing on a wall with a lump of coal. The sergeant is sitting at the table eating bread and cheese and feeding a pet crow. Against the wall behind him is a small bag of coal. The hobgoblins will try to defend themselves, holding the party in the room until help arrives.

Each hobgoblin carries 2-12 sp, while the sergeant also carries 2 gp. Beneath the knife-thrower's bunk is a piece of mahogany carved into the shape of a hawk, worth 25 sp.

Start Tournament Here

2. Curtain Wall - Second Floor:

This inner walkway has a bad reputation among the hobgoblins in this fort. Work parties have been in the past to clean it out, but they would come back nervous, and usually with stories of one of their number who had gone mad and had to be killed before he killed them. A guard patrol reported the same thing, and seeing a ghostly shape who strangled the life out of one of the guards. For this reason, the hobgoblins will not enter this area and they have learned to ignore strange sights and sound that come from here.

2a. West Walkway:

You stand in a narrow, dusty corridor. There is a door at the eastern end of the corridor. You have just climbed up a crude rope made of knotted rags and in through a small open window. The window was once used to throw slops and nightsoil out into the warding ditch but it appears to have been some time since the window or this room has seen active use. Cobwebs cover the ceiling and walls. There is a single line of footprints in the dust, made by a naked human foot. They lead from the east and end at this window. The only light in the room comes from shafts of moonlight filtering in through the window and the arrow slits, spaced every 10' that are cut in each wall.

This corridor is empty. Characters with a wisdom score of 15 or greater will feel vaguely uneasy, though there is no logical reason for their unease.

2b. West Guard Post:

This room appears to once have been a guardroom, but it has been long abandoned. There is a door opposite the door you used to enter. In the south end of the room, along the south wall, are stone stairs leading up and down. The ceiling and walls of this room are covered with dusty cobwebs, and shards of a brittle white material litter the floor. Broken furniture lies scattered about. A line of footprints in the dust reaches from the door to the stairs.

Closer examination by the party will reveal that the splintered white material is bone, and that there are brown stains on the walls, floor, and broken furniture.

2c. Stairs:

The stairwell is dimly lit by moonbeams flickering through arrow slits in the southern wall. The upper part of the stairs going up has been bricked up. At the foot of the stairs, partially hidden in darkness, is a barely discernible wooden door.

The escaped slave was apparently lucky going up these stairs for starting halfway down the steps are three trip wires placed one after the other at varying intervals. If all three of the trip wires are not discovered (requiring three **find traps** rolls to find all three), at least one of the traps will be triggered. Two large globes will fall from the ceiling where they were hidden in shadow. One will fall at the foot of the stairs and explode with a blinding flash of light and a dull rumbling accompanied by the tinkling of breaking glass. The flash will blind all party members on the steps or in the room for 4 rounds. The second globe will fall at the head of the steps and will burst, releasing about 3,000 round glass beads. If a character is standing in that same spot, the globe will strike him for 1-6 points of damage. The beads will bounce down the steps, striking the characters' feet and legs, scattering all over. After 1 round it will be quiet again. The first character to move without stating his or her intention to be very careful will slip on the glass beads and go tumbling down the steps, causing all those in front to fall also. Those who fall will take 1-6 (6 for tournament purposes) points of damage +1 point for each person who falls on them. The players may avoid falling by not moving while blinded or by stating their intention to move cautiously, either by crawling or moving with a sweeping motion to remove and beads in front of them. No guards will come to investigate the noise.

The door at the foot of the stairs is latched shut from the inside. Once all the party exits and steps into the outer courtyard a breeze will spring up and slam the door shut, latching it. There is no latch to open the door from the outside, so a dagger must be used to raise the latch. This takes 2 rounds.

2d. Room over the Gate:

This room appears to once have been used for warding off invaders who had broken through the gate and were pouring through the passage below, for there are murder holes in the floor, for pouring oil on invaders. Opposite the door used to enter, is another door. The room is dusty and filled with cobwebs. There are no discernible footprints in the dust. The room is only lit by what little moonlight filters in through arrow slits. A thick paste of dust coats the floor.

This room is empty. Several murder holes in the floor, lead into the avenue between the drawbridge and the outer courtyard. The chains and pulleys for raising the portcullis and drawbridge are in this room, but will not budge as the winch below is locked. In one corner of the room is an old wooden cask which contains about an inch of rancid, black oil. Beneath cobwebs against one wall is a collapsed, rusty iron tripod. The dust in this room clings to a residue of spilt oil and makes a thick, gooey paste on the floor. As the party progresses further into the room, they will hear a faint moaning coming from somewhere beyond the far eastern door. Party members with Wisdom scores of 14 or higher begin to get the feeling that they are being watched.

2e. East Guard Post:

This room appears to once have been used as a guardroom. About the room are broken benches and tables. In one corner lies the ribs and iron rings of a sundered barrel. The furniture shows signs of having been hacked apart. The

ceilings and walls are coated with dusty cobwebs, and shards of a brittle white material litter the floor. Shadows in the room are deep and velvety, despite the arrow slits. There is a door in the opposite wall, while on the south side of the room appears to be a closet.



Upon entering this room, all party members should make a save vs. Spells. Those individuals who fail will notice nothing, but those who save will hear the song of the crickets take on the din of a distant battle. The battle noises will have a dreamy and unreal quality. These characters, who made their save, will also start to see motion out of the corner of their eyes, but when they turn to confront it, there will be nothing there. Loud noises will cause the strange sounds to cease, but they will resume after a brief interval.

Behind a table in the north end of the room lies a partial skeleton of a man, his ribcage, spine, skull and left arm. If the room is searched, the party will first notice its bony hand draped over the edge of the table. The white shards are bones and this room is also spattered with brown stains. There is nothing of value in the room.

The closeted space is open to the east and has no door. It is a garderobe or latrine which opens onto a pit beneath the wall.

2f. East Walkway:

The eastern wing of this wall walk is a dusty, cobwebbed, narrow corridor with arrow slits every 10' in both walls. The corridor appears unused. At the end of the passage, stuck in a joint in the wall, is the burned out remains of a torch. A flickering light plays across the wall at the end of the passage.

As the party enters this corridor, a low moaning begins and all characters hear the din of a distant battle in the song of the crickets. The pale flickering light has no apparent source, but this cannot be determined until one gets closer to the light. The corridor is cold and the party's breaths will fog. Any light brought here will begin to flicker and the party will see their shadows seem to take on the form of ancient warriors in battle. In this room, long ago, a group of human guardsmen made their last stand.

As the light at the end of the hall is approached it will be seen to actually be a glowing mist. The mist will slowly take on the shape of a wasted man with black holes where his eyes should be. The moaning will echo from all around and the figure will reach forward to touch a character. Any attack on the figure will cause it to disappear. Two rounds later the figure will reappear between the party and the exit.

This figure is a **Haunt**, the restless spirit of a person who died leaving a vital task unfinished. A haunt (AC 0; MV 6"; HD 5; hp 23; #AT 1; D drain 2 points of Dexterity; Lawful Good) is required to remain within 6" of the place where the person died until the haunt can possess a body in order to complete the unfinished task. Since haunts are tied to the area where they died, they cannot be turned or dispelled by clerics.

Note: In *tournament* play, the haunt is not at full strength. It will appear but not attack. Any attack on the haunt will cause it to step into the wall and disappear.

The touch of a haunt drains 2 points of dexterity every time it makes a successful hit on a character. As the character's dexterity is drained, he or she will be subject to the negative adjustments due to low dexterity (see p. 11, **PLAYERS HANDBOOK**). The victim will feel an increasing numbness. When the character's dexterity reaches zero, the haunt will possess the body. A body, once possessed, will have full dexterity.

Once the haunt has possessed a person's body, it will attempt to complete the mission left unfinished by its death. In the new body the haunt is no longer tied to the area of its death and may leave. However, if the possessed body dies before the task is completed, then the spirit must haunt the place that the body was slain. Once a haunt completes its task it will return control of the borrowed body to the owner, and pass on to its final rest. When the haunt leaves a possessed body, the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest.

If the character a haunt is trying to possess is of opposite alignment (good vs. evil), the haunt will be furious and attempt to strangle the victim. The haunt will fasten its ghostly hands around the character's throat on a successful hit. The victim will then take 1 point of damage the first round, 2 the second, 4 the third and so on, doubling each round until the victim is dead or the haunt defeated.

Haunts can only be hurt by silver or magical weapons or by fire. Silver weapons will only cause 1 point of damage per hit, while magic weapons will do 1 point + any magical bonuses per hit. Normal fire also causes only 1 point of damage per blow, but magic fire will cause full damage. When a haunt reaches zero hit points it will dissipate to reform in one week. Only an **exorcism** spell will destroy a haunt permanently.

Because haunts are tied to an area, the best defense is to simply walk away from a haunt. A **hold person** spell will force a haunt to leave a possessed body.

This haunt was once a sergeant of the guard named Jon. His task had been to defend the inner walkway and the trapdoor at its end from invaders, but he died as the last man of his force, with the knowledge that he had failed. In order to end his existence, Jon must successfully defend the area against all intruders, either slaying them or driving the intruders off. Jon may enter the eastern guard post, but may not follow any further as this is 60' from where he died.

At the end of the corridor in the ceiling is a wooden trapdoor. There is no ladder leading to the trapdoor, but the bolt holes, where a ladder was once bolted to the wall, can be seen. The trapdoor is barred from above, by the fearful hobgoblins. If the party attempts to open the trapdoor and climb through, the hobgoblins will sound the alarm and will be waiting to shoot missiles, at +4 to hit, at anything which comes up through the trapdoor.

If one of the party members is possessed, he or she will learn that an iron box with 37 gp, 81 sp, 317 cp, and a ruby ring worth 200 gp is buried under one of the floor's paving stones. The possessed person will be able to tell this to the party only *after* the haunt is destroyed or expelled. The box cannot be discovered otherwise because the covering stone is cemented in place.

3. Drawbridge Tunnel:

The musty smell of earth and rusting iron fills the air in this dimly lit avenue. The road bed is formed of cracked and weathered flagstones, now canted up at strange angles. Cobwebs drape the ceiling, and flakes of plaster adorn the walls. The drawbridge is raised and before it stands a lowered portcullis.

4. Winch Room:

Darkness fills the interior of this room, for the one arrowslit in this room seems clogged with cobwebs and debris. In the darkness are pinpoints of glowing light, like pale eyes watching and waiting.

This room is another guardroom which is occasionally checked by hobgoblin patrols. Dust has been stirred up in the center of the floor, but lies thick in the room's corners. The lights come from cobwebs covering the walls and ceilings. In the cobwebs are spiders the size of a thumbnail, which glow in the dark. They are harmless. This room houses, in the western alcove, the two winches which are used to raise and lower the drawbridge and portcullis. Each winch has three locks upon it to prevent unauthorized use.

5. Outer Courtyard:

A gentle breeze blows leaves and pieces of twine about this courtyard. To the north is the curtain wall with portcullis and drawbridge, and to the south is the main gatehouse to the inner keep. Moonlight and shadow form a stark contrast within the courtyard. There is a strong odor of manure and rotting vegetables in the air. The earth before the gatehouse has been churned into a 30' diameter morass of glistening mud. Just beyond this is the portcullis of the gatehouse. The portcullis has been lowered, but does not touch the ground, and there is enough room to crawl through underneath it. The wind carries sound down from the guards on the wall, to add to the chorus of crickets. As you approach the gate you see that the portcullis is blocked by some broken stonework jamming the track near the bottom.

The muddy patch before the gate must be crossed - there is no way to go through the gate without passing through the mud. The feet of any players walking through the mud will sink in about 1', and movement will be cut to ¼ normal. Any character who slips and falls in the mud must spend 1 round regaining his or her feet.

Burrowed beneath the mud is an anhkheg (AC 2/4; MV 12" (6"); HD 5; hp 28; #AT 1; D 3-18) which will wait until a character nears the front gate or the center of the muddy patch before attacking. It will then attack at random, choosing characters who are in the mud. Just before the anhkheg strikes the crickets will become quiet, and the anhkheg will erupt from the mud. The anhkheg will expose only 6-7' of its body, but it will not emerge completely into the open. The creature will bite for 3-18 points, but will not hold onto those attacked (thus no additional damage from digestive juices), choosing instead to throw those it has attacked down into the mud (where it will take them 1 round to stand and be able to fight again). Only two figures may attack the creature's belly (AC 4) per round, and only one may do so if the anhkheg is holding someone in its mouth. Characters must state that they are striking at the belly or it is assumed that they strike the head, flanks, and legs of the animal.

Missile fire or any attacks on the front of the anhkheg while it is holding a party member are 50% (1-3 on d6) likely to hit the character, rather than the anhkheg. Attacks from the side in the same situation will only hit the character 1 chance in 6.

Once the ankhkeg is reduced to ½ its total hit points, the creature will spit acid up to a 30' range at the nearest *group* of characters. All within 5' of this line of attack must save vs. Breath Weapon or take 8-32 points of damage (in tournament play 20 points of damage). If a character saves, he or she will only take half damage. The acid will be neutralized after one round and cause no further effect. When the creature dies, a high pitched keening wail will echo across the courtyard and shadowy shapes will be seen to crowd to the wall top's edge. A hoarse cry of alarm will be set up.

6. Entryway of Fire:

Moonlight filters through from the inner grounds of the keep, illuminating the narrow entryway. On either side of the driveway are stacked several chests, barrels, and bales. The portcullis is jammed open and enough space remains to crawl under it to reach the cracked flagstone drive. The passageway is about 20' long and appears to open out onto a dusty parade ground. Across the parade ground is an archway that appears to give access to the remainder of the keep.

If the alarm has been raised before the party reaches the entryway, the guards will be prepared. As the party crawls under the portcullis, flaming oil will be poured through murder holes cut into the tunnel roof, setting the boxed goods afire but missing the characters. Any character standing within 10' of the fire will take 1-4 points of damage per round from the heat, flame and flying embers.

If the ankhkeg is battled in **silence** and the guards are not alerted by the battle, this trap will not be set off.

The area before the gate will be well lit by fire and guards on the walls will shoot arrows at the party. Because of the bad angle of fire only 6 arrows will be fired per round. The arrows will hit only on a 19 or 20. If the party should attempt to retreat across the courtyard 12 arrows will be fired per round at normal chances to hit and the mud will slow movement of the characters to ¼ speed. If the party attempts to fire back at the hobgoblins on the wall, they will be firing blind into darkness (-4 to hit). The hobgoblin guards on the wall have 75% cover, giving +7 to their AC (AC 6 (-1); MV 9"; HD 1+1; hp 6 each; #AT 2 with bow; D 1-6). They will each fire one arrow per round. The guards will not bargain with the party.

The fire leaps and roars intermittently, but a narrow channel down the middle of the corridor appears to be free of flaming debris. Any person running through this burning area will take damage according to his movement speed. The following table indicates both the number of segments it takes to move through the flames and the amount of damage taken. Three points of damage will be taken per segment in the flame.

movement	12"	9"	6"	3"
segments	2	3	4	8
damage	6	9	12	24

A potion of speed will double movement rate (thus halving damage). If a character saves vs. Breath Weapons, damage taken is reduced to ½. The fire will not die down.

Characters may soak a blanket with water (one waterskinfull is the smallest amount that will be effective) and wrap it around themselves or, more expediently, roll in the wet mud, and then run through the passage. If either these or similar precautions are taken, the character will take only 1 point of damage per segment (no saving throw).

7a. Stables:

These two large wooden doors open into what is obviously a stable. Various animals are in stalls along all four walls. Ten feet overhead is a hay loft filled with hay. There appears to be only one entrance.

There is, indeed, only one way in or out of the stables. Inside the various stalls are 6 oxen (AC 7; MV 15"; HD 4; hp 20 each; #AT 1; D 1-4); 11 medium horses (AC 7; MV 18"; HD 2+2; hp 11 each; #AT 3; D 1-6/1-6/1-3); and 2 light horses (AC 7; MV 24"; HD 2; hp 9 each; #AT 2; D 1-4/1-4).

Two young hobgoblins (AC 10; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6 or 1-4) are hidden in the stalls working. If attacked, they will defend themselves with the tools they are working with. One hobgoblin has a pitchfork (D 1-6); the other hobgoblin is working with a shovel (D 1-4). If given a chance, the hobgoblin will sound the alarm by clanging on a fire gong. The alarm, however, is near the door. One turn after the alarm is rung 6-30 hobgoblins will come rushing out the door to room **8b**. There is no treasure in the stables besides the animals and their gear (including three small wagons).

7b. Guard Bunkhouse:

This door has a covered spy-hole at eye level. The door appears to be locked from the inside and there is no exterior keyhole.

This door is the only entrance to the gatehouse. It has been padlocked and barred from the inside. The door opens to a flight of stairs leading up. If the party makes too much noise checking out the locked door, a hobgoblin from **#8a**, will investigate. First he will ask "What's the pass word?" in hobgoblin. There is none so any guess will be wrong. Then he will peek out through the spy-hole. If the party attempts to break down the door, he will raise the alarm.

8.-10. The Gatehouse:

This gatehouse is like a fort in itself and is commanded by a doughty human veteran. The commander is a no nonsense man and has been known to give a guard 12 lashes just for gambling on duty. He has organized the gatehouse guard to respond quickly to the alarm and the guards can arm and ready themselves in 5 rounds when the alarm is sounded. This encounter should be played intelligently if the party attempts to invade the gatehouse. The commander's strategy is to hold invaders in one room until reinforcements can arrive and then crush the invaders. The commander is located in room **#8c**.

Besides the guards in the various guardrooms, there is a roving patrol that checks periodically to make sure all the guards on this floor and on the wall walk are doing their duties. The patrol consists of 4 hobgoblin guards (AC 5; MV 9"; HD 1+1; hp 8 each; #AT 1; D 1-8) and a sergeant (AC 4; MV 6"; HD 2; hp 13; #AT 1; F 1-8+2). Every turn the party is in one of the guardrooms, there is a chance of an encounter with the patrol; a roll of 1 on 1d6.

8a. East Stair Room:

This room contains two sets of stairs, a flight of stone stairs from the entrance to the gatehouse, and a flight of wooden stairs leading up to a trapdoor in the ceiling. In the north wall is a door. In the southwestern corner of this room facing the wall are two goblins with halberds, kneeling and one is rattling something in his hands.

The two hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D 1-10) are bored and rolling dice. They keep a close watch on the door in the north wall, but not on the stairways, since they are more concerned about making sure their sergeant doesn't catch them gambling, than with doing their job. There are 2 gp, 15 sp and 39 cp on the floor next to them.

8b. Gatehouse Barracks:

This area appears to be guard barracks, for there are many hobgoblins here sleeping on crude bunks, eating and talking at several narrow tables, or tending a large stew pot hanging over a firebox with hot coals.

If the party bursts into this room, most of the hobgoblins will be surprised, though one bully boy will shout out in hobgoblin "Ahr, you belly-licking mercenaries are not allowed here". After one round, if the party does not attack, one of the sergeants will step forward and ask them their business. If the party attacks, only one-third of the hobgoblins will be wearing armor, but they will grab their weapons and cry out "Intruders!". There are a total of 22 normal hobgoblin guards here (AC 10 (5); MV 12" (9); HD 1+1; hp 6 each; #AT 1; D 1-8 long swords) and two sergeants (AC 4; MV 6"; HD 2; hp 13 each; #AT 1; D 1-8 long swords).

In the eastern tower are 10 hobgoblins. Most are sitting, eating stew and black bread. Two are sitting on a bench, pitching coppers against the wall. The sergeant here is sharpening his sword. The hobgoblins have a total of 3 gp, 85 sp and 30 cp.

In the center section, above the gate entryway are four hobgoblins. One is tending a large stew pot, that hangs over a sand-filled box filled with hot coals, and is building the fire up. Another is engaged slicing tubers and roots with a dagger, for the stew pot and beside him is a large pile of tubers. The remaining two are leaning against the south wall talking and looking out on the parade ground. There are a cutting table and three stools in this room. There are also two cooking pots on metal tripods over a firebox in the north end of the room. The second pot contains bubbling oil. There are murder holes cut into the floor here and if the alarm is sounded and enemies attempt to pass the gate, the hobgoblins will pour the hot oil through the murder holes. Several bags and casks of foodstuff and water are stacked on the floor. Each hobgoblin has 2-12 sp.

In the western tower there are many bunks and 6 of the 10 hobgoblins here are asleep on the cots. Two hobgoblins are watching the sergeant and another hobgoblin practice thrusting with swords. The sergeant is trying to instruct the other in the best way to use the sword. Against the southern wall is a rack of 18 pegs holding 17 light crossbows and quivers of 20 bolts. The hobgoblins here have 2-12 sp each and the sergeant of the guard has a ring of keys attached to his belt which will unlock the winches in room #4.

8c. Captain of the Gatehouse:

Seated at a table in this room are two men in banded mail, drinking from mugs and talking. Boxes of supplies are stacked behind them and in the northeastern corner a flight of wooden steps leads up to a trapdoor in the ceiling. There are two folded cots in the room.

This is Gorbin Stalworth, captain of the guard (AC 3; MV 6"; F 5; hp 30; #AT 1; D by weapon; S 14, I 13, W 9, D 15, C 12, Ch 14) and Kairn, his half-orc lieutenant (AC 4; MV 9"; HD 3; hp 18; #AT 1; D 1-10). Any intruders who are caught will be brought

here for interrogation. Gorbin and Kairn will respond to an alarm by bringing troops through the trapdoor.

If these two are surprised, they will attempt to buy time by talking until reinforcements arrive. Gorbin has a loaded light crossbow on a stool beside him under the table and will aim it, under the table, at the least armored intruder, and fire if the opportunity presents itself. Kairn wields a huge sword he calls "Winower", which he swings with two hands. He has a pouch of 12 gp, and wears a silver and coral ring worth 300 gp and a gold earring worth 75 gp. Gorbin wields a sword +1 (NSA) named "Sun-dancer". He wears a neck-guard of silver and coral worth 1100 gp, a symbol of his rank, and a gold belt buckle worth 500 gp.

The boxes contain various foodstuffs and bandages and so forth. The trapdoor in the ceiling is bolted shut from this side. Hanging on a peg on the west wall is a set of keys for all of the doors in the gatehouse and in the curtain wall.

8d. Inner Gatehouse Wall Walk:

In both of these wallwalks are two hobgoblin guards, pacing back and forth, stopping to gaze out one of the arrow slits placed every 10', and occasionally chewing on dried strips of meat to stay awake. The hobgoblins (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 2; D 1-6 with composite bows) each have 2-12 sp. At the far end of each corridor is a garderobe or latrine that opens onto pits 40' below in the wall.

9. Gatehouse Walltop:

This walltop joins the stockade parapet, so that the guards from the gatehouse may reinforce the stockade walls if there is an invasion. If the alarm is sounded, the hobgoblins within the guardhouses will arrive in two rounds, to reinforce the wall guards.

9a. Gatehouse Wall Walks:

Two hobgoblins (AC 6; MV 9"; HD 1+1; hp e each; #AT 1; D by weapon) patrol each of these sections. They are armed with composite bows and swords. They will use their bows to attack any intruders sighted on the ground below. Each hobgoblin carries 2-12 sp.

On each section, chained to the wall, is a blue-gray, 3' tall, vaguely humanoid creature. These are boggles; for details concerning this strange monster see the section at the end of this module. The boggles (AC 5, -1 point of damage per die from weapon attacks; MV 9", able to spider climb; HD 4+3; hp 21 each; #AT 3; D 1-4 each) have a very keen sense of smell and can detect even invisible creatures up to 40' away. The boggles are used as guardians and watchbeasts to sound the alarm if the guards fail to. The boggles will set up a keening wail if they sense an intruder.

9b. Western Guardhouse:

This room appears to be a guardroom. There are seven hobgoblins in the room sitting on benches at tables or leaning back against the wall talking. They jump to their feet and draw their weapons. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it.

Six of the hobgoblins are normal guards (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2; D by weapon), the seventh is their sergeant (AC 4; MV 9"; HD 2; hp 9; #AT 1 or 2; D by weapon). The hobgoblins are sitting around talking about their past exploits, waiting for their shift. One of the hobgoblins leaning against the wall is sleeping and will be too stunned, if awakened suddenly, to do anything for two rounds. Another one of the hobgoblins is sitting quietly chewing on a hunk of hickory bark. If intruders attack them he will first spit in their eye, save vs. Breath Weapon or be blinded for two rounds and then attack. Each hobgoblin has 2-12 sp, and the sergeant has a silver, horn-shaped amulet worth 20 gp. The trapdoor in the floor is bolted shut from below.

9c. Eastern Guardhouse:

This room appears to be a guardroom. There are several hobgoblins crowded around a table in the center of the room. Three other hobgoblins are asleep on pallets on the floor. In the southeast corner of the room there is a trapdoor in the floor and one in the ceiling with a ladder leading up to it. A wolf cub is running around the room and spots the party as they enter and begins to yip at them.

The hobgoblins in the center of the room are watching their sergeant arm-wrestle another one of their number. On either side of the contestants hands are two steaming plates of very hot stew.

The hobgoblins will turn to see who has entered the room and will be surprised by the party unless a lot of noise was made prior to entering. The sergeant will kick over the table, dumping his opponent on the floor, and yell to his troops to attack. The sleeping hobgoblins will take two rounds to enter the battle. There are 11 hobgoblin guards in this room (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 1; D by weapon) armed with swords. Their composite bows hang on the wall. The sergeant is armed with a footman's mace (AC 4; MV 6"; HD 2; hp 9; #AT 1; D by weapon) and will grab a stool to use as a shield. The wolf cub will be a nuisance in battle weaving about the party's legs and nipping at their ankles, but causing no damage. Each round a character is attacked by the wolf cub (AC 6; due to size; MV 9"; HD 1+1; hp 5; #AT 1; D nil) the character must roll his or her dexterity or less on 1d20 or fall and be stunned for one round.

The hobgoblins each carry 2-12 sp. The sergeant has 8 gp and a silken handkerchief worth 5 gp.

10. Gatehouse Tower Roofs:

Here is the roof of one of the twin gatehouse towers. It is flat so that a watch may be posted atop it and a trapdoor in the southeast corner appears to provide access to the roof from the inner tower. Battlements have been built around the edges of the roof to provide guards with protection from enemy missile fire. There are four hobgoblins mounting a guard on the rooftop. On the north side of the roof there appears to be a ballista and a bundle of bolts beside it.

The 4 hobgoblin guards (AC 6; MV 9"; HD 1+1; hp 6 each; #AT 2 with a composite bow; D 1-6) can also double as a ballista crew if the fort is attacked by enemies. There are 4-24 bolts in the bundle for the ballista. It requires two hobgoblins to fire ballista, which will do 2-12 points of damage against man-sized targets, firing once every other round. The other two will employ their bows and fire upon enemies attempting to pass the gate.

a. The hobgoblins on this roof are a crack squad and periodically call out to each other to keep alert. If intruders reach

the roof top they will wheel the ballista around to fire on them, while the other two crouch behind a pile of broken rock, used for throwing down on invaders, and attempt to pin down intruders with missile fire. The rock pile will provide 50% cover causing the hobgoblins AC to be 2. These hobgoblins have a total of 18 gp and 4 sp.

b. These four hobgoblins are young and believe they can show the more experienced warriors a thing or two about strategy. They sit on a couple of boxes near their ballista watching the outer courtyard only and do not pace the rooftop. They feel that their safety lies in numbers and that it is tougher to surprise a group of people than one person. They have tied two tin cups to the trapdoor to rattle if anyone approaches that way and have made a stack of empty boxes beside the trapdoor. A rope is attached to one of the bottom boxes and runs to the group of guards. If their alarm goes off they will topple the pile of boxes, onto the trapdoor by pulling the rope, stunning anyone coming through and then rush forward and attack. These hobgoblins only have a total of 50 sp.

11. Stockade Parapet:

Here is a guard walkway behind the stockade log wall. This parapet surrounds the fort on three sides and connects to the walkway on the gatehouse walls. The parapet is made of wooden platforms on packed dirt at the top of the earthen rampart. A log stockade surrounds the top of the rampart and arrow slits are cut in the wall at waist height every 10'. Hobgoblin guards post a watch all along the rampart top, pacing back and forth. There appear to be two guards at every guard post. The stockade parapet is 15' above the roof of the fort, so that guards on the walkway can survey the entire roof and spot any movement on it.

The hobgoblin guards (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1 or 2 with bow; D 1-6) are posted in pairs along the wall at 60' intervals. All parts of the stockade wall are watched by at least one pair of guards, and most parts can be seen by two pairs. The guard post are noted on the map. The guards rotate posts every half hour (3 turns) as a new pair come on duty. Each pair then moves to the next post counterclockwise and relieves the pair of guards. The standard length of a shift of guard duty is thus about 6 hours long. Each hobgoblin has only 2-12 sp.

A wandering patrol also periodically checks each guard post. For every 2 turns the party spends on the stockade wall an encounter check should be made. On a roll of 1 on 1d6 the patrol will be. The patrol consists of 12 hobgoblins (AC 5; MV 9"; HD 1+1; hp 6 each; #AR 1 or 2 with bows; D by weapon) armed with short bows and long swords, and a hobgoblin sergeant (AC 4; MV 6"; HD 2; hp 9; #AT 1; D 1-8) armed with a long sword.

12. The Parade Ground:

Dust swirls about this barren area between the gatehouse and the keep. This area appears to be a parade ground for drilling the troops. There is no cover visible. On the south side of the parade ground is a stone facade and archway. Through the archway seems to be an inner courtyard.

If the party has been sighted by the guards on the wall, they will be fired on by the guards as they cross the parade ground. Because the party is running, the arrows will be at -2 to hit. If the party has not set off the alarm, they will be sighted as they cross the parade ground and the alarm will be sounded, but not in time for any arrows to be fired at the party.

The east and west sides of the parade ground are steep walls of earth and broken stone beneath the rampart parapets. These walls are unsafe to climb, because the rock is loose and shifting.

The sergeant of the guard will be leading a strange, blue-gray, 3' tall, vaguely humanoid creature on a chain and driving the whimpering, gibbering creature along with a whip. This creature is a boggle (AC 5, -1 point per die of damage received from weapons; MV 9" able to **spider climb**; HD 4+3; hp 20; #AT 3; D 1-4 each) and is used as a bloodhound to sniff out intruders because of its keen sense of smell. Boggles are even able to detect invisible creatures up to a distance of 40' due to this sense. For further details on the creatures see the section at the end of this module.

13. The Inner Courtyard:

Beyond the stone facade is an enclosed courtyard wooded with small trees, shrubs, bushes, and vines. In the center of the courtyard is a circular stone fountain, while along either side and at the south end is a roofed walkway 10' high and 10' wide, supported by wooden pillars and trellises overgrown with ivy. There are two small trees growing to either side at the south end of this courtyard. The air is cool and still, and the cold fire of lightning bugs performs a faery dance through the shrubbery.

If any of the party were covered with mud in area #5 before coming here the mud will now begin to harden. They will feel confinement due to its weight and stiffness. The mud may be washed off in the fountain (which contains only algae water). If the mud is not washed off, the players' will receive -2 on "to hit" rolls until the mud is washed away.

From the fountain the party will be able to see the double doors at the south end of the courtyard beneath the porched walkway. If the party remains at the fountain for 2 rounds or longer, 12 hobgoblins (AC 6 or 2 due to 50% cover; MV 9"; HD 1+1; hp 6 each; #AT 2; D 1-6) will climb through the trapdoor in the roof, position themselves 4 to each side of the courtyard, and attack. The guardhouse will have 50% cover which will increase the AC to 2. The party will be surprised on a roll of 1-4 on d6, unless someone is watching the roofs. If someone is watching, the chance of surprise is normal. If the party is not surprised four hobgoblins will be spotted clambering over the roofs. The hobgoblins will hide behind the roof edge if fired upon.

On the hobgoblins' first attack round, two will throw a net down upon the nearest group of people (save vs. Paralyzation or be entangled). The other 10 will attack with bows. The net covers a 10' x 10' area. Those caught by the net must cut themselves loose with an edged weapon (striking to hit AC 9 to cut one strand — 4 strands must be cut before the player is loose). A dagger is capable of cutting 2 strands per round. When in the net, characters do not receive dexterity adjustments to AC and cannot fight. Captured members may be dragged to shelter by their compatriots, but will receive 1 point of damage and be stunned for 2 rounds for being dragged over rough ground and thrown about. After the net is thrown, all hobgoblins will use composite bows.

The party may seek cover underneath the walkway or concealment in the bushes. The walkway will provide 100% cover, the party cannot be seen, from 4 of the attackers and 50% concealment (-2 to AC) from the other 8. The shrubbery and the small trees will provide 50% concealment (-2 to AC) from all hobgoblin fire.

Hidden on the porch roof near the treetops are 4 carnivorous apes who are working with the hobgoblins. If anyone makes for the doors two of the apes will come swinging down through the trees

and attack. The other two will attack, when help arrives for the victims. The apes (AC 6; MV 12"; HD 5; hp 27, 26, 23, 19; #AT 3; D 1-4/1-4/1-8 plus rending damage (1-8) if it strikes with the first two attacks) will fight to the death and will pursue the party into the corridor.

The oak door into the corridor is locked. A thief must have one undisturbed round to attempt to open it. A **knock** spell will open the door, or it may be opened by rolling a 1 on d6 while two characters strike the door simultaneously. The hobgoblins will not follow into the corridor.

Any attempt by the party to gain the roof will result in arrows being fired upon them at +4 to hit by guards on the walls who have 50% cover and are thus AC 2; hp 6 each. The trapdoor on the roof is concealed as a chimney pot.

14. The Entrance Corridor:

This bare stone corridor has torch brackets set in the southern wall at 10' intervals. The air is chill. The passage runs east to west. The floor is covered with dust. Barely discernible at the end of each wing there appears to be a doorway.

If the party examines the floor closely, footprints indicate most of the traffic has been going eastward from the doorway.

15. The Empty Room:

From behind this doorway comes a faint, hollow moan. Beyond the door is a demolished room with overturned furniture and rotting fabric. On the west wall is a fireplace. Dust fills the air and cobwebs hang across everything. As the party enters the room a white figure flutters out from behind the chimney. Its eyes appear to be two black holes. From the shadowed eastern nook comes a bony clatter. A chill breeze blows across the party.

The moaning echoes from the chimney where a silken pillow worth 5 gp has been stuffed up the flue. A cold breeze blows down the chimney and out through a chink in the chimney wall. The ghostly shape is merely a tattered curtain blowing in the breeze. The bony clatter is a set of wooden wind chimes hung in the shadows in the northeast corner, near the door. Beyond this door is a fire-blackened corridor layered with ash and dust. There are no discernible tracks in the dust.

16. Madman's Lair:

This section of the old fort is shunned by the hobgoblins and their allies, because it is believed to be haunted. In this area lives a madman, who was a fighter (AC 8; MV 12"; F 5; hp 41; #AT 1; D 1-4 +2 due to insanity) captured by the slavers and tortured to the point of madness. He has managed to escape, but still believes the slavers are after him. He has set up a number of tricks and traps in this area to make the hobgoblins think the place is haunted.

This madman wears a bizarre variety of rags. His beard and hair are tangled and unkempt, and he is soot-covered. He has collected equipment which would help him to escape, such as clothing, rations, a backpack and so forth. Unfortunately, in his madness, he has forgotten his goal to escape. He also has a dagger, and has stolen a pouch with 8 topazes worth 50 gp each, the pretty things.

This madman lives in the crawlspace between the ceiling rafters and the roof of the building, and clambers about on the rafters from ceiling to ceiling, passing between rooms through holes in the walls. To reach the crawl space he climbs up the narrowing

chimney of the fireplaces in the various rooms here and crawls to the crawlspace through a hole in the chimney wall. The crawlspace may also be reached by climbing up the burnt timbers of the collapsed room. If any intruders should try to climb up the chimney, if the madman is in the room he will drop a noose around their neck, and haul them into the air to take 2-8 points of damage per round until dead. Then he will release their bodies to drop.

The madman will fight with a dagger if attacked in the crawl space between the rafters and the roof. Any character attempting to fight hand-to-hand in this space will be -2 to hit and damage rolls unless using a dagger.

16a. Collapsed Room:

The ceiling of this room has collapsed and the rafters and the building roof 4' above are exposed. This room appears to have been gutted by fire and is littered with burnt timbers. In the east wall is a soot covered fireplace. The room appears to be empty.

There are 3 vipers (AC 7; MV 6"; HD ½; hp 3 each; #AT 1; D 1+ poison, save at +2) nesting beneath rubble in the south end of the room. They will attack anyone disturbing them. Otherwise, the room is empty. Player characters may gain access to the crawlspace between ceiling and roof here by climbing up the burnt timbers.

16b. Abandoned Storeroom:

Rows of dusty crates line the walls. One crate has fallen to the floor and broken open. A close examination of the contents reveal them to be moldy, dust-covered rations.

All the boxes contain moldy, inedible food. While the party searches the room a crate will rise from one of the shelves as if by levitation, then suddenly fly across the room to smash against the floor at the feet of one of the player characters. While the crate flies through the air the party will hear an eerie wail echoing throughout the room which will end with a muffled yell of "Begone! You disturb my rest!"

If a party member successfully searches the ceiling for secret doors, he or she will notice a narrow crack in the ceiling on line with the path of the crate. The madman has a thin, strong wire attached to the crate which is invisible in the dim light. He uses the wire to lift the crate, swing it, then drop the crate to the ground. The wire is jarred loose when the crate crashes and is then pulled back into the ceiling. The eerie noises are made by the madman talking into an empty bucket.

16c. Abandoned Armory:

The room is filled with weapon racks, all of which are empty. The room is dusty and cobwebs gather on the racks.

The room contains nothing of value.

16d. Abandoned Bedroom:

This room contains a dusty bed, chest of drawers, night stand, and wooden rocking chair. Along the eastern wall is a large fireplace. As you open the door, a ceramic pitcher flies off the night stand and the rocking chair begins to rock with a creaking eerie sound. Out of the corner of your eyes you see a vague luminous shape in front of the fireplace. You hear the shout: "Begone! I will warn you no more!" echoing off the walls. The rocking chair quits rocking and the room

is ominously silent. When you stare closely at the fireplace, the luminous figure is gone.

The madman is up to his tricks again. The pitcher and the rocking chair have wires attached to them to start them in motion. The madman can operate these through a concealed, makeshift, trapdoor in the ceiling, hidden in the shadows. Once the pitcher shatters and the rocking chair starts in motion, the controlling wires are pulled back up. When the party's attention is on the rocking chair, the madman will reflect candle light off a mirror onto a gauzy piece of curtain hanging in from of the fireplace. Having given the party a glimpse of the supposed spirit, he shouts his warning, blows out the candle and pulls the gauze in through a chink in the chimney. He will then exit the room.

16e. Abandoned Dining Room:

A long wooden table and wooden high backed chairs are in this room, covered with dust and cobwebs. Moldering food still sits on the table. The room appears to have been first abandoned while a meal was in progress.

Hidden overhead on the rafters in the northwest corner of the room is a sort of large nest made from old blankets and tapestries. a female slave (AC 10; MV 12"; HD 1; hp 3; #AT 1; D 1 with a board) and her young child are hiding here. The madman helped them to escape, built the nest, and smuggles them food. The woman and child will make no noise since they are afraid anyone below might be guards or slavers. She has knowledge of areas 15, 16, and 17 only. The only entrances to the above ceiling lair are via one of the fireplaces (in 16a, 16d and 16f) then across the rafters and through the holes between the rooms.

16f. Abandoned Kitchen:

This room appears to have once been a kitchen. There is a large fireplace in the west wall and two cupboards, some shelves and a heavy wooden table are also in the room. The floor is covered with dust and cobwebs and the cupboard doors hang open, showing them to be empty and bare. The room appears to be empty.

As the party enters the room, a ceramic plate flies by suddenly, to smash against the wall beside them. Next a knife whizzes by, striking a random party member, and causing 1d4 points of damage. The madman has thrown these items from a concealed, makeshift trapdoor in the ceiling behind the fireplace. He will then hide.

The shelves contain some cracked plates and cups. On the north wall, beside the door is a message apparently scrawled in blood. The message says, "Behold, the harbinger of your fate". Stuck to the wall below the message is a bloody hand impaled by a knife, the tip of its finger pointing at the message.

Overhead in the crawl space is the madman's lair. He climbs in and out of the crawlspace through the chimney of the fireplace. He has fortified a section of the rafters above with boards for flooring and has made a wooden wall around it with benches on the side. He has left spaces between the benches through which to fire the light crossbow he has in his lair. The walls give him 75% cover and increase his AC by +7. He has also weakened several of the beams to act as traps. Anyone who attempts to cross part of these weakened beams will crash through the ceiling, taking 2-8 points of damage.

In his lair the madman stores a sack of soot and dust and a piece of a broom which he uses to cover up his tracks. He also has 5 butcher knives scavenged from the kitchen below, and some old rusty chains he uses for sound effects.

16g. Abandoned Bedchamber:

Through this door comes the sick sweet odor of decay and death.

In the middle of this room hangs the remains of a strangled hobgoblin, dangling from the ceiling by a sash cord. The body is blackened and bloated with decay. The room appears to have once been used as a bedroom for there are two beds, with mildewed sheets, a broken table and two smashed chairs. Assorted junk and loose plaster litters the floor, and there is a bloody stain on the floor beneath the body.

This hobgoblin came here on a dare by the other guards, but got too smart for his own good and tried to investigate the fireplace in the kitchen. The madman dropped a noose around his neck and strangled the unfortunate fellow, then he hung the body up in this room and cut off the hand to use as a warning. The hobgoblin has a dagger in his left boot and 13 sp stuffed in a pouch under his tunic.

Amid the litter on the floor can be found two old brushes and a gilt hand mirror that is cracked. There is nothing else of value in this room, but those who attempt to remain in the room for more than two rounds will find themselves gagging on the stench.

17a. The Bear:

This is a wooden door - no sound can be heard from behind it. The door opens out into the hall.

When the door is opened there comes a low, rumbling growling noise, and a grizzly bear, on his hind legs, comes lurching out of the shadows. He rushes right at the head of the party. Cries of surprise are heard.

The bear is really a stuffed bear. Those standing immediately in front of the door must save vs. Petrification or take 1-6 points of damage from the stuffed bear falling on them. The stuffed bear was on a small wheeled platform and propped at the top of a narrow ramp. When the door was opened it rumbled down the ramp (causing the growling sound) and crashed into the party.

The movement of the bear triggered another trap behind the party. A 10' x 10' section of wall and floor 10' back from the door will pivot, out from the north wall dropping any party members on that section (in tournament play, the 3rd and 4th rank) into a 15' pit. A second wall will flip up into place and the original wall will become the floor section, so that it looks like nothing has happened. The front members of the party will not be aware that the rear members have disappeared until they look back and find out. The party will have mistaken any cries of surprise from those in back to have come in response to the charging bear.

Those who are caught in the trap will take 1-6 points of damage. The pit is 10' deep. Screams from those inside the trap can not be heard, but if they can reach the ceiling they may tap on it. The tapping may only be heard if the party specifically

listens for it. To free the trapped members of the party, it will be necessary to partially flip the wall and floor again, and jam them open using at least two spikes. Alternately, a spike may be sunk in the wall and the wall pulled down so that the pit is exposed. If the trap is not held open in this position (requiring a combined strength of 30), any of those standing in the pit; who do not save vs. Petrification will be hit by the rotating wall and take 1-6 points of additional damage.

cross-eyed. This is because one of the eyes was put in crooked. Behind the eye, hidden in the socket by Icar, the fort commander, is a **periapt of proof against poison**. He is not aware of the use the stuffed bear has been put to.

17b. Study:

The room beyond this door appears to have once been a In front of the door is a wooden ramp. A crude wooden table and box have been placed near the center of the room to serve as a desk. Several casks stand about the room, as does an old leather chest. There is a fireplace on the east side of the room with wood piled beside it. The door to the north is locked. The door to the south has light shining from beneath it.

The hall trap was activated by pulling the molding to the right of the western door down into the room and letting it spring back. This seven foot lever had been bent down and held in place by the bear's platform. When the door was opened and the bear rolled down the ramp, the lever sprang back into place and triggered the trap to flip.

This room is used by the fort paymaster once a week to pay the troops. Beneath the box on the floor is a sack with 50 gp stowed in it. The chest and casks are empty and do not have hidden compartments. In the wood pile is a fire blackened butter knife of silver, used to clean the ashes out of the fireplace. It is so tarnished it has no apparent value. It is worth 25 gp.

The northern door is locked and bolted from the other side and can not be opened.

18. East Wing Guard Complex:

This area is used as barracks for some of the fort troops. It these troops who run the ambush of the inner courtyard, so this area will usually be fairly empty of hobgoblins. In the campaign game, if the party spends a lot of time in the "haunted" western wing, the guards may have returned to here.

18a. Storeroom:

The door to this room is locked and the key is in the possession of the hobgoblin office in room #18c. This room is used as a storeroom for extra weapons and supplies for the troops. There are five bundles of 20 arrows, extra bowstrings and arrowheads, and a dozen protective cases for bows. Also in the room are three barrels of water, and four casks of dried foodstuffs. A dozen pots and pans are stored in here and there are two bales of fine linen worth 250 gp at market. In the southwest corner beneath an old sheet, is a small locked chest holding the various funds of the guards in this section. The chest is locked. In the chest are thirteen leather pouches containing 4-24 silver pieces each. The thirteenth pouch also hold 5 gp and a small jasper worth 10 gp.

18b. Latrine:

This room is a latrine. The latrine is only a ceramic chamber pot. It can be removed for easy cleaning.

This latrine is kept reasonably clean, because it is next to the officer's quarters. Also in the room is a ceramic basin, a pitcher with water and a towel for washing. There is nothing of value in the room.

18c. Officer's Quarters:

This large room is fairly empty. There are two beds, a stuffed chair, a small table and two stools. Sleeping in one bed is a hobgoblin, who opens his eyes and sits up, bleary-eyed, trying to focus on the party in the doorway. Hanging on one wall is a cloak and bow, while near the bed is a green sash cord. In the northwall is another door.

The sash cord is a bell pull. The hobgoblin sergeant (AC 10; MV 12"; HD 2; hp 13; #AT 1; D 1-8) will yank on the bell put to sound the alarm, if the party gives him a chance. His sword is hung across the foot of the bed. If the party threatens to kill him if he sounds the alarm and the odds do not look in his favor he will hesitate, but he will not surrender, because he believes this would mean certain death. If he is harmed he will sound the alarm anyway and take his chances.

There is nothing of any real value in the room. The hobgoblin has a set of keys for the storeroom #18a and the chest there. The cloak is infested with fleas and anyone putting it on will be set to scratching in 2 turns. Otherwise there is no adverse effect.

18d. Trapdoor:

This room appears to be a tall closet. There are a series of shelves built into the back wall. These shelves are empty.

The edge of the shelves seemed to have been wiped clean of dust and there are stone chips on the floor. The ceiling of this closet is a concealed trapdoor up to the roof of the fort. It is concealed on the outside to look like the top of a chimney. The hobgoblins use the shelves as a ladder to climb up to the trapdoor and onto the roof if there is an invasion, so that they may ward off enemies from the rooftops.

18e. Recreation Room:

This room contains wooden tables and chairs. A wooden board with a crudely drawn face has been tacked to one wall and show marks of having been used for knife throwing practice. Dirty wooden dishes and a deck of greasy cards lie on top of one table.

There are food crumbs on the floor, but nothing of any value in the room.

18f. Bunkroom:

This room is filled with cots. About a third of the Cots are occupied by off duty hobgoblins sleeping. There is little else of note in the room.

The 6 hobgoblins (AC 10; MV 12"; HD 1+1; hp 6 each; #AT 1; D 1-8) are all asleep, but they have learned to sleep lightly. If the alarm has been sounded or the party is noisy in the area nearby, they will be shamming their sleep and will have their weapons in hand waiting for the party to enter the room. If the

hobgoblin guard in room #18c sounds the alarm, they will armor up and go running to check the disturbance in 2 rounds. All of these hobgoblins treasure is in room #18a. However, one of the hobgoblins has a bag of 20 marbles, colored glass beads. And beneath the blankets on one of the cots is a silvered hand mirror worth 3 gp.

19. The Mirror Corridor:

As the door opens there is a clanging sound. A pair of tin cups have been hung above the door. The party sees a straight corridor 110' long, lit by torches in wall brackets, spaced every 20'. There is an archway some distance down the corridor and a door beyond that. The walls are hung with paintings, now defaced, and the floor is covered by a ragged carpet.

The illusion of straightness to this corridor is caused by a mirror, set at a 45° angle in the southeast corner. The arch seems to be 80' away if the party enters from the north, 30' away if they enter from the west.

If the party enters from the north, they will see a metallic mirror reaching from floor to ceiling along the west wall, 20' from the door.

Before the party does anything else, the opposite door opens and three mummies step into the room. These are actually disguised hobgoblins wrapped in bandages (AC 8; MV 12"; HD 1+1; hp 9 each; #AT 1; D 2-8) and armed with morning stars, which they have concealed behind their backs.

Any attacks by normal missiles will be stopped 30' from the "mummies", as though by magic (actually deflected by the mirror). Magic missile attacks such as a **fireball**, will destroy the mirror, revealing a (false) door behind it. From the party's viewpoint the mummies vanish, and the door seems 30' closer.

As the party moves up the corridor, the mirror on the western wall swings open behind them and seven hobgoblins attack the party from the rear (surprise on 1-3), while the "mummies" charge and attack the party from the front. Six of the hobgoblins are normal (AC 5; MV 9"; HD 1+1; hp 8 each; #AT 1; D 1-8) armed with long swords. They are led by a sub-chief (AC 3; MV 6"; HD 2+2; hp 16; #AT 1, as 3 HD monsters; D 2-5 sling, 2-8+2 sword). The sub-chief is armed with a **sling of seeking +2** with 20 bullets, and a longsword. He receives +2 on damage done with his sword due to his experience as a leader. Each hobgoblin carries 2-12 sp.

If the secret door is discovered, the hobgoblins will retreat to room #20, and grab casks of grease to throw down the corridor. Party members must roll their dexterity scores minus their movement speed or less on 1d20 to avoid falling. Those who fall are stunned for one round (giving the hobgoblins +4 to hit).

If the party enters the **Mirror Corridor** from the west, they will see the rest of the corridor reflected (as described in the Players' Section) if the mirror is still intact. Otherwise they will see the false door in the southeast corner.

20. The Hobgoblin Barracks:

This room is a barracks with wooden beds and straw mats. There is a table with 6 stools around it. On the table are the remains of a meal — dirty tin plates covered with grease, a few crusts of bread, a pot with some congealed stew and wooden cups with weak ale in them. There are also several cockroaches on the plates.

Between one bed and the wall is a gold ring with a chipped amethyst worth 150 gp. If the bed is pulled away from the wall it will fall to the floor. Beneath the ticking of another is a bag of 15 walnuts (there is 1 in 4 chance that any one is spoiled). Stuck in the headboard of a third is a rusty butcher knife. In a locked box beneath the leader's bed are 80 gp and a tarnished silver chalice worth 483 gp. There is a rusty needle in the lock, but it is not poisoned.

21a. The Hallway:

This corridor is unlit and thickly carpeted. The hallway is quiet and shadows seem to muffle any sounds the party makes. Faded blue drapes hug the walls to either side and the carpet is a cheerless gray. As the party proceeds down the corridor there is suddenly a frightened squeak at their feet and a rat bolts across the hall and disappears into a hole in the wall. The drapes are attached to the wall at both the ceiling and the floor and every 20' there is a break in them where a torch bracket is mounted on the wall. At the south west end of this hall, on the east wall there is a door standing slightly ajar. The corridor ends 20' further down the hall with drapes across the end wall.

21b. Trapped Corridor:

Beyond the drapes at the end of this hall the corridor continues on, but is no longer carpeted. There is a covered pit in the floor just beyond the drapes. It is as wide as the corridor and 7' long. Any pressure on the pit cover will cause it to fall open. The pit beneath is 10' deep and lined with rusty spikes. Anyone who falls into the pit will take 1-6 points of damage from the fall, and will also be impaled on 3-6 spikes for 1-6 points of damage each.

On the far side of the pit a nearly invisible wire has been stretched taut across the hallway at chest height (4'). The wire is painted a dull black and is therefore nearly invisible. Characters who are not heavily encumbered and get a running start will easily be able to leap the pit, but any character who is taller than 4' will be caught by the wire and pushed back into the pit. A halfling, gnome and or dwarf will not strike the wire, and will be unaware of it unless looking carefully.

22. Empty Room:

The door here is slightly ajar and as the party approaches it will swing open a bit. The room beyond is filled with opened barrels, old leather chests and pieces of boards and twine. There is a small fireplace opposite the door.

The barrels and chests are all empty. This room is sometimes used as a storeroom. The fireplace has not seen use, but a breeze blowing down it causes the door to swing open and shut. A close examination of the room will reveal a leather pouch next to the door. In the pouch are a hammer and chisel. The door hinges are marred and the pins slightly battered.

23. Storeroom:

The door to this room is locked. This room contains shelves filled with tradegoods as well as bales and chests of tradegoods stacked on the floor.

Most of the tradegoods are bolts of cloth, iron tools, iron pots, miscellaneous wooden utensils, and cheap glass jewelry. The total value of the trade goods is 2000 gp but they are too bulky and heavy to be carried except by pack animals or in wagons.

24a. The Water Room:

This room is filled with the smell of wet wood. On the floor in the southern end of this room are four large tuns stood on end with removable wooden lids. Each tun is fitted with a spigot near the bottom. There is also a stack of 4 wooden buckets with rope handles. On the south side of the room there is a railing and a set of steps leading downward to the east.

This is the water room. The tuns are filled with water, and the bottoms can be seen if a light is held above them. At the bottom of one is a small leather sack. The spigot to this tun is rusted and cannot be opened. The sack is rotten and will fall apart if someone tries to fish it out. Inside the sack are 20 gp, a gold ring, and a large gem. If these are removed from the water, the ring seems gold, and will detect as magical, but is only brass and has **Nystul's magic aura** cast on it. The large gem is a badly flawed amethyst, worth only 10 gp.

Beyond the steps in the southeast corner of the room is an underground passage dug out of the earth and reinforced with wooden beams.

24b. The Well:

The underground passage continues for 30 feet then ends in a small circular room. In the center of the room is a circular stone well with a cable drum for drawing up water.

This room contains nothing of value. The well is 30' deep.

25. Room of Slaves:

Beyond the door is an eerie sight; a large, long terraced room; a narrow passage running through the center of the room with raised stone platforms set in a series of three large steps to either side and at both ends of the room. One these steps sit dozens of humans staring blankly into space while dark shadows curl about their near naked forms. These creatures are bound to the walls with neck chains, but do not appear to be struggling in the least. They do not seem to notice the party. Scraps of torn clothing are tossed about the room and there are cloaks and blankets hanging on the walls.

This room is used by the slavers to make newly acquired slaves docile. The guardian here is a rare and exotic creature that typically lives far underground called a **Cloaker** (or **Tenebra Complexor**) (AC 3 body/1 tail; MV 1"/15"; HD 6; hp 33; #AT 2 + special; D 1-6 each + special). How the slavers managed to obtain the services of this bizarre creature is unknown, but the beast is believed to be intelligent.

The cloaker regularly emits a subsonic moaning. This moaning can cause several effects at the pleasure of the monster. The lowest level of moaning, and the one occurring when the party enters, causes nervousness and unease, and will eventually numb the minds of those who listen to it for extended periods of time.

The slaves have been exposed to the sound long enough to become numbed, and will not react to the party in any way. Only a **neutralize poison** spell will cure the effects of the mind-numbing. Otherwise, the slaves will remain mind-numb for a week.

The cloaker is clinging to the west wall among other cloaks and blankets. It looks like a semi-circular cape with a long

mace-like tail, and has two claws at the ends of the cape. Upon its back are many round black, button-like eyespots. When the cloaker conceals its tail and claws it is hard to distinguish it from a real cloak. A cloaker has no head, but it has a mouth in the middle of its belly and two, red, glowing eyespots that appear to be eyes. Because a cloaker has so many eyespots it has no effective rear to attack.

Cloakers attack by flying at their victim and enveloping the character in their folds on a successful hit roll. An enveloped character can not fight as his arms are pinned to his side. The cloaker then attacks any characters trying to rescue their friend, with its tail, striking twice each round. The tail is AC 1 and can take 16 points of damage before it is cut off. At the same time, it bites its enwrapped victim for 1-4 points of damage plus the base AC of the character each round. Attacks with a weapon, on a cloaker who has enveloped a character, will do ½ damage to the cloaker and ½ damage to the victim. Fire attacks will do full damage to both the cloaker and its victim.

Cloakers use their subsonic moaning powers to subdue their opponents before they attack. The cloaker may not bite and moan at the same time. Cloakers can vary the intensity of their moaning and thus alter its effects. The lowest intensity will cause nervousness to all characters within 80', and causes the characters to fight at -2 to hit. The second level of intensity causes fear, as per the **fear** spell, to all creatures within 30' who fail to save vs. Spells. This effect only lasts for 2 turns. The next level of intensity has an area of effect that is a cone 30' long and 20' wide at its open end. Anyone caught within the cone must save vs. Poison or be helpless due to nausea and retching for 2-5 rounds, similar to a **stinking cloud** spell. The final intensity can only be used against one person at a time. It acts as a **hold person** spell and its effects last 5 rounds. Stone blocks the effects of the moaning.

A cloaker also has the power to manipulate shadows and will throw them across its opponent's faces or surround itself with shadow, thus giving it an effective AC of 1. The shadow manipulation is so precise, it can even create images out of shadows and often create doubles of itself which are treated like a **mirror image** spell.

This cloaker will allow the party to enter the room and approach within 30', then it will change its moan to induce fear. Next it will cause weakness and the **hold** its victim and attack, throwing shadows across the faces of its opponents. If seriously hurt (more than two-thirds of its hit points gone) it will create doubles and flit off into the shadows.

Near the west door is a hobgoblin sergeant standing slack-jawed and staring. He was sent to check on the slaves, but had not been warned of the effects of prolonged exposure to the moaning of the cloaker. Now he has become mind-numbed. He is wearing a **cloak of protection+2** which he stole from one of the new slaves, but he is unaware of its abilities.

26. Armorer's Smithy:

A large furnace against the south corner is aglow as two orcs pump bellows on either side of it. The smith appears human and presently working on a sword. The room is filled with weapons (many of which are broken) and armorer's tools.

The smith is a retired half-orc, third level fighter (AC 8; MV 9"; HD 3; hp 20; #AT 1; D 1-8). He is wearing a long leather apron. The two orcs (AC 8; MV 9"; HD 1; hp 5 each; #AT 1; D 1-8) are his assistants. The smith only cares about his work. If the party doesn't bother him (or his wife in the next room), he won't

bother the party. If he is attacked, he will send the two orcs off to room #29 to raise the alarm, while he fights with his back to the furnace so he cannot be taken from behind. The total value of the weapons and tools in this room is 300 gp, if the party can manage to load them onto animals for resale. The smith has no treasure but wears a small key on a chain around his neck. This key fits the iron box in his quarters.

27. Armorer's Quarters:

The room contains one large bed and with typical bedroom furniture. There is a loft in the west end of the room with a ladder leading up to it. The room is being cleaned by a stout orc matron.

The orc matron (AC 10; MV 9"; HD 1-1; hp 4; #AT 1; D 1-6) is the armorer's wife. She will scream hysterically if she sights the party. Her screams will rouse the armorer and his assistants in room #26, and the guards in room #29, who will rush to her defense. In the room, beneath the bed are two mangy, tortoise shell cats. They are playing with a silver thimble of the matron, worth 5 gp. In the floor beneath a small bed table is a stone which may be tilted to reveal an iron box beneath. The box is locked and inside are the plans for a beautiful suit of plate mail, a pouch with 4 agates worth 15 gp each, and a pair of callipers. There are two pallets in the loft for the orc assistants and one has been carving a piece of wood into a model for a new pole arm head.

28. Storeroom:

The room appears to be a storeroom and contains bins half-filled with an assortment of supplies.

The supplies are typical equipment for a garrison; spare leather straps, rivets, nails, bolts of cheap cloth, iron rations, and so forth. The equipment (which is too bulky to carry) is worth 250 gp. The room contains nothing else of value.

29. Orc Barracks:

The room contains four double bunkbeds with eight orcs currently asleep in them.

Four of the orcs are supposed to be patrolling the halls but they got bored and went back to sleep. They will be surprised on a 1-5. The orcs (AC 10 (6); MV 9"; HD 1; hp 5 each; #AT 1; D 1-8) will snatch up their swords to defend themselves. If an alarm is raised, they will take 1 round to don their armor before answering the alarm. These orcs work for Estelrath the slave merchant, and do not care for the hobgoblins running this fort, so they tend to be lax in their duty. They will rush to the aid of the armorer or his wife, because one of the armorer's assistants is a half-brother to the sergeant. These orcs have a total of 3 gp, 7 sp, and 31 cp.

30. Orc Officer Quarters:

This room appears to be quarters for orcs. There is an orc snoring from where he lies sprawled across a bed. Sitting behind a table, glassy-eyed is another orc. On the table in front of him is a cask with a spigot in it and two spilled mugs. The floor of the room is littered with three wine bottles.

The two half-orcs here (AC 4; MV 9"; HD 2; hp 11 each; #AT 1; D 1-8) are the sergeant and commander for the orcs in room #29. They have recently completed a drinking bout, and the sergeant won. He is bleary and incoherent, but will speak to the party in orcish. He will feel that something is vaguely wrong, but can't put his finger on it. The sergeant has a pair of brass bracers worth 10

gp and 14 gp in a pouch stuffed in his right boot. The commander has a gold ring worth 25 gp, an ivory handled dagger worth 30 gp, and 18 gp in a bag beneath him. In a pouch on the side of the bed is a roll of paper, marked with incoherent lines. This is a map of the slave route, but will be of little use without the interpretation of the commander.

31. Guest Bedroom:

This room contains a bed and several folding cots. Sitting at a desk, writing, is a gray-bearded man wearing a drab gray cloak. He looks up as the party opens the door and asks what he can do for them.

This is Estelrath Tancred, a slave merchant (AC 5; MV 9"; F 5; hp 29; #AT 1; D 1-8). he is currently waiting for his selection of slaves to be prepared for the drive to market, and is getting bored with the delay. Beneath his cloak he wears chainmail and a long sword. He will be willing to listen to the party, believing them to be mercenaries until they prove by ignorance to be otherwise. Then he will waste time until his two guards return from the kitchen with the meal he ordered.

Estelrath's two guards are a pair of cavelings created especially for him by Markessa, the director of this slaving operation. The two cavelings were once elves, but no longer bear any resemblance to that race. They are called Cari and Filch, and respond only to Estelrath's simple verbal commands. Both have gray scaly hides, which gives them a 90% chance to hide in shadows naturally. They have large, bulbous eyes, infravision 90', and clawed, padded feet with which they may climb like cats and move silently with an 80% chance of success. Thus, they surprise on a roll of 1-5 on 1d6.

Cari (AC 6; MV 15"; HD 2; hp 17; #AT 2; D by weapon and 2-7; S 16, I 4, W 4, D 16; C 16, Ch 5) has enlarged hands and a tail with stinger, save vs. Poison or start to itch. Characters itching are unable to cast spells, and fight at -2 to hit. Cari's favorite tactic is to sneak up on a character and trip him or her with a successful to hit roll at +4, and then sting the character at +4 to hit.

Filch (AC 6; MV 15"; HD 2; hp 9; #AT 2; D by weapon; S 12, I 5, W 4, D 16, C 11 Ch 4) has a prehensile, gripping tail and long thin fingers with which he can pick pockets with a 75% chance of success. Filch also likes to attack from behind at +4 to hit, if attacking with surprise. Filch's favorite tactic is to jump on the back of his victim and lock his legs around the character's chest. Then he stabs the character with 2 daggers, one held in his hand, the other in his tail. Both Cari and Filch wear loin cloths and leather belts, but nothing else.

Cari and Filch will return 5 rounds after the party enters the room. If the door is closed they will listen at the door first. Then they will knock and Cari will hide beside the door while Filch tries to draw the intruders out of the room. Neither can talk.

Estelrath has a leather chest under his bed. In the chest are 600 gp, 20 pp and 5 amethysts worth 50 gp each. There are also papers detailing the slave route and these can be used to lead the party to **A3 - ASSAULT ON THE AERIE OF THE SLAVE LORDS**. On the desk, where Estelrath was working, is a thin wand of wood. This is **springerle** or a **wand of opening**. When struck against a locked or bound object the object will be opened, similar to a **knock** spell. The wand has 12 charges left.

32. Ogre's Quarters:

When this door is opened the party sees an ogre sitting at a table, lovingly polishing a bastard sword. The ogre is dressed in fine, black chain mail and wears a black hood with eyeholes,

like an executioner's mask. He looks up and smiles, welcoming the new mercenaries and invites them to come in and sit down, while he discusses their new duties. There is wine and cheese on the table.

This ogre is second in command to Icar the fort commander. He is called Executioner (AC 4; MV 9"; HD 4+1; hp 25; #AT 1, +1 to hit due to strength; D 2-8 +2; S 18, I 10, W 12, D 12, C 14, Ch 6). Executioner will flip the table over on anyone stupid enough to sit down (stunning them for one round). He will then attack fallen adventurers at +4 to hit and call for help.

Executioner has a special bastard sword given to him by a respectful slave merchant. It has two curving hooks on the hilt's crossguard with which Executioner may attempt to catch his opponent's weapon and disarm him. Executioner needs to make a roll to hit AC 8 in order to catch the weapon and disarm his opponent. Then he will strike with the pommel of the sword for 1-4 points of damage on the same round.

Executioner has nothing of value in his room. But over his bed hangs a large composite bow and arrows. Only a character with an 18 strength may bend the bow, but it allows the used to add his or her strength bonus to damage caused by arrows fired from this bow.

33. Servant's Quarters:

The sound of laughter and fighting can be heard coming from this room.

In this room are a number of goblins and kobolds, crowded around an impromptu arena, made by turning a number of bunks on their sides and pushing them together to form a rough square.

The goblins and kobolds are watching a match between a halfling (AC 10; MV 12; LVL 0; hp 3; #AT 1; D 1-3) armed with a table leg and a badger (AC 4; MV 6"; HD 1+2; hp 6; #AT 1; D 1-3) with its rear legs tied together. The eight goblins (AC 4; MV 9"; HD 1; hp 4 each; #AT 1; D 1-6) and the ten kobolds (AC 10; MV 9"; HD 1/2; hp 2 each; #AT 1; D 1-4) are jeering, drinking beer, and betting on the outcome of the combat. The goblins are guests from the visiting slaver's caravan; the kobolds are servants of the hill fort. The goblins are armed with short swords, while the kobold's carry daggers. There is a total of 17 sp and 50 cp in this room.

Once the party attacks, if the halfling has not been killed by the badger, three kobolds will enter the arena. Two will move to kill the halfling and the other will attract the attention of the badger. If the halfling survives, he will grab any weapon at hand and help the party. He knows nothing about the fort.

A. Stairs Up:

Here are a flight of stairs leading up to a trapdoor in the ceiling. There is a bolt on this side, but it is open. Still the trapdoor seems to be locked.

34. Second Floor Guard Tower:

The stairs from the first floor lead up to a trap door which is closed.

The trap door is bolted shut from the other side. It opens to the second floor which is one large room. The walls and roof of this room are made of heavy timbers, not stone like the rest of the fort. There are arrow slits in the walls for archers to fire through. Doors in the north wall open onto a balcony above the

inner courtyard #13. Rows of bunkbeds stretch down the middle of the room. There are two large barrels filled with water and half dozen wooden bucket for use in putting out fires.

The second floor houses a garrison of 20 hobgoblins (AC 5; MV 9"; HD 1+1 hp 6 each; #AT 1 or 2; D by weapon) armed with short bow and long sword. Ten of the hobgoblins are currently on guard, two at each wall and two of them on the balcony. Two hobgoblin leaders (AC 4; MV 9"; HD 2; hp 9 each; #AT 1 or 2; D by weapon) are also in the room, one is asleep. If the party is sighted, the hobgoblins will ring one of the main alarm bells located on the balcony and attack. The hobgoblins carry a total of 9 gp, 12 sp and 73 cp.

35. The Kitchen:

From beyond the door to this room may be heard laughter. There is also the odor of burning flesh. These doors open inwards, into the room beyond.

As the party opens the doors, they hear a shouted command. This room appears to be a huge kitchen, over 50' long and wide, and 40' tall. About the room are piles of crates and kegs, as well as several tables and cabinets. In the center of the room is a large fire pit, the fire in it licking at the charred head of a giant lizard hanging head down into the fire by a chain from the ceiling. A 7' tall, black man in black plate mail armor is poking and turning the roasting lizard with a two handed sword. He turns to face the door, as the party enters, and you see that his helm has no eyeholes. At a table in the east end of the room sit three barbaric looking men, all bristly bearded with coarse red hair. They have mugs of beer in their left hands and smilingly lift hand axes off the tabletop and hurl them at the party.

As the hand axes are thrown, the tall black man will shout another command and step behind an enormous wine cask about 30' in front of the door. At the same time, six hobgoblins who have been hiding behind stacks of kegs and crates to either side of the doorway, will stand up and throw their hand axes. Those hand axes thrown by the hobgoblins are at medium range and are at -2 to hit, those thrown by the wereboars at the table are thrown from long range and are at -5 to hit.

Immediately after throwing their hand axes, the three men, who are actually wereboars in human form, will duck behind the table and change into boars. One round later, the wereboars (AC 4, only hit by silver or magical weapons; MV 12"; HD 5+2; hp 27, 23, 21; #AT 1; D 2-12) will charge forth. They will move to attack fighters and those characters who talk, presuming them to be the leaders.

The tall black man is Icar, the fort commander. He will kick the legs out from under the cask of wine and send it rolling toward the door. The large cask will cause 1-6 points of damage to those in its path who fail to save vs. Rods to evade it, and all in its path will be stunned for 1 round. Icar will then rush forward and attempt to attack the most formidable fighters.

Icar (AC 1; MV 12"; F 7; hp 59; #AT 3/2; D 1-10 +2) is second in command to Markessa the director of this slaver operation, and a battle trained veteran. Icar is blind and has been from birth. But special training he received while a child at a monastery, has made him remarkably sensitive to sounds, air pressure variations and smell, and he is thus able to "see" better than a sighted man. Due to his heightened senses, he heard the party approach before they opened the door and set the ambush. He is immune to illusion and visual spells. **Silence** will affect him as darkness affects a normal human, -4 to hit. Because of his ability, Icar can distinguish between Markessa and her double.

Icar wields a two handed **sword +1** (NSA) called Death's Master. He wears a **ring of fire resistance** and is thus immune to the effects of normal fire and saves at +4 vs. magical fire. The ring also subtracts 2 points per die of damage caused by magical fires. If Icar can, he will maneuver his opponents back to the firepit and then force them into it on a score 4 better than the number needed to strike the opponent. The firepit will cause 3-18 points of damage per round (10 points in tournament play), save vs. Breath Weapon for half damage. As a last defensive measure, he will stand in the firepit using the lizard for cover (+4 to his AC) and will throw handfuls of flaming grease at the party (treat as flasks of oil).

There are 8 hobgoblins in the room (AC 6; MV 9"; HD 1+1; hp 7 each; #AT 1; D 1-8). The six near the door, after throwing their hand axes, will attack the less formidable looking characters in the party with swords. The two remaining hobgoblins will light and throw flasks of oil into the melee from behind cover. They have three flasks of oil each. Then they will attack with cleavers, treat as hand axes. Successful hits with the oil will cause 2-12 points of damage the first round and 1-6 points the second round. Characters within 5' of thrown oil will take 1-3 points of damage from splashed oil.

The room is full of crates, casks, tuns, boxes and barrels of all descriptions. They all contain food and drink of various kinds -mostly somewhat foul by human standards. Besides the two tables where the wereboars were sitting and two benches each, there is another table near the fire pit. Shelves line the walls and contain more foodstuffs and crude tableware. The only things of value in the room are the belts that the wereboars wear, each of which is inlaid with gold and worth 150 gp. Icar wears a large set of keys on his belt to the various doors in the fort, but not to his treasure room.

Spread out on one of the cupboards, and held down by a loaf of bread and a cup of wine is a letter from the Slave Lords to Icar. The letter is written in a strange raised script that Icar reads by touch. A **comprehend languages** is necessary for anyone else to read it. It requests that a group of newly acquired slaves be sent to them for questioning and gives directions which will lead adventurers to **A3 ASSAULT ON THE AERIE OF THE SLAVE LORDS**.

36. Cook's Quarters:

The room looks like a typical bedroom, though slovenly kept.

The cook, a half orc (AC 10, MV 9", HD 1, hp 5, #AT 1, D 1-6) will be hiding under the bed if fighting took place in room #34. He will attack with a dagger with surprise any character looking under the bed. He has 14 sp.

37. Wereboars' Quarters:

This room contains three beds, a short table and four stools. The room is filthy and foul-smelling. A bed of straw is in the northwest corner. On the straw is a wild boar, which immediately rises squealing, to attack the party.

The boar (AC 7, MV 15", HD 3+3, hp 22, #AT 1, D 3-12) is the pet of the wereboars in room #36. It is normally fed meat, and is very aggressive. There is nothing of value in this room.

38a. Larder:

The room is filled with dry good, smoked meats, canned goods, and other non-perishable food. The room contains no treasure.

38b. Storeroom:

The room is filled with shelves containing dirty pots, pans, and dishes.

This room is where the humanoids throw their dirty dishes until there are no clean ones left, at which time the wereboars gather up the servants and make sure all the dishes are washed. There is a concealed door behind a set of shelves in the south wall. The door can be found by moving one of the shelf sections which swings out. This door leads to stairs which go down to the dungeon level.

39. Icar's Quarters:

This room appears to be someone's quarters. There is a simple bed in the northwest corner, and a small circular table with two chairs. On the table is a bottle of wine and a chess board. At the foot of the bed is a carved wooden chest. The chest has been carved to depict a battle scene in high relief. Hanging on the wall is a shield, a leather cloak, a shirt, a mandolin and a skald's field harp. On the bed is a fur covering. There is a door in the south end of the room with a big lock on it.

The door in the south wall, leads to a 10' square closet where a medusa (AC 5, MV 9", HD 6, hp 27, #AT 1, D 1-4 + poison, SA gaze turns to stone) is kept prisoner, guarding Icar's treasure. Above the door, on the lintel, is hidden the key to the door. The medusa is terrified of Icar because he is invulnerable to her major power and she knows that he has access to a **peript of proof against poison** (from **room #17**). The medusa is chained to the wall and will guard Icar's treasure with her life. If the party tries the closet door, she will cry out in anger, "Icar, you snakes-belly, release me".

This is Icar's quarters. None of the items on the wall are of any real value, and the shield is missing its arm strap. The wine is of good quality. The chessboard has a raised grid pattern, so that it can be felt by Icar. The chest is filled with clothing, neither rich nor well cared for. The fur on the bed is worth 18 gp. If the party attempts to move the furniture, they will discover that it is bolted to the floor with the exception of the bed. This is so Icar knows where everything is. Underneath the bed is a trapdoor, bolted on this side. The trapdoor leads to the dungeon complex below.

Icar's treasure is in an iron chest cemented into the floor. The treasure is 2000 gp, 10 matched pieces of jet worth 100 gp each, and 10 matched silver and black opal bracelets worth 200 gp each. In the chest is a locked hammered brass coffer. The coffer has a very intricate lock and a thief's chance to open it is -15%. A potion of **undead control**, a potion of **diminution**, a clerical scroll with **wind walk**, **cure light wounds**, **feign death**, **cure serious wounds**, **purify food and drink**, and **resurrection**, a **ring of warmth**, and **Quaal's Feather Token**.

There is a parchment covered with strange raised lettering inside the chest. A **comprehend languages** spell will reveal that the parchment gives directions about the **specialist quarters**, are a **#25** in the dungeon, and details where the secret doors to the treasure room are located, where the remainder of Icar's treasure is located. The treasure consists of 5000 gp, 1 uncut ruby worth 500 gp, and 8 uncut sapphires worth 250 gp each. If the stones are cut by a jeweler their value will increase by 4 times. There is also a potion of **oil of etherealness**, and a clerical scroll of **atonement**.

DUNGEON LEVEL

Tournament Start For The Dungeon:

Through the map and the information gained in Highport, the party has learned the location of the slavers' stronghold. The slavers once used a stockaded fort as their headquarters. The hill fort was destroyed by the wild tribesmen of the Drachensgrab Hills, but the slavers returned to the site and began operating again out of the underground complex, now concealed by the rubble above.

After an arduous journey overland (in which the party discovered that the Drachensgrab tribesmen are still active) the party has reached the ruins of the hill fort. Waiting until nightfall, they cautiously entered the demolished fort, barely avoiding patrols of bored and apathetic guards. The party found a newly-built trapdoor amid the rubble. The entrance is unguarded, as the slavers believe that no one would dare attack them. The party is determined to correct that mistaken impression as they lift the trapdoor and descend into the darkness.

Dungeon Wandering Monsters.

These encounters will only occur in corridors and empty or emptied rooms. Wandering monsters are **not** used in tournament play. They may be included in the campaign adventure at the discretion of the DM. These monsters are encountered on a roll of 1 on 1d6, check each turn.

Die Roll	Monster	Number
1	Giant rats	4-24
2	Baby boggle	1
3	Goblin Patrol	6-15
4	Witchdoctor & patrol	4-13
5	Wolves	1-3
6	Haunt	1

Rats. These creatures will surprise on a roll of 1-4 on 1d6. If they are encountered by only one or two characters they will attack. If the party is larger when encountered the rats will sit and watch the intruders intently, allowing the party to pass unmolested.

Giant rats: AC 7; MV 12"; HD 1/2; hp 3 each; #AT 1; D 1-3.
Leader: AC 7; MV 12"; HD 1, hp 7; #AT 1; D 1-4.

Boggle. This strange creature is described in the back of this module. This boggle child has wandered away from the lair and has climbed the wall and is hiding in the shadows ready to spring down on unwary passerbys. It will surprise on a roll of 1-5 on 1d6, leaping down on a random character stunning for one round. The creature will then grab the character's weapon and ran down the giggling; stopping and waving the weapon at the party encouraging them to chase. It will lead the party on a merry chase down the hall, up the wall and over their heads. Characters may attempt to catch it rolling to hit AC 9, but once the boggle is grabbed it will slip out of their hands like a greased pig. If the creature takes half damage it won't think the chase is fun anymore and will throw the weapon at the party and **dimension door** through a nearby rat hole.

Boggle: AC 5; MV 9"; HD 2; hp 14; #AT 3; D 1 each.

Goblin Patrol. This patrol is returning to their barracks and is tired. Their leader is a gruff one-eyed hobgoblin and they are all armed with throwing spears and short swords. Once the party is sighted, the leader will send a goblin to sound the alarm and then attempt to hold the party till reinforcements arrive. They will

throw their spears first.

Goblins: AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6.

Hobgoblin: AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D 1-8.

Witchdoctor. Gulyet, a goblin witchdoctor, is accompanied by 3-12 goblin guards carrying spears. They are taking a message to Icar from Markessa, requesting 6 mind-numbered slaves and the presence of Estelrath the Slaver. Gulyet is Markessa's assistant and apprentice. She carries a large whistle that can be blown from both ends; one end sounds the alarm and the other makes no sound, but summons a large white wolf, a winter wolf, which arrives in 2 rounds. She wears a bronze amulet worth 30 gp. Gulyet's statistics and magic items are given in the **Leaders** section (p. 03). She is fourth level and has these spells:

(clerical) **Cure light wounds, darkness, resist fear, chant, & resist fire.**

(magic-user) **Affect normal fires, push, shield, invisibility, & scare.**

Gulyet: AC 2, MV 6"; MU 4/C 4; hp 13; #AT 1; D 1-6.

Goblins: AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6.

Winter wolf: AC 5; MV 18"; HD 6; hp 30; #AT 1; D2-8 (6-24).

Wolves. The wolves used to guard the dungeon are sometimes allowed to roam free. They will snarl and attack if they are surprised or attacked. If not surprised they will act curious, but irritable and hungry.

Wolves: AC 7; MV 18"; HD 2+2; hp 11 each; #AT 1; D 2-8.

Haunt. This monster is described in the back of this module. This haunt is the spirit of a slave who was killed in this area while trying to escape. The haunt's mission is to escape from the hill fort. Any character possessed by the haunt will try to take the shortest way out of the dungeon unless the haunt is convinced by the party that safety and the best chance of escape lies in numbers.

Haunt: AC 0; MV 6"; HD 5; hp 27; #AT 1; D special.

KEY TO THE DUNGEON

1. Secret Guardroom.

Sitting at a long table in the middle of the room, apparently eating dinner, are several goblins. They appear to be surprised. The southwest corner of the room has been barred off to form a cell and holds a man covered with bruises.

These 12 goblins (AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6) are not really surprised. At a sign from their hobgoblin leader (hiding in the observation alcove to the side of the door), they will pick up concealed crossbows and fire at the party. Then they will pick up wooden clubs and attack. The hobgoblin leader (AC 5; MV 9"; HD 1+1; hp 6; #AT 1; D 1-8) will attack with surprise one round after the goblin charge, with his morning star.

This room is a secret guardpost to observe the trap at the end of the corridor and to relieve anyone coming into the dungeon of their metal weapons and armor. A constant watch is maintained on the hall from the spy alcove and this is how the goblins were warned about the party before they entered the room. Normally the goblins allow intruders to be caught by the lodestone and then burst forth from the secret room and club them unconscious with wooden clubs. They then remove their gear, bind and gag apparent spell-casters and lock them in the cell until their superiors can be summoned. If the party manages to get past the trap the goblins will send a runner upstairs to sound the alarm.

The spy alcove has a tall stool with a padded seat and a spy hole cut in the wall to provide a view of the end of the corridor.

The only treasure in this room are a couple of kitchen knives and what the goblins and their leader carry. The goblins each have 2-12 silver pieces concealed somewhere on their persons. The hobgoblin leader has a pouch with a large brass key to the door at # 7, 20 gp and a cracked piece of ivory worth 75 gp in a cloth sack stuffed under his armor.

The man in the cell has been severely beaten by the goblins and has completely lost his senses. All he thinks about is food and makes only unintelligible grunts. The first thing he will do once released is charge past the party and start wolfing down food off the table.

A. Secret Door.

This secret door has recently been constructed by Markessa's engineer and is not the best match. Elves searching for secret doors will automatically find it. In order to draw attention away from the spot an oil lamp has been lit and hung at the far end of the corridor on the west wall.

2. Entry Hall.

The corridor at the foot of the stairs is cloaked with a mantle of dust and cobwebs, and the air is cool and earthy. The hall slopes down to the north here and the walls are damp. At the end of this 90' corridor the hall turns to the west and a lit oil lamp hangs on the west wall throwing a feeble amber light. The hall is 10' wide.

At the end of the hall, hidden in the hollow wall is a powerful lodestone or magnet. The range of its magnetic pull is 15', so the party will not have any warning of its existence until they are within range of it. Those wearing ferrous armor, scale mail or better—including most magical armor, will be drawn suddenly and forcefully against the wall taking 1d6 points of damage from the fall. Those drawn to the wall will be stuck, unable to move, unless they are released from their armor and escape leaving their armor hanging against the wall. Also, those within range of the wall will find any ferrous objects held in hand, jerked away and flung against the wall to hang there. Sheathed or tied down iron objects will swivel on their bindings and point towards the wall. If the equivalent of two or more long swords worth of iron-based metal (120 gp weight) is carried by a character, he will also be drawn to the wall. The second rank of the party will be able to react to the first rank being caught in the trap and if they save vs. Petrification at +4, they will avoid being caught in the trap also.

If characters leave behind all their large ferrous objects they may cross the lodestone's area of effect without being affected.

Characters with a strength of 15 or greater and wearing banded mail or less, may slide sideways along the wall at the rate of 5' per round, until out of range of the trap; others must remain stuck.

Two characters will be able to carry metal items equal to 200 gp weight around the area of effect, if their combined strength equals 25 or greater. Three characters will have no difficulty moving items weighing up to 350 gp, such as banded mail, around the corner. Any item that actually becomes stuck to the magnet will require a combined strength of 36 or more to remove the item by sliding it along the wall.

3. Abandoned Guardroom.

The door opens onto a short hallway. The air is cool and damp and the area seems totally deserted.

A wooden table stands in the center of the room. Three benches, two wood stools and a couple of cots also adorn the room. Beneath one of the cots is a 3' x 2' x 1½' tall, brass bound chest. It is

locked and the lock is jammed by a piece of wire which might be mistaken for a broken needle or trigger wire by a party casually examining it. A clinking sound will be heard if the chest is moved. There are three 5' lengths of chain and two old padlocks in the chest. On the table are the remains of a dinner of horse meat and watered beer. In one mug filled to the brim are 2 gp.

In the southeast corner of the room is a stool with a pair of leather boots nearby. The boots are unremarkable, except that the soles are worn through and they are particularly small. If examined closely, the wall behind the stool appears to be of a different stone than the rest of the dungeon. It is actually painted canvas stretched across a wooden frame. (To those using infravision in the dark, the concealed door appears to be just a door.) A careful examination of the wall will quickly reveal how to open the concealed door. Behind the door is a winch used to lower a stoneblock between the lodestone and the wall, to release those stuck in the trap.

4. Parlor.

Ahead in the corridor is a ghostly white shape hovering above the floor just beyond an archway. No noise comes from it and it seems to shift slowly. The corridor is dusty and looks seldom travelled. Cobwebs drape the ceiling in little feathery patches.

The figure is the webbed form of a dead adventurer, hung as a lure by two giant spiders (AC 4, HD 4+4, hp 26, 20, #AT 1, D 2-8+ poison). The spiders are on the ceiling, concealed as piles of cobwebs above the arches. They will surprise the party on a roll of 4-6 on d6.

The spiders will cut a web free to fall in a 10' x 10' area upon the largest group near the lure. Surprised party members are caught; others must save vs. Paralyzation to avoid the trap.

Those caught will free themselves in a number of rounds equal to 19 minus the Strength of the character. Fire or a **burning hands** spell will destroy the web, but will do damage to those inside the web. Oil or a torch will cause 2-8 points of damage.

Once the party is webbed, the spiders will attack, carefully keeping their targets between other party members and themselves. Thus the spiders cannot be shot by missiles and must be engaged in melee. All attacks from those trapped by the web are at -4 to hit. Attacks upon those trapped are at +2 to hit.

The corpse in the web bundle is a shrivelled husk, with a strange grimace upon its face and its hand at its chin. Between its stiff jaws is a **ring of infravision**. In a pouch at its waist are 10 gp.

5. Storeroom.

The room is filled with chests, bundles and crates of various tradegoods. It appears to be deserted.

This room is used as a storeroom for caravan tradegoods and contains several bales of good linen, crates of tin pots and pans, and several chests of china dishes wrapped in straw. The tradegoods are worth a total of 450 gp, but are very bulky and hard to carry. As characters examine the contents of this room they will hear a faint, repeated hiss coming from somewhere in the room. If they attempt to find the source of the hissing, they will find that it moves. The hissing comes from a pair of 2 inch long roaches which live in the room. The roaches offer no danger.

6. Abandoned Storeroom.

This room appears to be a storeroom. The piles of tradegoods are dust covered and appear not to have been touched for some time. Suddenly there is a hair-raising moan and the clanking of chains from the northeast corner of the room. There a luminescent shape begins to form the figure of a wasted elf struggling with ghostly chains that hold him to the wall. As the party watches, the figure breaks its chains and comes rushing forwards.

The figure is actually a phantom, a three-dimensional image which appears similar to a ghost or an haunt. Any creature who looks at a phantom must save vs. Spells at -2 or flee in terror as if a **fear** spell. A phantom is merely an image or mirage and cannot attack nor react to other creatures. Phantoms are soulless shells of creatures who died hideous deaths and recreate images of the death trial or images of what the departed soul was thinking most about when it died. The image does not move from the spot where the creature died, but replays the story like a 3-dimensional movie.

This is the phantom of an elf slave who was being tortured in the torture chamber and burst his bonds to escape. After the figure breaks its chains and seems to rush forward panting, its eyes gleaming madly, its hands twisted into claws, it will turn and appear to flee up stairs looking back wildly over its shoulders. The elf then appears to run down a corridor, around a corner to a hallway with many doors. He scrabbles at the latch to one door until it opens, terror written all over his face. Into a room he runs, but it appears to have no other exits. Looking over his shoulder in stark horror he beats the wall and attempts to tear a torch holder off a wall. As he does, a section of the wall opens and he leaps through the gap desperately. Behind him bound dark, hairy, slave-ring forms, running on four legs. Down a darkened passage the elf stumbles, only the pale yellow of his eyes visible. Suddenly there is light as the wall at the end of the passage opens into a hall and he bursts forth beating off the baying pack of wolves that try to drag him down. Through an arch he runs and there on his left is another door. He pushes the door open, but too late as a great white wolf leaps upon his back and bears him down into the storeroom, ripping his throat. Then the mangled form of the unfortunate slave is dragged off into a corner to be devoured by the slaving wolves.

If the players watch the entire sequence through they may figure out where the secret door is located. If they leave the room the sequence will not begin again for an hour.

B. Secret Door.

This secret door is opened by pressing on a stone in the west wall at waist height. The door is opened and closed from the inside by a lever in the west wall.

7. Log Trap.

This corridor slopes gradually upward to the east for 50', and then ends in a wooden wall with a door set in the middle of it.

In the center of this corridor is a covered pit, 10' long, 7½' wide and 20' deep, indistinguishable from the corridor floor. The tracks on the floor and over the pit show only that the area is often travelled, for there is no dust on the floor over the pit. The cover of the pit will fall open when the first person walks on it, dropping the character 20' into a 4' deep pool of water. The will cushion the fall and the character will only take 1d6 points of damage. Heavy tapping of the floor with a staff or club will also cause the pit cover to fall open. Once open, the cover will remain open. The narrow

ledges around the edges of the pit are just wide enough to walk across, but only if one goes slowly and carefully.

The door has a wooden face of a learing goblin carved in it at chest height. The door is trapped, but no trap may be detected because the trigger is on the other side of the door. A long chain stretches from the back of the door to a board restraining a boarded up alcove at the end of the corridor. The wooden goblin face may be rotated to reveal a large keyhole. With the right key this lock may be turned disconnecting the chain from the door. Otherwise, once the door is pulled opened, the boards over the alcove will collapse releasing a large pile of logs, each 9' long, to roll down the corridor. When this happens read the following to the players:

Through the door comes the sound of cracking and splintering wood and you see the enormous pile of logs crashing down the corridor, straight towards you.

Give the party 1 minute of real time to say exactly what each character is going to do. The logs will smash through the false wooden wall and continue rolling to crash into the end of the corridor. Characters may not run across the ledges to either side of the pit to escape. If they attempt to, they will fall into the pit. If they take their time, to maintain their balance, they will be caught and smashed by the logs, for 18 points of damage, just as they reach the other side of the pit. Those who chose to jump into the pit will take only 1d4 points of damage and the logs will roll right across the pit. Characters who climb walls may also avoid the logs if they save vs. Spells, otherwise they will take half damage from the logs, 9 points.

If the trap is approached from the other direction, the party will see the boarded up alcove, and the chain leading from the door to the retaining wall. The logs are not visible.

The only way to deactivate the trap from this side is to break the chain. Each character is allowed one try at breaking it, and a successful roll of the "Bend Bars" percentage means that the chain is broken. Any attempt to break the chain has a 1/3 chance of triggering the trap (1-2 on d6).

8. Boggle Lair.

The entire corridor here — walls, ceiling and floor — is a grillwork with 1' x 1' spaces, extending for about 60'. The stone bars that form the grillwork seem to be covered with a black, viscous liquid that appears slick.

This area is the lair of two boggles (AC 5; MV 9"; HD 4+3; hp 21, 24; #AT 3; D 1-4 each or 1 weapon). Boggles are vaguely humanoid creatures, about 3' tall and varying in color from blackish-blue to gray. They all have large, bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual, such as large noses, uneven arms, spindly legs and so forth. Boggles are not very intelligent and tend to be whiners and gibberers when dealing with other races. However, when encountered in their lair they are aggressive and voracious.

Boggles have rubbery skin and they secrete a viscous, nonflammable, black oil that is extremely slippery. Due to their slipperiness and the resiliency of their hide, all attacks upon boggles will do -1 point per die of normal damage done. Boggles like to spread their oil about their lair, making footing slippery and unsure for intruders. For every 10' a character travels across this area or for every round spent fighting here a character must roll his or her dexterity or less on 1d20 or fall down. The falling does no damage, but a character who falls may do nothing for 1 round while he or she stands back up.

Boggles are resistant to fire (as the ring), and they can naturally **spider climb**. They also have the natural ability to use a limited **dimension door** (3" range) by stepping, diving or reaching through anything resembling a frame, such as holes, the grillwork, cracks, doorways, etc.. They will use this ability to reach through one section of the grill and have their hand come out elsewhere to grab or strike at a character from another side. Boggles are also slightly elastic and may stretch or contract to twice or one-half their normal size. Finally, they have a keen sense of smell and can even detect invisible creatures with this sense. Thus they are often used as watchers and alarms by other races. When they sense intruders they set up a high-pitched, keening wail.

The two boggles will appear from walls, floor and ceiling to strike at and trip intruders (roll 1d4 to see which direction they attack from) and will then retreat through the nearest wall. Upon examination, the grillwork will be discovered to actually be a honeycomb of 1' x 1' x 2' deep niches into which the boggles dive and disappear. If anything is thrown at the boggles they will attempt to catch it (roll a successful "to hit" vs. AC 8 to catch) and either throw it back at the party or take it to their nest. The nest is only accessible by **dimension door** or other magical means. They are semi-intelligent and will try to steal treasure and weapons to keep them from being used to hurt the boggles, and throw back other things such as oil. Each boggle may attempt to steal an item from a person who had fallen by making a successful to hit roll vs. AC 5. Boggles may also drop from the ceiling upon characters and attack with two additional claws added to their normal claw/claw-bite routine (like a cat).

Characters will have to be inventive to get through this area quickly. One possibility is taking pieces of lumber from section #7 and tobogganing across the grill. This works very well due to the oil on the grill bars.

9. Storerooms.

From this hallway the party can hear screams of pain and moans of agony coming from the west. The doors along this corridor all appear to be locked.

These rooms are all locked and contain chests, crates, barrels, bales, casks, and tuns of all descriptions. In these containers are all the things that are necessary for the maintenance of the underground stronghold. Unfortunately, none of it is much use to the adventurers. There is a great deal of food, especially honey and cheese, much clothing and goblin-sized leather armor, col-lars, lumber, torture apparatus, chains and so forth.

10. Storeroom.

This room appears to be a storeroom. Several crates have been pushed aside and a chest has been over turned to be used as a table with a couple of casks for stools. On the overturned chest are a guttered candle in a tin candleholder, and a dog-eared deck of cards. On the back wall is a torch bracket with an unlit torch in it.

This room is used by a couple hobgoblin leaders to play cards. Beneath one of the casks are stuffed four face-cards of the same suit. Rolled into the shadows of one crate is a silver piece dropped during one game. The torch bracket in the back wall is the trigger to open the secret door in the room. Pulling down on the torch bracket will open the secret door. The secret passage beyond is used to bypass the boggle lair when coming from the fort above.

11. Storeroom.

The room appears to be a storeroom. It is piled high with barrels and stacks of furniture wrapped in burlap and rope.

The furniture in this room is of good quality, but has seen a lot of use and most is in need of repair. In the northeast corner is a wardrobe (locked shut). In the wardrobe are three chests of old clothes and linen, neatly folded. On one folded cloak, amongst the piles of clothing, is a mother-of-pearl stickpin worth 45 gp, but there is nothing else of value. The barrels contain pots and pans and some clay bowls. In the west wall of the room is a secret door. A stack of empty barrels has been placed in front of it. The barrels can be easily moved by one person in order to search the wall. The secret door is opened by pushing in on one end and pulling out on the other.

12. Torture Chamber.

Screaming comes from beyond this door and light shines under it. When the door is opened, an enormous pillared room can be seen, in the swaying shadows, set dancing by the light of a chandelier swinging wildly back and forth. The floor is 10' below the landing on which the door opens and a set of stairs leads down into the room. To either side of these steps are small, 5' ledges. The ceiling rises at least 30' above the door. This appears to be a torture chamber, for about the room can be seen racks, hanging cages and chains, an iron maiden, fire pits and braziers; and their unfortunate occupants. Standing amongst these implements of torture are many goblins. On all sides of the room can also be seen archways, some leading to alcoves, while others are walled up. Suddenly the swinging chandelier comes crashing down from the ceiling to smash at the top of the stairs, exploding into flame as the oil spills and ignites.

Those characters standing at the top of the stairs will be caught in the burning oil and take 2-12 points of damage the first round and 1-6 points the second round. Those within 5' of this spot will be splashed with burning oil for 1-3 points of damage. If a character makes a successful save vs. Paralysis this damage will be reduced to half. The oil will burn for two rounds and then the room will become dark except for the red glowing braziers. Creatures without infravision or an additional light source, must fight at -4 to hit.

One of the goblins was pulling on the chandelier rope and causing it to swing. He cut the rope to send it crashing when the party appeared. These goblins are lead by two bugbear overseers who watch them at their tortures, through two arrowslits, from a secret chamber to the west of the stairs. The goblins will use their slings and attempt to keep the intruders at the top of the stairs until the bugbears appear. The goblins will fire their slings from cover behind pillars and the various racks gaining an AC of 2 (+4) versus missile attacks. Once the bugbears arrive or the party counterattacks, the goblins will draw their short swords and charge in groups of 4. The worgs will come out of their alcove dens and attack if intruders come down into the room. If the battle is going against the goblins, one will run to the south end of the room and disappear, carrying the alarm through the iron maiden to the troops beyond.

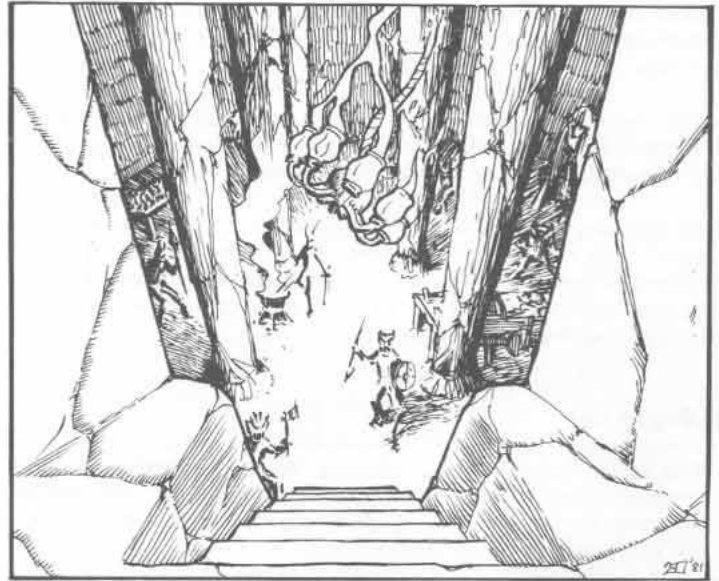
In this chamber are 16 goblins (AC 6; MV 6"; HD 1; hp 6 each; #AT 1; D sling 1-4 or short sword 1-6). Eight of the goblins are in the central area of the torture room entertaining five unfortunate guests, while four are in the south end of the room sharpening a bed-of-nails. Two goblins are cleaning up spilled fresh mortar in the eastern wing, and two more are giving a

man with two broken legs an extremely close shave in a western alcove. The goblins carry 6 sp each. The tortured individuals are beyond help, but any who survive the battle if questioned, will tell the party that there must be an entry into the room at the south end. At the south end of the room there are a bed-of-nails, an iron maiden, coils of chain, 20' long, 4' lengths of lumber, pieces of rope, 20' long and a keg of nails. The secret door is in the back of the iron maiden, but when it is opened a skeleton will be found impaled on the spikes. The hinge of the iron maiden is stiff and it tends to spring shut. For each spike twisted, there is a 1 in 6 cumulative chance of opening the door.

a. Observation Post.

There are two bugbears (AC 5; MV 9"; HD 3+1; hp 15, 17; #AT 1; D 1-10) in this room. There are also two benches and a table at which one bugbear sits constructing a wire face cage. The other is standing by the arrowslits in the south wall watching the room below. As soon as there is a commotion in the torture room, they will both stare out the slits to determine what is happening. Then they will grab their halberds and rush around through the secret tunnel to room #11, to enter the torture chamber by the main door in 2 rounds. They will attack with surprise if possible (1-3 on 1d6).

The bugbears have no treasure in their room, but one carries a scroll of **cure disease** and 60 gp in a pouch.



b. Walled-up Alcove.

In the northeast corner of this room, behind several casks of wine is a freshly bricked-up archway. From behind the wall is heard a rustling sound, as of someone scratching, and the faint jingle of bells. In the alcove is a rabid wolf with bells on its collar (AC 7; MV 18"; HD 2+2; hp 15; #AT 1; D 2-5) which will attack once it is freed, as a 4 hit dice monster. Anyone bitten must save vs. Poison or die in 4 turns. A **cure disease** will prevent death. However, the victim will still be weak (-4 on "on hit" and damage) for 4 turns.

c. Worg Dens.

A worg lairs in each of these three cells in the east wall. These worgs (AC 6; MV 18"; HD 4+4; hp 23, 22, 19; #AT 1; D 2-8) sleep on piles of straw and may have a few bones scattered about. If intruders enter the room and come down to attack the goblins, the worgs will leap forth and enter the fray.

d. Secret Door.

A stone plug seems to have been used to seal off this alcove as has been done with several of the other cells in this room. This is really a secret door which may be opened by tugging on a chain hanging from the ceiling. Beyond appears to be just another cell with the withered remains of its tenants hanging from one of three pairs of manacles cemented in each wall. The southern wall has a secret door which is opened by turning the iron ring to which the manacles are attached and pulling. But the door is **wizard locked** and only Markessa or a 9th level or higher magic-user may open this door. A **knock** or a **dispel magic** will open this door.

13. Alchemist Secret Storeroom.

This room is lit by a ruddy glow, and the air is alive with the aroma of wild herbs and the pungent rot of decaying flesh. The room appears to be storeroom or pantry, for there are crates; bookshelves, a table and a cabinet all piled high with boxes, books, clay crocks and canisters, flasks and jars of herbs and other strange items. The red light seems to come from behind a table in the southwest corner. Over the top of the table the head of a hobgoblin can be seen watching the party.

There is no hobgoblin in this room, merely the severed head of one held to the table by a clamp. The eyes have been removed. Books, scrolls, bottles and dissection tools litter the tabletop. In a foot long, tubular leather case is a metal rod with a **continual light** spell cast on it. This is stuck in a holder on the wall and used to light the room when the alchemist is present.

This room is used as a secret storeroom and hideaway for Markessa, the evil elf fighter/magic-user who is in charge of the fort, and her alchemist, Fyndax. The room also serves as a shortcut through the dungeon, for a narrow, 5' wide passage leads north out of this chamber to Fyndaxes' quarters, bypassing the elite goblin guards. There is no one in the room at present.

In this room are stored the various components for making potions. There are jars of dried herbs, parts of animals, and leather-bound books about alchemy which only a master could use. The books are filled with strange illustrations and formulae, but the word, "FYNDAX" can be made out on the title page of each. In the southeast corner is a round wooden table containing two scrolls and three flasks. Inscribed on the scrolls are pictures of cows in varying stages of health. The flasks are marked W, U and H. The flask marked W contains pond water, while the one marked U holds cows urine. The third flask marked H, holds a potion of **healing**, cures 1-8 points of damage.

Behind the table in the southwest corner is a grotesque candelabrum sitting on the floor and the red light comes from here. The candelabrum is made from the skull of a wild boar attached to a metal rod. Attached to each tusk is a flask of red liquid with a lit wick floating in the fluid. Directly in front of the candelabrum is a pressure plate set in the floor. When the pressure plate is stepped on one of the flasks will crash to the floor and burst into a cloud of smoke to fill the room.

This smoke is a hallucinatory gas and all characters must save vs. Poison at -2 or be affected by the gas. Those who save will be set to coughing and gasping for 2 rounds and will be unable to do anything. Those who are affected by the gas will see an efreeti step out of the smoke and attack them with a flaming weapon. The efreeti is really the player character who set off the trap and he or she will see the faces of his or her comrades distort as they attack him. There will be a roaring in everyone's ears and they will be unable to hear for 6 rounds.

The hallucination will end when either the character who triggered the trap is dead or once all of the other characters affected by the gas are rendered dead or unconscious.

The alchemists supplies are worth 2,000 gp to another alchemist. Two baskets of dried beef and roots sit on the top of the cabinet. There is also a cask of water. Hidden in the basket of beef are two flasks and a small wooden box. The flasks contain potions of **giant strength** and **levitation**. The box contains five pellets of a black earthy substance. These are **flash pellets**, and when thrown to the ground will burst into a blinding flash of light. All those within 20' looking in the direction of the caster will be blinded for 2 rounds.

14. The Chasm.

Here a natural passage is formed out of the rock, rough and winding. The walls are slick with condensation and the air is warm. The passage slopes downwards and ends on a ledge 30' above the floor of a large cavern, covered with stalagmites. Across the chasm, 30' away, is another ledge with an opening leading out of the cavern. Between the two ledges are a series of rocky pinnacles rising up almost level with the ledges. The top of each pinnacle is fairly flat and large enough for one person to stand on. There are five pinnacles between the two ledges. The domed ceiling of the cavern rises 20' overhead. There comes a hissing from below and the room fills with steam obscuring all vision.

The steam will even obscure infravision. The party must cross the chasm in some manner even though they are unable to see. The steam will continue to fill the chamber for 5 turns and then will clear for one turn. If the party attempts to wait for the steam to clear, someone will undoubtedly be caught crossing when the steam returns.

The edges of both ledges are weak and crumbling, and cannot be climbed either up or down. Anyone falling into the chasm will suffer 3-18 points of damage and will be impaled by 0-2 stalagmites for 1d6 each. The only non-magical way across the room is to use the pinnacles as stepping stones. Naturally the stones are slippery due to the steam in the air. For any person to leap from stone to stone, he or she must roll equal to or less than his or her dexterity on 1d20 for each jump (six leaps in all). Of course, they must first determine where each stone is, by feel or some other method. If the party strings a rope across the fissure, add +2 to the dexterity roll and only roll once for each character crossing. If the party returns to room #12 and gets the 4' boards, they will discover that the boards just reach from pinnacle to pinnacle. Using the lumber adds +3 to the dexterity roll and characters need only roll once. These two adds are cumulative.

15. Cheese Curing Room.

This small natural chamber contains several open half casks and tuns on wooden platforms. The air is warm and damp.

This room is the cheese curing room for the fort. A large bolt of cheese cloth is lying on one of the wooden tables. In one of the tuns is a small amount of cheese curd and a growth of yellow fungi, not yellow mold. The cheese cloth is enough to protect up to two characters from the bees in room #16.

16. Beehives.

The door here seems to be stuck, and will have to be forced open. When it is opened, a bucket of sugary syrup falls and

drenches anyone standing in the doorway. Immediately an angry buzzing arises, and the syrup covered character is attacked by a swarm of bees.

The door only seems to be stuck and will open with normal door opening rolls. Above each door is hung a wooden bucket, suspended by a rope and pulley attached to a stay beside the door. The bees in this room feed on the sugary syrup in the buckets and will be swarming over it. When the door is forced open it will catch the bottom of the bucket and tip it over, spilling its contents over the doorway. If the door is opened gently, the rope may be pulled down to raise the bucket and allow access to the room. Because the trigger is the door itself, there is no trap to detect.

There are two enormous conical, clay hives in the west end of the room. The bees will attack anyone disturbing their feeding and will sting them causing 0-2 points of damage per round. They will sting anyone drenched in syrup for double damage. Once a character leaves the room he or she will be stung for ½ damage for one round, and then the stinging will stop. There is no physical defense against the bees and they automatically hit. A character wearing a suit made of cheesecloth may be protected from the bees at the DM's discretion. **Burning hands** will kill all insects in its area of effect, and a **sleep**, **stinking cloud** or **pyrotechnics** will immobilize all bees in area of effect. Steam will kill the bees on the characters if they run back into the steam-filled cavern.

17. Beekeeper's Storage.

The room is a natural cave with a dirt floor. This room contains several goblin-sized suits of what appears to be cheesecloth. There is also a 4' tall tun and two casks. In one corner on a small table is a long metal rod with a spatulate hook on one end and several clay crockery pots.

This is the beekeeper's storeroom and the cheesecloth suits are worn when working with the bees. The tun contains water and the casks contain a coarse brown sugar to make the sugar syrup for the bees. The metal rod and pots are used for gathering the bees honey.

18a. The Corridor:

Here is a natural corridor 15' high and 15' wide, with openings at each end. The corridor is approximately 80' long, and the walls and floor appear to have been worked smooth.

A 15' square net is suspended in the shadows near the ceiling, approximately at the midpoint of the corridor. A guard hidden at **18b** controls the net. If the party approaches from the east, he will drop the net upon them and blow an alarm horn. If the party is coming from **18c**, he will drop the net and join the pursuit (if the party is retreating) or try to escape (if his comrades are defeated).

Those under the net must make a saving throw vs. Paralysis to avoid being caught. Trapped party members will be unable to attack and will have no dexterity bonuses to AC. Opponents will be at +4 to hit. Those inside the net can try to free themselves with edged weapons. A successful hit on AC 9 will cut one strand of the net. A dagger can be used to cut two strands per round. Four strands must be cut, to free a character.

18b. The Guard Outpost:

The guard who works the net is stationed in this niche. The niche is concealed by a canvas screen painted to look like the

surrounding stone. The screen has spyholes cut in it. Those searching the area with infravision in the dark will "see" an apparent opening in the corridor here. Those without infravision will have to make a successful roll to locate secret doors, in order to find the outpost.

18c. Elite Goblin Barracks:

If the goblins here have any warning of the party's presence, they will attack before the party reaches the barracks. There are nine goblins (AC 4; MV 6"; HD 2; hp 13, 13, 12, 12, 11, 11, 10, 9, 9; #AT 1; D lance 1-6 or 2-12 charging, morning star 2-8) commanded by a leader (AC 4; MV 6"; HD 2; hp 14; #AT 1; D 1-10+1) armed with a **halberd** +1. The goblins have nine worgs (AC 6, MV 18", HD 4+4, hp 27, 25, 22, 20, 20, 19, 19, 19, 16, #AT 1, D 2-8) that they use as mounts and guards.

If the goblins are warned of intruders from the east, they will mount their worgs and charge down the corridor on the round following the net dropping. They will charge in three ranks of three.

In a charge, lances do 2-12 points of damage, and are at +2 to hit (+4 for people caught in the net). As the first rank clears the party, a second rank will charge, while the first rank dismounts and attacks from the rear. The third rank is used as a reserve. All attacks are co-ordinated by the goblin leader, who will avoid combat until the party is surrounded. The worgs will attack any characters not caught in the net, while the goblins will concentrate on attacking those in the net (+4 to hit and the characters are not allowed dexterity adjustments to their AC).

If attacked from the north, the goblins will send the worgs to attack first, then join in the battle when the party is weakened.

When the party reaches the barracks, read the following description:

The room is a spacious natural chamber, approximately 70' in diameter and 25' high. Inside are tables, chairs, and sleeping mats. Boxes of food, of suspicious origin, are scattered around the room, as are barrels of water. Weapons, bows, and quivers of arrows are hanging on the walls.

If the weapons are examined, the party will find a black, rune-encrusted arrow in one of the quivers. It is an **arrow of bow breaking** and will break any normal bow it is used in; magic bows get a saving throw of 10% per "+". In a thorough search of the room the party will also find 130 gp and an agate worth 10 gp. On the leader's body there is a ring with two keys that open portcullis to the kennels. If the bodies of the goblins are searched, the party will find a pouch of foul-smelling herbs on each corpse. These pouches are used to warn the two watch-worgs at #21, that the bearers are friendly.

19. Worg Kennel:

The entrance to this natural tunnel is barred by a locked portcullis. From beyond comes a foul odor and the party hears a bestial growling.

The portcullis is locked by a chain and large padlock. The leader of the goblin guards in rooms #18c has the keys. This portcullis is raised by a rope and pulley, and the end of the rope is wrapped around two spikes driven into the wall on the left side.

Beyond the portcullis is a natural cavern with several 3' tall niches cut in the wall at floor level. There are wolf droppings and hair about the floor, as well as several bare dried, bones. This is the worg kennel where the various worgs and their mates are kept. At

present there are only 4 female worgs (AC 7; MV 18"; HD 2+2; hp 14, 10, 10, 9; #AT 1; D 2-5) and 7 cubs, who will not fight, in the kennels. If intruders are carrying the scent bags from #18c, they will be accepted as friends. Otherwise, the females will attack and fight to the death to protect their cubs. There is nothing of value in the chamber, but there are several tooth worn strips of leather that were once belts. One strip still has a dirt encrusted brass buckle attached.

There is another passage out of the cavern on the opposite side. This too is barred by a locked portcullis, similar in detail to the other. The northern passage is used to reach the tunnel exit from the dungeon.

20. Icar's Entranceway:

In the center of the ceiling of this small room is a shaft opening. An iron ladder leads from the floor of the room up into the shaft and is bolted to the shaft wall.

This ladder leads up 40' to Icar's private quarters in the fort. Across the top of the shaft is a trapdoor which cannot be opened from below, as it is bolted shut above. Only Icar uses this entrance to the dungeon and has taken steps to insure that it will not be used by others. The top two rungs have had their far edge sharpened razor keen and smeared with a sleeping drug. Those who grab the rungs barehanded will cut their hands. The victim must then save vs. Poison at -2 or fall asleep in 2 rounds and plummet down the shaft knocking anyone else below off the ladder. Those who fall will take 1d6 points of damage for every 10' fallen.

21. Watchworg Post:

As the party approaches the intersection of the corridor there is suddenly a fearsome growl and two enormous wolf shapes rise from the shadows, one to either side, and move forward.

These two worgs (AC 6; MV 18"; HD 4+4; hp 27, 20; #AT 1; D 2-8) are chained to the back walls of their alcoves so that they cannot enter the hallway. If the characters have picked up the scent bags from the dead goblins in room #18 the worgs will sniff at the intruders and then sit back on their haunches and watch. If the characters are not carrying the scent pouches the two worgs will set up a mighty howling that will alert Markessa and her guards in room #22 that intruders are here.

There is a secret door at the back of the eastern alcove. This door is opened by lifting up on the chain anchor ring in the wall and pulling out. On the other side the secret door is opened by a latch which is pulled up. This passage is often used by Icar, commander of the fort troops, and the worgs are friendly with him, because he often tosses them scraps of meat. If the character coming through the secret door is not Icar, the worg in this alcove will attack leaping for the intruders throat.

22. Markessa's Laboratory:

These doors open onto a room of great size, over 60' long and 40' wide dimly lit by the party's torches. The room has a 40' high, vaulted ceiling with a balcony circling three sides on the south end of the room. There are several goblins up on the balcony and more on the main floor just in front of the door. This chamber appears to be a large workroom for an alchemist or a physician as there are many beakers, flasks and retorts on the various tables, and bookshelves and benches about the room. To either side of the south doors is a stuffed owl on a pedestal. In the far end of the room are several cabinets and a work bench around which move more goblins. However, what catches the party's attention are the two tables in the center of the room, from one of which rises a strange caricature of a man

- long and thin, with a horribly deformed mouth and a long clawed arm. It emits a brutal croaking sound and the goblin sitting next to it sees the party, draws its sword and cries a warning.

Markessa is in the north end of this room behind a work bench. She is a small female elf with ivory white skin, golden hair and an evil slant to her amber eyes. Markessa has also been anticipating an attack and has spent her time puttering back here to stay out of the melee. She is a 5th level magic-user and a 5th level fighter. Markessa's stats are (AC 2 (0); MV 12"; LVL 5/5; hp 35; #AT 2 with sword or 3 with darts; D sword 2-7 or dart 1-3; S 14, I 16, W 12, D 18, C 17, Ch 14). Her spells are:

First level: magic missile; protection from good & shocking grasp.

Second level: darkness, 15'R; & scare.

Third level: lightning bolt.

She wears special, magical studded leather armor +1, **protection from normal missiles**, which gives her immunity to all non-magical missiles and adjusts damage caused by magical missiles by -1 per die of damage. Her magic armor and her dexterity adjustment give her an AC of 1. She carries a special short **sword of speed +1**, which allows her to attack twice per round, gaining automatic initiative on the first attack and normal initiative on the second attack. Markessa is also armed with 12 darts which she may throw three per round, with a bonus of +3 to hit due to her dexterity.

The creature on the table was once a human slave, but is now a crazed experiment of Markessa. Markessa is chaotic evil and an agent of the Slave Lords and in charge of the running of this branch of the slaver operation. Markessa is also performing private experiments on some of the captured slaves in order to create the perfect slave. This is her laboratory where she performs surgical operations designed to reach that end. Unfortunately, most of her experiments have gone awry, for she operates without anesthesia and most of her experiments are driven insane by the pain.

The guards have been expecting an attack and have been standing waiting for a warning. If the party surprises the goblins, the guards will grab their arrows and prepare to fire while others run around the balcony to reach the lever above the south door.

If Markessa is surprised she will duck behind the work bench and cast the **protection from good** spell on herself. This spell will raise her AC to -1, and give her a +2 adjustment on all saves. Then she will cast **shocking grasp** on herself in the eventuality that she will need to melee with someone. This spell will go off the first time she strikes someone with her hand. If Markessa is not surprised, and has been warned by the watchworgs, she will already have cast these spells and be awaiting the confrontation.

If the watchworgs have had a chance to howl their warning, the goblins will already have reached their positions and Markessa will have cast her spells on herself.

Markessa will attempt to avoid melee for as long as possible, throwing her darts and looking for a chance to cast her **lightning bolt**. She will use her **magic missile** upon any spell caster who attempts to cast a spell at her. She will wait to cast the **scare** until someone moves to melee her. If things are going badly for her she will either cast her **darkness** spell and flee or she will pick up a flask off of a shelf and throw it down to smash on the floor. The contents of the flask will form a blue cloud of smoke, 10' radius, that cannot be seen through. Anyone caught in the smoke will find that it stings their eyes and blinds them for 1 round after they leave the cloud. The cloud will last for 6 rounds.

To aid in running this battle, a map of the room has been included in the back of this booklet showing the starting locations of the monsters.

If the party has entered the room through the southern door the first round of combat, two goblins on the balcony above the door will topple a large tun of brine used to store various body parts, over onto the party, extinguishing all of their torches and lanterns. If characters do not have infravision, they must fight in the dark at -4, until another light source is provided. The rest of the goblins on the balcony will fire twice with their short bows, while those on the floor draw their weapons.

There are cages set into the wall to either side of the door, each containing an owlbear (AC 5; MV 12"; HD 5+2; hp 27, 25; #AT 3; D 1-6/1-6/2-12, plus 2-16 hug if either paw hits with a score of 18 or better). On the second round of combat, the goblins above the door will pull a lever opening the cage doors and the owlbears will rush out, knocking aside the stuffed owl pedestals and attacking with surprise on a roll of 1-5 on 1d6. The goblin archers will continue to fire twice, while the sword wielders will melee those characters not engaged by the owlbears. There are 13 elite goblin guards here (AC 5; MV 6"; HD 1+1; hp 8 each; #AT 1 or 2 with bow; D 1-6); six are on the main floor and seven are on the balcony. If on the second round of combat the party is using a **light** spell to see by, Markessa will cast her **darkness** to negate the light.

The door to the west opens into the room. If the party enters the lab from the west the door will conceal Markessa long enough for her to hide behind the work bench. The goblin guards will spot the party and shout "Intruders!", and Markessa will hurl her flask to blind the party. The battle will then proceed as described.



The goblins will continue to fire for one more round, exhausting their arrow supply. Those on the balcony will then swing down to the floor on ropes and join their brothers in melee with short swords. The goblins have been directed to fire at and attack those characters who start to talk in battle, these presumably being the leaders or spell casters. The owlbears will always attack the closest target or the most powerful fighters. Neither the goblins nor the owlbears will surrender.

This room has many shelves and cabinets of the various types of equipment used by Markessa. There are canisters, decanters, and flasks of various herbs and compounds; there are tables full of glassware and the different knives, needles & thread she uses.

None of these items should be of particular value to a party of adventurers, but on the open market to an alchemist they have a total value of 5,000 gp. Items the party might be interested in are the flask of smoke, to be thrown by Markessa and a quart of acid in a thick glass decanter. Many of the compounds are poisonous but only when swallowed large quantities. There are also a variety of casks and tubs of brine with body parts from various creatures floating in them. In a locked drawer behind her workbench are a pair of artificial claws made of adamantite worth 2,000 gp, wrapped in linen. The goblins are each carrying 1-6 gp. Markessa is wearing a set of electrum bracers worth 560 gp, and a neck-guard of electrum, engraved with the image of a crested hawk, worth 1400 gp. Shoved behind some books and papers on the top of one cabinet is a roll of parchment. There are three sheets of parchment, the first one listing various names, these are the names of the slave merchants Markessa normally does business with. The second sheet is a tally of the slaves most recently received divided by general description and where they are from. The last is a crude map of the caravan routes and may be used by the party to reach dungeon module **A3 - Assault on the Aerie of the Slave Lords**.

23. Mess Hall:

This room is a large dining room. There are two long tables with rows of benches set on either side of each. Across the room is another door. The room appears to be empty.

This room is the mess hall for all of the goblin troops guarding the dungeon. The tables are stained and dried remains of food cover their tops. The tables and benches are worn and beat up. There is nothing of value here.

24. Kitchen:

This room is a kitchen with several tables and a chopping block in the room. On the south side of the room is a cooking fire-place and two fresh carcasses are hung on hooks to the left of it. The room is occupied by a human cook and two goblin assistants working over a huge pot of stew. The cook is incredibly ugly and has a horrid snaggle-toothed smirk on his face.

When the party enters the kitchen, the cook will berate the party for showing up early for their meal. His assistants will then dump some sour stew in bowls and try to serve the party the stew and moldy bread. If the party eats, have each roll their constitution or less on 1d20 and if they fail they will become ill for 2 turns. The cook is an old army veteran and is chaotic neutral (AC 9; MV 12"; F 3; hp 18; #AT 1; D by weapon; S 13, I 9, W 7, D 15, C 12, Ch 4). He is touchy about criticism, and will throw a cleaver (treat as a hand axe) at anyone who protests the quality of the food (-4 to hit). If seriously threatened, he and his goblin assistants (AC 10; MV 12"; HD 1; hp 4; #AT 1; D by weapon) will run away, screaming that the mercenaries, "Maglubiyet fry their livers" are rioting again.

25. Specialists' Quarters:

This area houses the various specialists Markessa employs to help run this operation. Two goblins (AC 6; MV 6"; HD 1; hp 5, 4; #AT 1; D by weapon) stand guard outside the main door to this area. They are armed with military picks. One goblin carries a horn at his belt for sounding the alarm if there is trouble or they hear an alarm from elsewhere.

25a. Engineer's Quarters:

The door to this room is locked and no sound is heard from beyond.

As the party enters this room, they hear the sound of a small bell. A single human in padded armor is lying on the bed.

When the party enters, he grabs a cocked crossbow by the bed and aims it at the party. He demands to know their business.

This is Carlstar Wiorfether (AC 8; F3; hp 15; #AT 1; D by weapon) an engineer/sapper/miner hired to keep the fort in good condition and build the defenses needed. He is very afraid of the werewolves in the fort, and his nerves are on edge. If made a good offer of money or some other deal (DM's decision), he is 40% likely to lead the party to an exit from the fort. If the party gets aggressive, he will fire the crossbow and scream for help. He will then fight with his military pick.

The room contains a desk, chair, stool, bookshelf and a footlocker (shoved under his bed). The desk is littered with papers, pens and books. In the desk are instruments for drafting, a level and an engineer's plumb. On the shelves are reference books and plans for a siege tower and the counterweight system for a sliding secret door.

Beside the bed on the stool he has a silver dagger worth 25 gp and 20 silver-headed crossbow bolts worth 1 gp a piece. The footlocker holds clothing and a small coffer. In the coffer, the engineer has 220 gp and a potion of **curing lycanthropy**. This potion contains belladonna and has a 5% chance of poisoning anyone who drinks it. It has a 45% chance of curing lycanthropy if drunk within a hour of contracting the disease.

25b. Alchemist's Quarters:

When the party enters this room, they see a human seated on a wooden stool bending over a large wooden table. The stranger appears to be pouring fluid from one flask into another. As the players enter, the stranger turns around to look at them.

The human is the alchemist Fyndax (AC 10, HD 0, hp 3, #AT 1, D 1-4) who has been hired to assist Markessa. He is armed with a dagger, but he will not fight unless there is no other choice.

Along the north wall is a bed draped with a satin comforter and ornamented with silk cushions. Along the east wall are several bookshelves, virtually obscuring the wall. Some of these volumes are well worn, while others have a layer of dust and a few cobwebs covering them. On the south wall are shelves containing a wide and varied assortment of flasks, tubes, decanters, jars, cans and small boxes. While some of these containers are empty, others are filled with strange herbs or fine powders.

If the party enters through the secret door, the first thing they will notice is a small but exquisite coffer that appears to be covered entirely with emeralds. This coffer rests on the floor about 2' from the secret door. The coffer is worthless, but has been trapped. Anyone who touches it will become stuck to it and will be unable to free himself or herself from it or unable to move the coffer elsewhere. If a dispel **magic** spell is cast on the party member stuck to the coffer or if this member is wearing a **ring of free action** can he or she become freed.

25c. Bugbear Quarters:

This room contains four beds plus a table and several stools. There are two bugbears in this room. One is lounging on his bed while the other is sitting on the foot of the bed sharpening a bastard sword. The bugbears look up as the door opens.

These two bugbears (AC 5; MV 9"; HD 3+1; hp 15 each; #AT 1; D 2-8) are squad leaders for two squads of goblin guards. The bugbears will attack intruders on sight while yelling to raise the

alarm. Both have bastard swords and the two are carrying a total of 32 gp, 19 sp, and 71 cp. This room is also the quarters of the bugbears in the torture room, #12.

25d. Scribe's Quarters:

This bedroom houses one human, seated at a small table and writing on a piece of parchment.

This is Kyvin Trist, a lawful evil scribe (AC 10, LVL 0, hp 2, #AT 1, D 1-6) hired to keep the accounts of the slavers' operation. When the party enters he will tell them that if they've come to pick up their bonuses, they must go across the hall to **25c** (hoping that they will be cut to bits by the bugbears). He will then give the party members receipts for their bonuses. If deception doesn't work, he will topple the table on the party, stunning those in front of it for 1 round, cry out for help and fight, using a short sword.

This room has only a simple bed and a scroll rack. Papers and ink are on top of the table. These scrolls list the financial records of this operation giving names of sources of slaves, showing how widespread the slave ring is. There is also a detailing by name of the various posts on the slave route to the Slave Lords, but there is no map. Stuffed in one of the scrolls in the rack is a key chain with a silver pipe whistle worth 100gp.

25e. Werewolf Quarters:

This room just appears to be quarters for three. There are beds, stools and a short table. The room does not appear to be well kept and there are rolls of dust and hair on the floor.

This room is the quarters for three werewolves when in human form. The werewolves use the fort as their base from which they can terrorize the countryside. They have been hired to train the worgs to guard the dungeon. The werewolves have an agreement with Markessa to leave the humanoids alone.

A close examination of the floor will reveal that the hair is wolf hair. If the werewolves (AC 5; MV 15"; HD 4+3; hp 21 each; #AT 1; D 2-8; can only be hit by silver or magical weapons) have been encountered in the corridors and killed, the room will remain empty. If they have not been encountered, they will enter the room through the secret door in the northern wall two rounds after the party enters the room. The secret door opens by pushing on one side. They will be in human form and being surprised, will swiftly "surrender" and offer any information they can invent on the spot. They will attempt to lead the party down the secret passage to Blackthorn's room, saying that this is the treasure room. At the first opportunity they will shift form to wolves and attack the party, with surprise, if they can. They have no weapons or armor, and they entrust their treasure to Blackthorn in room #25f.

The werewolves are in cahoots with Blackthorn and act as his agents to weed out troublemakers in the fort. When Blackthorn makes his move against Markessa they will strike to eliminate Icar.

25f. Blackthorn's Quarters:

This room appears to be both an office and the quarters of an officer. Seated at a desk in the southeast corner of the room is a very tall, gaunt, skeleton of a man with ashen skin, sunken eyes, and balding head. He is rubbing his long bony hands together nervously and counting stacks of coins on his desk. He looks up surprised.

This is Blackthorn, Markessa's captain of the guard and treasurer. He is 7' tall and has hunched shoulders. He barely seems to fit into his wrinkled clothes and armor. Upon sighting the party he will invite them in, in a hollow voice, and ask them their business.

This rather cordial, ghastly looking man is actually an ogre mage (AC 4; MV 9/15"; HD 5+4; hp 32; #AT 1; D 1-12) polymorphed into a human form. Blackthorn is lawful evil and was sent by the Slave Lords to keep an eye on Markessa and this operation. Personally he is appalled by her experiments and doubts her abilities to run such a large operation, but the business has remained profitable and Blackthorn cannot see any excuse for removing Markessa. However, he does not like her and plots to eliminate her when the slightest provocation presents itself. Only Markessa knows that Blackthorn is an ogre mage and agrees that it is best this remain a secret to preserve her authority. The werewolves in room #25e have joined forces with Blackthorn and they have made anyone who contests his decisions quietly disappear.

Blackthorn has the following abilities he can use at will: **fly** at 15" for up to 12 turns; **turn invisible**; **cause darkness 1"**; **polymorph self** to humanoid forms; and **regenerate** 1 hit point per round. Once per day he can also **charm person**; **assume gaseous form**; and cast a **cone of cold**, 6" long and 2" wide at its end, for 8d8 points of damage.

If Blackthorn thinks he can persuade the party to do his dirty work and eliminate Markessa, he will tell the party that he is unhappy with her leadership and would be willing to change sides, if the price were right. If they agree, he will lead them to her quarters and disappear once they confront Markessa, leaving them to kill her while he collects help to capture the party once they have done the deed. If the party becomes threatening, he will laugh at them, turn invisible and attack the next round. If the werewolves brought the party to this room they will then change form and attack also.

This room has a desk and chair, a wardrobe, two stools, a bed, a bookshelf and a sandbox with hot coals in it. In the northwestern corner of the room is a potted plant hanging from a chain. Raising the potted plant will open the secret door in the north wall. The plant is yellow and green and has flowers that look like tufts of different color hair. This plant is a present from Markessa, a result of another experiment. If the broad leaves are raised three ears and a mouth will be discovered on its stalk. Markessa does not trust Blackthorn's motives and sent him this plant to listen into his conversations. At a command word from her it will relate to her anything of interest it might have overheard. Markessa checks once a day.

There are 300 gp on the desk along with various ledgers recording the number of coins in the treasury. There is also a giant glaive belonging to Blackthorn.

25g. Treasure Room:

The corridor ends in a blank wall. In the center of the wall, is a 1' x 1' square hole. This shaft runs back into the wall and seems to end in a chamber. On the bottom of this shaft are two metal bars running parallel to each other, 6 inches apart, back into the shaft. A thin braided rope of metal dangles from its mouth, and runs back into the shaft.

The chamber at the end of the shaft is the treasury room for the goblin army. The shaft is too small for any humanoid creature, including a halfling, to crawl through. In the treasury room is a 5' long table set next to the shaft opening and the metal tracks continue out of the shaft and onto the table. Sitting on the table

are three metal boxes, 1' long, 1' wide and 6 inches tall. The boxes are connected together by metal rope and each rests on a set of metal wheels fitted onto the track. The metal rope is attached to the front of the first box. A second coil is attached to the back of the last box and lies on the floor.

Six large chests, two metal coffers and a small, locked mahogany box are stacked in the room. A small cot lies folded in one corner and near the cot is a barrel or iron rations and a skin of wine. To deposit or withdraw treasure, Blackthorn assumes gaseous form and passes down the shaft. Once inside the room, he changes back to normal form and loads the treasure needed into the metal carts. Markessa can then pull the carts out by pulling on the rope or Blackthorn could pull the carts with treasure being deposited back in, using the other rope. Blackthorn will then wait a day, and assume gaseous form again and exit through the shaft.

The treasure in this room consists of the following:

- Chest #1:** 6,000 cp - unlocked - no trap
- Chest #2:** 8,000 gp - locked - If the latch is not held closed until the lid is raised, three darts will fire from the front of the chest causing 1-3 points of damage each and save vs. Poison or die.
- Chest #3:** 7,000 ep - locked - no trap
- Chest #4:** 9,000 sp - unlocked - no trap
- Chest #5:** 3,000 pp - unlocked - If the weight is taken off the bottom of the box without setting a safety catch in front, poison gas will fill the alcove and remain for 12 turns.
- Chest #6:** locked. A potion of **oil of etherealness**, a clerical scroll of **atonement**, 5000gp, eight sapphires worth 250 gp each, and one ruby worth 500 gp. The stones are uncut, and their value can be quadrupled by a skillful jeweler. The wealth in this chest belongs to Icar, the fort commander. The lock is trapped with a poisoned needle (save vs. Poison at -3 or die). The lock itself is complex, reducing a thief's chance to open it by 15%.
- Coffer #1:** 1 ruby worth 2,000 gp, 10 tourmalines worth 100 gp each, 6 aquamarines worth 400 gp each; an illusionist's scroll: **continual darkness**, **paralyzation**, **shadow door** and **veil**, - locked - There are three locks which must be opened in the proper sequence or the coffer will not open.
- Coffer #2:** A potion of **longevity**, a potion of **white dragon control**, a **philter of love**, a **ring of water walking** - locked - **Wizard locked** by Markessa and only she, magical means or a 9th level or higher magic-user can open it.
- Wooden case:** This mahogany wooden case is locked. Inside is a crystal display jar. The jar is sealed to a pewter stand and inside it floats a coinlike amulet suspended in an amber fluid. The amber fluid is a small ochre jelly which has been altered. It can not live long in open air and will die in 6 rounds, unless it comes in contact with a living being. Then it will cling to the flesh doing 1-4 points of damage per round until it is troied by fire. The victim will take full damage from any fire used as well. The amulet has a **power word-Pain** on it.

All creatures within 20' of the user must save vs. Rods when the word is intoned, or else suffer wracking pains for 2-8 rounds, causing them to fight at -4 to hit, and making their AC worse by 1 type. The power word can only be used once per day and the amulet must be held in the hand for the power word to work.

26. Goblin Barracks:

This section is all goblin barracks. Those goblins presently at home in their barracks will respond to any sounded alarm by donning their armor and grabbing their weapons while a runner goes to report to the bugbear squad leaders. They will be ready to respond to the alarm in 12 rounds and will follow the direction of their leaders as the DM sees fit.

26a. Snarlers' Barracks:

The door to this room has a dog's skull tacked to it. This is the Snarlers' squad barracks room. The door is locked from the inside. The Snarlers have just gotten off duty and most are sleeping without their armor. There are 12 goblins here (AC 10; MV 12"; HD 1; hp 4 each; #AT 1; D 1-6). Two are playing mumbledy-peg with a knife and the hand of a third goblin who has fallen asleep at a table. If the party alerts this room by making too much noise, the goblins will be awake with their weapons drawn and four slingers will be kneeling behind overturned beds when the party enters. The goblins have a total of 41 cp, 9 sp and 6 gp.

26b. Bone-crackers' Barracks:

This room is barracks for the Bone-crackers squad. It is empty at present as they are on duty.

26c. Ear-biters' Barracks:

A dried ass' ear with a chunk torn out of it is tacked to this door. There are shouting and curses coming from this room. The 12 goblins in this room (AC 6; MV 6"; HD 1; hp 4 each; #AT 1; D 1-6) are crowded around the center of the room watching a two-foot long lizard tied to a table leg, squirm in pain, for several darts protrude from its back and one foot has been cut off. These horrible creatures are betting on how long it will take for the lizard to die. One goblin is teasing two starving rats in a cage and eyeing a slave who is bound and gagged and lying on one of the beds. There are 67 cp, 17 sp and 13 gp on the floor in front of the goblins.

27. Latrines:

Here are a set of twelve latrines. The place is dirty, but is periodically cleaned by a goblin detail.

28. Slave Pens:

This room is divided into cells of metal bars each roofed off with crossed bars. There are slaves in each cell wearing only simple cotton garb. Most cells only appear to hold two to eight slaves each. Rising above the cells on the east wall is an overseers' platform cut out of the stone wall.

When the party enters this room there is a 25% chance that they will be sighted by the overseers and several will move to investigate the visitors.

This area is used for holding and displaying slaves. Newly acquired slaves are brought in and fed nourishing food and given plenty of water to restore their health and appearance after the long journey from their homeland. They are then sold to various slave merchants who transport the slaves to different markets and sell them.

28a & b. Safe Cells:

These cells are 20' square and are filled with slaves. The slaves appear listless and apathetic.

These cells hold slaves which have already been purchased by slave merchants. They have regained their healthy appearance and have spent 24 hours in the cloaker's room on the fort level to make them docile and easy to manage on the trip to the market. The slaves will remain mind-numbed for one week.

a. This cell contains 8 women, 7 men, 3 male elves and 2 dwarves who have had their beards shaved off.

b. This cell holds 6 women, 10 men, 2 halfling males and one halfling female, and a half-orc. The halfling female is deaf and was unaffected by the cloaker but is playing dumb. She witnessed the cavelings steal a girl and will inform the adventurers if they find a way to communicate with her.

28c. Caveling Temple:

This cell is similar to the other two next to it, but there are no slaves in it. Instead in the center of the floor a white circle has been drawn and in the center of the circle is a stone, 5' tall, vaguely resembling a woman standing, facing the back wall with her left arm raised. The back wall has a hole torn in it, and beyond this opening is darkness. Beside the hole is a large, muddy pile of rags.

This is the cell where Markessa places her unsuccessful experiments. These creatures have widened a crack in the northern wall that leads into a series of caves and Markessa has permitted them to live there as the cell is not suitable for holding marketable slaves. She calls her creations "cavelings" and these creatures in their madness call Markessa a god and have fashioned by hand, a crude idol of her. Only the face of this statue vaguely resembles her, but she has been given a set of fangs, a serpent for a tongue, and worms for eyes.

The pile of rags beside the cave entrance is a crippled caveling known as Mouth (AC 9; MV 9"; HD 1; hp 5; #AT nil), because only he remembers the tongue of the outside world. Mouth has no legs, but his arms are 4' long and he has two opposable thumbs on each hand and can walk swiftly on his hands. Mouth will stir himself if characters approach him and ask in a gravel voice, "Be ye the thrice curst messengers? Woe to the world now!" He will then break into a lament. Mouth is slow-witted and will not offer any real information, but will spit on each character as he or she enters the caves. Mouth is the warning system for the cavelings that intruders are about. He sounds the warning with a loud hooting.

The cavelings have managed to loosen one of the bars to cell #28b and can slide it aside to enter the safe cell. Periodically, they will sneak out of their caves and steal one of the slaves to carry back into the cave to eat.

THE CAVES:

Here is a series of caves and winding tunnels. They are pitch black and the air is cool and damp.

There is no light throughout these caves and characters without infravision or a light source will fight at -4 to hit. The caves and tunnels meander and form a labyrinth. There are stone ledges, stalagmites forming pillars and trickles of mineral water forming slick patches. These caves are inhabited by the cavelings and other cave-dwelling creatures as well. The DM should check once every 2 turns of travel encounter for an (1 on 1d10).

Wandering Encounters for the Caves(roll 1d12)

- 1 Caveling (DM's creation)
- 2 Become lost/reach a dead end
- 3 Cave beetle (1; AC 5; MV 12"; HD 2+2; #AT 1; D 1-6)
- 4 Pit fall (Take 1d4 points of damage if not detected)
- 5 Dripping water (water will be drinkable on a roll of 1-4 on 1d6)
- 6 Giant rats (2-5; AC 7; MV 12"; HD ½; #AT 1; D 1-3)
- 7 Giant centipedes (1-4; AC 9; MV 15"; HD ¼; #AT 1; D poison)
- 8 Sound is heard (DM's creation — the DM may allow the sound to lead the party to an encounter or to a trap)
- 9 Fungus (Edible on a roll of 1-2 on 1d6)

- 10 Stone chips (Might be used as tools or weapons)
- 11 Cave spider (1-2; AC 8; MV 6"/15"; HD 1+1; #AT 1; D 1 + Poison, save at +2)
- 12 Cave Lizard (1; AC 5; MV 15"; HD 3+1; #AT 1; D 1-8)

The cavelings have formed their own society within these caverns and live in different caves, one for each tribe. Most cavelings are insane and any children they have had, they have raised insane. Since most of the cavelings come from lawful races, they have reorganized themselves as one people where it is normal to be insane.

Each caveling tribe serves a purpose in the community. There is the tribe of Leaders, who help decide how new arrivals should be treated and direct the activities of the others. There is the tribe of Warriors who practice mock combats and are supposed to defend the cavelings from slavers and go on raids to the safe cell #28b. The Workers build things and gather fungus, water and small insects. The Hunters hunt cave beetles, spiders and the feared cave lizard. And the Thinkers are teachers and priests and help doctor wounded cavelings and make cavelings out of the children.

Insanity is also on a tribal basis with the affliction helping to determine which tribe a caveling will become a member of. For example: Warriors might be homicidal maniacs, while Leaders might be suffering from megalomania. The DM should select the insanities and will find details in the *Dungeon Masters Guide*, pages 83-84.

The bodies of the cavelings are horribly twisted and distorted, due to Markessa's "improvements" and they are not recognizable as their original race. The DM should determine how a specific caveling has been modified. Some of the changes are useful, such as the ability to climb walls, infravision, clawed hands and so forth, while others will only grotesque. The typical caveling will be AC 10; MV 12"; HD 1, 2 or 3; #AT 1; D rock 1-2 +2 or stone club 1-6+2.

Communication with cavelings will be difficult, because their language consists of guttural grunts and shrieks.

When cavelings are first encountered they will be curious, but cautious. If the cavelings reaction is friendly they will try to amuse the newcomers with songs, dances, tricks and by throwing gifts of fungus or smooth stones at them. These actions may appear hostile to the party, but if no hostile action is taken in return, the party will be deemed friendly and they will grab the hands of the characters and drag them to the Leaders' cave.

If the Leaders determine the characters are not the "Messengers of Light" they await, they will welcome them as caveling, and set a feast of fungus, puffballs, spider meat, dried roaches and fermented beetle juice. The beetle juice is very intoxicating and characters imbibing must save vs. Poison or become drunk and slow-witted. Drunk characters will fight at -2 to hit and damage. There will be much dancing and hooting and then the Thinkers will be sent for to make the newcomers into cavelings. To make a caveling the Thinkers will attempt to surgically alter the form of the character. A character must make a system shock roll to survive the completed operation.

Several encounter areas are provided below with information about certain personalities detailed. The DM should create the characteristics of the other cavelings. The caveling reactions are left to the DM's decision because they are so random and insane.

Encounter Areas:

I. Workers Cave: In this cave live 23 workers. At present only four workers are in the cave. Two have large ears and no eyes and

"see" by sound. Another has squat arms and legs, and prehensile toes and can climb walls well. These three are sitting on their haunches licking clean the various fungi and beetles they have caught. The fourth caveling is known as the Rat Master and he has infravision, thin clawed hands, whiskers and a long bare tail (AC 9 due to dexterity; MV 12"; HD 1; hp 5; #AT 1; D 1-4). This caveling can talk to rats and command them to forage for him. This has gained him much prestige with the cavelings. He sends parties of these creatures out through the ratholes to attack lone creatures and bring back either food or small items they can carry. He is talking to three giant rats at present (AC 7; MV 12"; HD ½; #AT 1; D 1-3). He has a rusty dagger.

II. Hunters Cave: In this cave live 12 hunters. They are grunting and hooting as they attack two cave beetles they have herded back to the cave. The chief Hunter is Raker (AC 8 due to dexterity; MV 15"; HD 2; hp 9; #AT 1; D 1-4 with the spines on one arm). Raker has three legs set in a tripod pattern. He also has four 2' long spines on the back of both arms.

III. Thinkers Cave: There are 9 thinkers in this cave. There is also one warrior and the caveling ruler herself. They are probing and poking a terrified girl with blonde hair. The caveling ruler suffers from the delusion that she is the living form of Markessa and is called the Inner Markessa. She hates all intruders and fears they want to take her power away. This girl looks too much like Markessa to her and she wants her destroyed as a false god. The Thinkers are examining this demand. Inner Markessa has only three fingers on each hand, long thin legs and fang-like teeth. She is wearing a breastplate made of stone plates (AC 6; MV 12"; HD 2; hp 7; #AT 1 D 1-2 bite). Jabber, her lover, has a mouth 6 inches wide with a froglike tongue, and is missing one hand which has been replaced by a bony, spear-like formation (AC 10; MV 12"; HD 3; hp 18; #AT 1; D 1-6).

IV. Warriors Cave: There are 5 warriors in this room, while 6 more are out with the workers protecting them from harm. Snatcher is the head warrior and has four arms, however, one of the extra arms is withered and useless. (AC 9 due to dexterity; MV 9"; HD 3; hp 20; #AT 2; D 1-6+2 each). These warriors are making stone clubs by chipping and shaping broken stalactites.

V. Leaders Cave: There are 4 leaders all sitting around in this cave. Though all consider themselves leader, they all accept Whisper as their spokesman. Whisper has an enlarged head, a small sphincter-like mouth and tentacles with suckers instead of arms (AC 10; MV 12"; HD 2; #AT 2; D 1-3 each). Whisper speaks in barely audible whispers but can **Telepath** any creature, understand their thoughts, and send his thoughts.

If outsiders are brought before them the leaders will ask a series of rambling questions through Whisper. There is a caveling legend that states that the gods will one day send "Messengers of Light" to destroy the evil Outer Markessa and lead the cavelings back to the "Bright Place", the surface world. If the party can somehow prove they are the messengers, it is likely that they can lead a caveling revolt against the slavers.

28d-u. Slave Cells:

The slaves in these cells have not yet had their spirits broken. They are afraid, but can be talked into revolt and escape. One fourth of the slaves can fight (AC 10; MV 9"; LVL 0; hp 4 each; #AT 1; D by weapon or 1). The rest of the slaves are either too young, too old, haven't the inclination, skill or knowledge for fighting. The slaves are of assorted age race and sex. Some of the slaves' personalities are described below and the DM may use them for models for other slaves.

- d. Three women, one of whom is bald.
- e. Five elves, one is female and with child.
- f. Six men. One is pot-bellied and gray. He is a merchant who will gladly pay a ransom of 300 gp if returned to his home in the southwest. He cares only for himself and his own well-being.
- g. Eight children; three are elven, four are human and one is a halfling. One fair-haired boy, who is looking after one of the smaller children, is the nephew of a duke in the north. He will not reveal this, but will be helpful and will say that his family will be grateful for his return. The duke will pay any reasonable reward requested.
- h. Six women, all human and strong workers.
- i. Three halflings and a gnome who has been badly beaten.
- j. Seven men. One claims to own land in a northern province and if he is returned he will pay each as much treasure as they can carry. The man is a bandit chieftain and his home is a recovered fort. He intends to make sure he doesn't have to fulfill his promise and will make sure, once he is returned home, that his rescuers will not be able to carry much of anything.
- k. Two very powerful, nasty looking men.
- l. Three women and four human children.
- m. Five men and one male halfling. One of the men is looking to win the favor of the overseers and will call out to them about any rescue attempts.
- n. Three dwarves tied back to back in the center of the cell.
- o. Eight halflings, three are female.
- p. Four men all middle-aged.
- q. Ten children, mostly teenaged girls.
- r. Six elves, two are children.
- s. Three men and a woman. The woman is desperate to survive and return home and is prepared to do whatever is necessary to reach that goal.
- t. One man sitting bound in the center of the cell. He appears lithe and limber and is a first level monk.
- u. One man and three women; all look very barbaric.

28v. Overseers' Office:

Stairs lead up to this platform and there are seven overseers. Five are hobgoblins (AC 5; MV 9"; HD 1+1; hp 9, 7, 6, 6, 5; #AT 1; D 1-8) and two are gnolls (AC 5; MV 9"; HD 2; hp 15, 12; #AT 1; D 2-8). The overseers are responsible for the care and feeding of the slaves until sold, but they will rough up troublemakers and take precautions to prevent escape.

This office contains two tables and benches, four cots and a half dozen stools. The sets of keys to the rows of cells are hung on three different pegs on the west wall. The overseers have been drinking wine from a cask have been and swapping tales. They will investigate any trouble on the floor. Each carries 2-12 gp and there is a 25% chance for each that they have a gem worth 100 gp.

29. Witchdoctor's Quarters:

This room is filled with a blue haze and the pungent odor of incense. The walls are covered with black drapes and a brazier with hot coals stands in the center of the room. There is an ornate chair before the brazier. A cot with furs thrown across it and two low tables covered with herbs and paraphernalia are all else that is in this room. The room has no occupants.

This is the room of Guliyet, a female goblin witchdoctor and Markessa's assistant. If the witchdoctor has already been encountered as a wandering monster and slain, the room will remain empty. Otherwise, Guliyet will return to her quarters in 3 turns.

Beside the ornate chair is a box of white powdered incense. The witchdoctor often sits in this chair, burning incense and meditat-

ing. In the seat of the chair is a false compartment. This compartment may only be opened by sitting in the chair and bending over and pressing a stud on each chair leg. Within the compartment is a velvet pouch. It holds 3 pieces of jade worth 60 gp each and a necklace of garnet and electrum worth 1300 gp. The tables contain various items for scrying and fortune telling.

30. Markessa's Chambers:

The entrance to this corridor is guarded by two gnolls (AC 2; MV 9"; HD 2; hp 16 each; #AT 1; D halberd 1-10). They are fiercely loyal to Markessa and will fight as 4 hit dice monsters. If attacked they will sound the alarm by striking a brass tube hanging on the north wall and then fight till help arrives.

30a. Markessa's Double's Chamber:

The party sees a female elf with ivory skin, golden hair and amber colored eyes. She is wearing studded leather armor and carrying a shortsword and throwing darts. She is seated at a work table writing on a length of parchment.

If Markessa has escaped an encountered with the party they will believe that this elf is Markessa, since the elf looks exactly like her. Actually she is one of Markessa's more successful experiments, a double who has been surgically and magically altered to look like Markessa, then brainwashed to obey Markessa's commands. The elf is a 2nd level fighter/2nd level magic user (AC 7, MV 9", LVL 2/2, hp 8, #AT 1, D 1-6). She usually assists Markessa in her dealings with the slave merchants. Her spells are **magic missile** and **shield**.

The experiment was not a complete success. The elf has not been completely brainwashed. A spark of rebellion still flickers. When the party confronts the elf, there is an 80% she will, pretend to be Markessa, and act against the party trying to lead them into a trap; and a 20% chance she will tell the party the story of her ordeal and beg them to help her escape.

This room contains well crafted furniture of walnut. There are two chairs, table, a wardrobe and blanket chest. The bed is low to the floor and curtained by green velvet drapes. On the floor are two rugs made of polar bear fur worth 180 gp each. A full length mirror stands against the western wall and a painting of Markessa hangs on the eastern wall.

Behind the mirror is a secret door opened by knocking twice on the wall to the right of the door. The wall is worn at this spot. The picture on the wall has the powers of a **wizard eye** spell so that Markessa can view what is going on in the chamber if she is in her room. Characters may get an uneasy feeling of being watched.

The wardrobe on the south wall also conceals a secret door which is opened by pulling down a peg in the back of the wardrobe. However, this door is **wizard locked** and only Markessa or a magic-user of 9th or higher level may open it. The wardrobe contains silk dresses and slippers worth a total of 600 gp. In the pocket of a riding robe are two gold coins.

31. Bodyguard's Exercise Room:

This room appears to be a fighter's practice room, with weapons hung on the wall, a quintain and practice dummies of straw. There is a tall, slender, muscular elf in padded leather armor and shield working out on the quintain. He is making lightning quick blows and then ducking under the swinging arm as it comes around.

This elf (AC 5; MV 9"; hp 21; #AT 2; D 1-8 +3, +2 to hit; S 18, I 10, W 9, D 16, C 12, Ch 17) is another experiment of Markessa's.

He used to be ugly and weak, but she designed him to be her personal bodyguard and lover. He still bears scars from the operation on the back of his neck. He was supposed to be brainwashed to fall in love with Markessa, but instead he has fallen in love with her double. The bodyguard is the only one who can distinguish between the double and Markessa. If the party is harming the double he will attack in fury, but if she tells him they are helping her to escape, there is a 50% chance that the bodyguard will help the party. The elf fights as a 6th level fighter and if he has advance warning of the party's arrival, he will don his platemail armor and shield and will be AC 0.

On the wall of this room are a rack of six throwing knives, two wooden shields, two polearms with wooden heads and a goose down mattress for exercise sessions with Markessa. The quintain is a revolving crosspiece on a post. On one end of the crosspiece is fastened a shield and a sandbag is attached to the other end. Striking the shield will cause the sandbag to swing around.

32. Bodyguard's Quarters:

This room is simple and austere. There is a cot, a table with food on it and a flask of wine and a stool. There is no one here.

This is the bodyguard's quarters, there is nothing of value here. Beneath his pillow is a lock of golden hair, and on the table is a pewter eating dagger.

33. Minotaur's Room:

This room is musty and foul smelling. The floor is littered with old bones and a plank of wood lies just in front of the door. In one corner of the room is a pile of leaves. The room appears to be empty. There is a door on the opposite side.

This is the lair of a minotaur (AC 5; MV 12"; HD 6+3; hp 30 #AT 1 or 2; D 2-8/1-4 or morning star 2-8 +2). He has propped a plank of wood at each door which will fall if anyone tries to force the doors. This warns him and he will step behind the door to await the party's entrance, then he will attack with surprise.

The minotaur is Markess's special guard and he will attack on sight anyone not accompanied by Markessa or her double. He guards a secret door in the east wall which leads to Markessa's spell room. Markessa rewards him with a steady supply of slaves to eat. The secret door is described in section C. below.

C. Secret Doors:

These three secret doors are protected by **glyphs of warding** and **wizard locks**. They will open only to Markessa or a 9th level or higher magic-user if they speak aloud the name of glyph. The glyph on the Spell Room #34 is DEATH, and the first character to open this door without speaking its name must save vs. Death Ray or die. The glyph on the north door to room #35 is TERROR, and the first character to open this door without speaking its name must save vs. Spells, or scream and flee in terror, beating past his or her comrades to escape. The character will be totally unwilling to go through the door. The glyph on the west door to room #35 is FROST, and the first character to open the door without speaking its name will be blasted by cold for 20 points of damage. If a save vs. Spells is made the character will only take half damage.

34. Markessa's Spell Room:

This room contains shelves filled with alchemical and surgical equipment and dozens of closed bins. A pentagram is painted on the floor of the room in red. White candles stand in candleholders at each of its five points; they are unlit. In the center of the pentagram is a gold amulet.

This is Markessa's Spell Room and most of the bins and shelves are filled with materials necessary to spell research and magical experimentation. Some of the items in the bins are parchment, pens carved from exotic materials, and rare inks, paints, powdered metals, string, brass hammers and plates and other magical equipment. Most of the baskets are filled with straw to protect their contents.

If anyone steps inside the pentagram the candles will burst aflame and the person will fall into a slumber from which he or she may only be roused if he or she is taken from the pentagram. The amulet is electrum, and contains a **protection from good** spell which may be activated for 3 turns once a day by speaking the command word. The amulet will remain stuck to the floor until someone enters the pentagram.

There is a slithering tracker in the bottom of one bin that is locked. If the party opens the bin they will find it filled with a semi-transparent gel. There is a 10% chance that the slithering tracker will attack right away (AC 5; MV 12"; HD 5; hp 32; #AT 1; D save vs. Paralyzation). Otherwise the tracker will act inert and when the party sleeping it will follow. If it can catch the party leaves it will flow over one of the characters and attempt to paralyze him or her. If it is successful, it will drain all of the blood out of the character in 6 turns and then will leave.

Beneath a false bottom in the third bin is Markessa's third level spell book. The first page is trapped with **explosive runes**. The book has the spell **lightning bolt** in it. All of the items in this room are worth a total of 1,300 gp, though it would require several mules to carry the stuff.

35. Markessa's Private Chambers:

This room is a luxurious bed chamber, richly outfitted with costly furniture, expensive tapestries, and brightly colored carpets. There is a curtained alcove in the southwestern corner of this room, draped with white velvet. There is a canopied bed, a blanket chest at the foot of the bed, a wardrobe, two ornate chairs and three small tables, one holding a basin and pitcher for washing. There is also a small fireplace.

This is Markessa's private quarters. If she has escaped from room #22 and is still alive she will be sitting in the curtained alcove in front of a dresser with a mirror, combing her hair or bandaging her wounds. She will be armed and armored as given in area 19. Note that she will not have available any thrown darts, and will not have re-memorized any spells used. Markessa has a wand of **magic missiles** with 12 charges left in it on the dresser and there is a pinch of **dust of disappearance** on her powder puff. If the party attacks her she will use the **dust of disappearance** to turn invisible and attack with her wand. Attacking while invisible due to **dust of disappearance** will *not* cancel her invisibility. She will then move to the fireplace and flee out the secret entrance. If Markessa has been killed already, the room will be empty.

The mirror or the dresser will, upon command, show what is occurring in room #30 as seen by the painting there. The furniture in this room is worth a total of 3,000 gp if sold at market. The rugs are worth 250 gp each and the tapestries depicting a hunt and a ladies' court scene are worth an additional 400 gp each. The blanket chest holds two down-filled pillows and a fur cover worth 300 gp.

Embedded into the south wall behind the bed curtains is a wall safe. The safe has a poison needle trap in the lock. Inside the safe is a metal box containing a gold and ruby necklace worth 1,400 gp, a matching pair of earrings worth 600 gp, and a stickpin with the leering face of a gargoyle with two ruby eyes worth 75 gp.

When the head of the stickpin is pressed a drop of very toxic poison will form at its tip, save vs. Poison at -4, if pricked, or die. There is also a velvet purse holding 50 gp and three sapphires worth 150 gp each.

Hidden behind a secret panel (treat as a secret door) in the back of the safe are Markessa's first and second level spell books. The first contains the spells **magic missile**, **protection from good**, and **shocking grasp**. The second contains **scare**, **wizard lock** and **darkness 15' radius**.

Behind the fireplace on the east wall is a secret door opened by adjusting the flue with a poker. When the secret door is opened the wooden chandelier on the ceiling will come crashing to the floor to distract attention. The fireplace will then swing out into the room revealing the secret passage beyond it. This is Markessa's escape tunnel if she is pursued to her chambers.

36. Escape Tunnel:

The door opens to reveal a 5' wide tunnel running to the south and out of sight.

This escape tunnel is trapped with a covered pit. The trapdoor is 20' long and will fall open once someone runs across it. The cover however, has a safety catch on it and is normally safe to walk across. If Markessa is pursued down this corridor, she will step on a stone trigger on the south side of the pit, activating the trap once she has crossed it. Any character stepping on the trap should roll a d6. On a roll of 1-3 the character will fall; on a roll of 4-5 the character will manage to catch hold of the edge and hang on. Hanging individuals must be rescued in 1-3 rounds or they too will fall. On a roll of 6 the character will have managed to leap to safety.

Those characters who fall will take 2-12 points of damage, and will fall 40' into an underground river (the river cushions their fall. Victims will be carried out of sight in less than one round by the swift flowing current. Characters may swim, but party members in metallic armor (chain, plate, banded, etc.) have a 25% chance of drowning; characters in leather armor have a 10% chance of drowning, while characters in no armor or magical armor have a 5% chance of drowning. Any one who survives will be carried out of the dungeon with the river, emerging in a lake within sight of a cave which is the tunnel exit from the dungeon.

37. Exit Tunnel:

This tunnel is 15' wide and 15' high. It is very long, almost 400 yards, and runs out into the hills nearly a quarter of a mile away from the fort. At varying intervals along the way, lit torches have been stuck in the wall to provide a dim light.

Part way down the tunnel, Markessa's escape tunnel exits through a secret door in the west wall into this passage. The secret door looks like part of the stone wall and is opened by pushing up on a nearby rock outcropping.

38. Underground Cavern:

The tunnel opens into a large natural cavern. In the southeast corner of the cavern are a number of black-skinned elves leading slaves who are carrying packs.

This cavern serves as a trading station for drow (black elf) caravans that trade with the hill fort. The drow caravans come from deeper inside the earth and the tunnel that the drow caravan is entering leads to a series of caves which run ever deeper under the hill (and are thus suitable for further adventures should the DM wish). The caravan consists of a merchant and seven guards

The merchant (AC 1, MV 12", F4/CI 4, hp 18, #AT 1 or spells, D 2-7+2) is armed with **chain mail +3**, and a **mace +2**. He has the following spells: **cure light wounds (x2)**, **detect magic**, **hold person**, and **speak with animals**. The guard leader (AC 1, MV 12", F 4, hp 21, #AT 1, D 1-6+2) is armed with **chain mail +2**, small **shield +1**, **dagger +1** and short **sword +2**. The guards (AC 3, MV 12", F 2, hp 10 each, #AT 1, D by weapon) are each armed with **chain mail +1**, short **sword +1**, and two poisoned javelins (save vs. Poison or die). All of these drow have the power to cast **dancing lights**, **darkness**, and **faerie fire**, natural abilities of Drow of their levels.

All the weapons and armor carried by the Drow are of special manufacture and do not radiate magic. If exposed to sunlight they lose their magical properties immediately and corrode within two weeks.

39. Exit:

Here is a large cavern with an exit on the far side, through which a cool breeze blows. The room is occupied by several hobgoblins standing about a small campfire by the entrance to the cave.

These seven hobgoblins guard the cave against discovery, even though it is well camouflaged outside and is in a hidden dell. The hobgoblins (AC 5; MV 9"; HD 1+1; hp 6 each; #AT 1; D 1-8) are armed with polearms and are bored. If Markessa has fled this way, they are just pretending boredom to draw the party out, at which time they will leap behind boulders and grab their bows hidden there. Each hobgoblin has 2-12 gp each.

In the dell beyond the cave entrance is a lake which connects to the underground river at #36. Any who survive the trap there will be able to rejoin the party, if they exit here.



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Special thanks to Tom Moldvay, without whom this module would not have been finished.

PHANTOM

FREQUENCY: *Very Rare*
NO. APPEARING: 1
ARMOR CLASS: *Nil*
MOVE: 9"
HIT DICE: *Nil*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *Nil*
DAMAGE/ATTACK: *Nil*
SPECIAL ATTACK: *Fear*
SPECIAL DEFENSE: *Nil*
MAGIC RESISTANCE: *See Below*
INTELLIGENCE: *Nil*
ALIGNMENT: *Any*
SIZE: *M*
PSIONIC ABILITY: *Nil*



Attack/Defense Modes: *Nil*

Phantoms are soulless shells left behind by a particularly stong death trauma. Phantoms are merely images and have no power to directly cause harm and cannot themselves be harmed. Because of superstitious awe, however, anyone who gazes on the translucent form of a phantom must save versus Spells at -2 or immediately panic and run away as if under the effects of a **fear** spell.

Phantoms are like a three dimensional motion picture filmed at the time of a character's death in the area where he or she died. They have no intelligence and neither are they alive or undead. A phantom often records the death trial of the character or images of what was foremost in the character's mind when he or she died.

Phantoms are often mistaken to be ghosts, haunts or groaning spirits, but may not be turned as undead. The clerical spell **exorcism** will dispel a phantom.

BOGGLE

FREQUENCY: *Very Rare*
NO. APPEARING: 2-8
ARMOR CLASS: 5
MOVE: 9"
HIT DICE: 4+3
% IN LAIR: 25%
TREASURE TYPE: C
NO. OF ATTACKS: 3 (+2)
DAMAGE/ATTACK: 1-4/1-4/1-4
SPECIAL ATTACK: *See Below*
SPECIAL DEFENSE:
Rear claws for 1-4/1-4
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic Neutral*
SIZE: S
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



Boggles are 3' tall, vaguely humanoid creatures whose coloration varies from blackish-blue to dark gray. They all have large bulbous heads, but the rest of their body parts are disproportionate and vary from individual to individual (large noses, arms of different lengths, spindly legs, and so forth).

The social organization of boggles is loosely tribal. They tend to whine and gibber a lot when dealing with other creatures. Outside their lair, boggles are somewhat cowardly, and they all tend to be thieves. However, when found in their lair, boggles are aggressive and voracious.

Boggles secrete a viscous, non-flammable, black oil from pores in their bodies. Anyone treading on the oil (except creatures

specially adapted, like boggles, for climbing on slick surfaces) must roll their dexterity or lower on 1d20 or fall down. Characters who fall must spend an entire round standing back up. Boggles will try to steal articles from a character who has fallen. They must make a successful roll versus AC 5 to steal any one item from a fallen or stunned character.

Boggles have a rubbery hide and their bodies are partially elastic. They may stretch to twice their length or contract to one-half their size. Due to their slippery and resilient hide, all weapon attacks on a boggle will cause -1 point per die of damage. Boggles are naturally resistant to fire (as the ring) and can **spider climb** at will. They like to cling to ceilings, in order to drop upon unwary characters, getting an additional two claw attacks like cats.

Boggles have the special ability to **dimension door** up to 3" at will through any complete frame, such as a hole, a door frame, grillwork, between a character's legs, and so forth. They use this ability to reach through a hole and have their hand come out elsewhere to grab or strike at a character from another side. Boggle lairs are often pocked with holes, or appear as a grillwork with their main nest being accessible only by **dimension door** or other magical means.

Finally, boggles have an exceptionally keen sense of smell and can even detect invisible creatures by smell. Other races are known to utilize boggles as guards and watchers because of this ability. When boggles sense intruders they set up a high-pitched keening wail to warn their masters.

CLOAKER

FREQUENCY: *Very Rare*
NO. APPEARING: 1-4
ARMOR CLASS: 3 (1)
MOVE: 1"/15"
HIT DICE: 6
% IN LAIR: 15%
TREASURE TYPE: C
NO. OF ATTACKS: 2 + *special*
DAMAGE/ATTACK: 1-6/1-6/+ *special*
SPECIAL ATTACK: *See Below*
SPECIAL DEFENSE: *See Below*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High (Alien)*
ALIGNMENT: *Chaotic Neutral*
SIZE: L
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*



A cloaker is a shadow-dwelling, unearthly creature. They are normally only encountered in deep, dark caverns, far beneath the earth. Though they are highly intelligent, their thought processes are alien to most races and usually only magic-users are able to communicate with them.

A cloaker resembles a large semi-circular cloak or blanket with two claw-like appendages at the tips and a long, mace-like tail. Black eyespots cover its back like buttons on a cloak and when the tail is hidden, it is almost impossible to distinguish a cloaker from a cloak. In the middle of its front is a large gaping mouth and two glowing red eyespots. Due to all of its eyes a cloaker does not have a rear side which can be attacked with surprise. Cloakers are very lightweight and can fly at a rate of 15" or creep along walls at 1" with their claws.

Cloakers attack by flying at a character and wrapping its victim in its folds, pinning his or her arms and preventing the victim from

attacking the cloaker. Once a character is wrapped a cloaker may then bite at the creature's belly or back doing 1-4+ the unadjusted AC of the victim points of damage. The cloaker may normally strike with its tail twice per round for 1-6 points of damage. It often uses its tail to fend off attackers while slaying its enveloped victim. The tail is AC 1 and can take 16 points of damage before being cut off.

Any attacks on the cloaker while it is wrapped around a victim, will cause ½ damage to the victim and ½ to the cloaker. Area effect attacks such as a fire-based spell will cause full damage to both victim and cloaker.

Cloakers regularly emit a subsonic moaning. The effects of this moaning are blocked by stone. Cloakers may not bite and moan at the same time. This moaning can cause several effects at the monster's desire. The lowest level of moaning causes nervousness and unease to all who are within range. It will numb the minds of those who listen to it for more than six consecutive turns making them zombie-like. Anyone within hearing range of this moaning will fight at -2 to hit and damage. This effect has a range of 80'.

The second level of intensity evokes fear, as the **fear** spell in a 30' range. Characters must save vs. Spells or run in terror. The duration of this fear will only last 2 rounds.

The third level of intensity causes nausea and weakness very similar to that caused by a **stinking cloud** spell. The area of effect is a cone 30' long and 20' wide at its open end. The effect will last for 2-5 rounds. Anyone caught within the area of effect must save vs. Poison or be helpless due to nausea.

The last intensity acts as a **hold person** spell. This effect can only be used on one target at a time, up to a 30' range. The effect lasts 5 rounds. The effects of a cloaker's moaning can be neutralized by use of a **neutralize poison** spell.

A cloaker also has the power to manipulate shadows. It may use shadows to hide in or obscure its opponents' sight increasing its AC to 1. The shadow manipulation is precise enough to allow the cloaker to produce shadowy images. When shrouded in shadows the cloaker can even produce shadow doubles of itself real enough to fool attackers (treat as a **mirror image** spell). A **light** spell will blind a cloaker, and prevent shadow shifting.

HAUNT

FREQUENCY: *Very Rare*

NO. APPEARING: 1

ARMOR CLASS: 0/ *Victim's AC*

MOVE: 6"/*As possessed victim*

HIT DICE: 5/*Victim's hp*

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1/1, *as 5 HD monster*

DAMAGE/ATTACK: *See Below/By weapon*

SPECIAL ATTACK: *Possession*

SPECIAL DEFENSE: *See Below/None*

INTELLIGENCE: *Non-*

ALIGNMENT: *Any*

PSIONIC ABILITY: *Nil*

Attack/Defense Modes: *Nil*



Note: Where statistics are separated by a slash, those to the left refer to the haunt in its natural state, those to the right are for the haunt when within a possessed victim.

A haunt is the restless spirit of a person who died leaving a vital task unfinished. A haunt inhabits an area within 6" of the site

where it died. The haunt's sole purpose is to possess a living body and use it to complete the task, thus gaining a final release from its existence.

Haunts can assume either of two forms, at will: a hovering, luminescent ball of light (identical in appearance to a will o' wisp) or a nebulous, translucent image of the haunt's former body. Haunts are similar in appearance to a groaning spirit, spectre, or ghost, for which they are often mistaken.

A haunt's attack will drain 2 points of dexterity per hit. As a character's dexterity is drained, he or she will suffer the penalties of lower dexterity. The character will feel an increasing numbness and cold creeping over his or her body. When a character's dexterity reaches zero, the haunt will step into the body and possess. Once a body is possessed the dexterity will return to normal.

The haunt will use the possessed body to complete its unfulfilled task, which need not necessarily be dangerous. Once the task is completed, the haunt will pass on to its final rest, and the victim will regain control of its body. When the haunt leaves a victim the character will have a dexterity of 3. Lost dexterity may be regained at a rate of 1 point for each turn of complete rest.

If a haunt's possessed body is slain, it will haunt the place where the body was killed.

If the possessed victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the character. It will fasten its ghostly hands around the victim neck on a successful "to hit" roll. The victim will then take 1 point of damage the first round, 2 the second, 4 the third and so on until dead or the haunt is driven off.

Haunts may not be turned, because they are linked to the sight of their death. When in their own forms, haunts can only be struck by silver and magical weapons and by fire. Weapons only cause 1 point of damage per attack plus any magical bonuses. Fire will inflict 1 point of damage per round, magical fire will do full damage. When a haunt is reduced to zero hit points it will lose control of its ectoplasm and fade away. The haunt will reform in one week to haunt its location again until its task is completed. **Exorcism** will destroy a haunt forever.

Any attacks on a possessed character will do full damage to the character. The only safe ways to free a possessed person are to use an **exorcism** or a **hold person** spell. When a **hold person** spell is used, the haunt must save vs. Paralyzation or it will be expelled from the body.

A haunt must remain within 6" of the place where it died until it possesses a body. The best defense against a haunt is to leave the area it inhabits.

Use of Tournament Characters

The values given here for the armor class, movement rates, saving throws and combat adjustments of the tournament characters have the standard character class and racial bonuses already included. However, DM's should keep in mind the following:

1. Combat adjustments due to magical weapon bonuses have not been included.
2. Surprise/Reaction adjustments have not been listed for the characters.
3. Special racial abilities and immunities to attack forms have not been listed.
4. Unadjusted armor class is not listed for these characters.

TOURNAMENT CHARACTERS

CHARACTER NUMBER	Elwita 1.	"Ogre" 2.	Freda 3.	Karraway 4.	Blodgett 5.	Dread Delgath 6.	Phan-stern 7.	Eljayess 8.	Kayen Telva 9.
SEX	F	M	F	M	M	M	M	M	M
RACE	D	H	H	H	½	H	H	½E	E
Lvl/Cls	6th/Ftr	5th/Ftr	4th/Rngr	6th/Clr	5th/Thf	5th/MU	3rd/III	3rd/Ftr 3rd/Ftr	4th/Ftr 4th/M-U
HEIGHT	3'10"	6'	5'3"	6'	3'	6'1"	5'8"	5'4"	5'6"
WEIGHT	131 lbs	183 lbs	129 lbs	175 lbs	60 lbs	162 lbs	204 lbs	123 lbs	98 lbs
ALIGNMENT	LG	NG	CG	LG	NG	NG	CG	CG	CG
AC	1	1	-2	1	3	6	6	2	2
HP	54	45	40	42	25	25	25	25	25
MV	6"	12"	12"	6"	12"	12"	12"	6"	12"
STR	17	18(56)	15	9	8	8	8	16	15
INT	12	8	13	12	10	18	17	9	17
WIS	8	9	15	16	10	12	12	16	10
DEX	11	12	17	15	18	9	18	12	16
CON	18	18	17	16	16	16	16	17	15
CHR	15	6	14	13	6	15	9	13	9
SAVING THROWS									
PARALYSIS	11	11	13	9	7	14	14	10	13
PETRIFY	12	12	14	12	10	13	13	13	13
RODS	8	13	15	13	7	11	11	14	11
BREATH SPELLS	13	13	16	15	14	15	15	16	15
	9	14	16	14	8	12	12	15	12
ARMOR	Plate & shield	Splint & shield	Chain & shield	Plate & shield	Leather	None	None	Plate & shield	Elfin chain & shield
ATTACK ADJ	+1	+2	0	0	0	0	0	0	(+1)
DAMAGE ADJ	+1	+3	0	0	0	0	0	+1	0
MISSILE ADJ	0	0	+2	0	+3	0	+3	0	(+2)
OPEN DOORS	1-3	1-4	1-2	1-2	1-2	1-2	1-2	1-3	1-2
BEND BARS	13%	25%	7%	1%	1%	1%	1%	10%	7%

THIEVING* ABILITIES:	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadow	Hear Noise	Climb Walls	Read Language
	65%	62%	50%	60%	56%	25%	75%	20%

* Blodgett's Thieving Abilities.

	Weapons	Magic Items	Other Items	Spells
Elwita	War hammer Crossbow, hvy. Dagger	shield +1 war hammer +2	Pouch belt, (lg), 12 iron spikes, chisel, large sack, quiver and 20 crossbow bolts, wineskin, 50' rope	
"Ogre"	long sword Short bow (comp) Throwing knife	Long sword +1 splint mail +2	Backpack, waterskin, flask of oil, blanket, quiver and 20 arrows, 50' of rope	
Freda	Long sword Long bow (comp) Dagger, Spear	Eight arrows +2 chainmail +3 Potion of Healing	Backpack, quiver & 12 arrows, tinderbox, 6 torches, 50' rope	

	Weapons	Magic Items	Other Items	Spells
Karraway	Footman's mace Hammer	Potion of Clair-audience , Scroll of Raise dead	Backpack, flask of oil, silver holy symbol, vial of holy water, hooded lantern, 10 iron spikes	Bless, Command, Cure lt. wounds (x2), Light, Find trap, Hold person (x2), Silence, Spiritual hammer, Cure disease, Dispel magic
Blodgett	Short sword Dagger Sling	Ring of protection +1, Boots of elvenkind	Pouch belt, (sm) tinderbox, 2 flasks of oil, 20 bullets, 20' rope, 4 spikes, waterskin, thieves tools	
Dread Delgath	Dagger Staff	Bracers of Defense AC 6, Wand of fire (4 charges)	Pouch belt, (lg) 2 oil flasks, material spell components, 3 tallow candles, 2 torches, 1 tinderbox	Light, Magic missile, Read magic, Spider climb, ESP, Levitate, Slow
Phanstern	Dagger (silver)	Potion of Extra healing , Scroll of Blindness and Blur	Pouch belt, bullseye lantern, oil flask, leather scroll case, metal mirror, material spell components, robe, wineskin	Change self, Color spray, Hypnotism, Wall of fog, Blindness, Mirror image, Paralyzation
Eljayess	Spear Long bow Hammer Long sword	spear +1 Potion of Speed	Quiver & 20 arrows, vial of holy water, wooden holy symbol, small pouch, 50' of rope, waterskin	Command, Cure lt. wounds (x2), Light, Chant, Hold person, Silence 15'R
Kayen Telva	Long sword Long bow Hand axe Javelin Dagger	Two Javelins of Piercing , Scroll of Hold portal and Suggestion	12 arrows & quiver, small sack, leather scroll case, material spell components, parchment, quill & ink, brown candle	Charm person, Shocking grasp, Sleep, Invisibility, Knock

TOURNAMENT SCORING

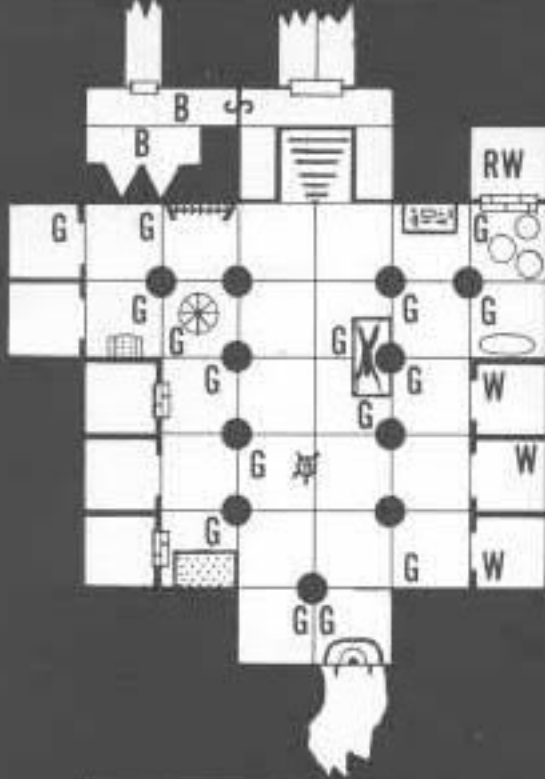
In the "Slave Lords" Tournament, points are given to parties based on how far into the dungeons they penetrate and how many characters are alive at the end of the three hour time limit. Use the matrix below to arrive at each party's base score; use the encounter area number of the **last encounter completed** to determine the penetration score. For example: if a party was engaged in melee in room **A9** when time ran out, they would be scored as completing area 8 and receive 360 points (assuming all nine characters were still alive).

AREAS ENCOUNTERED

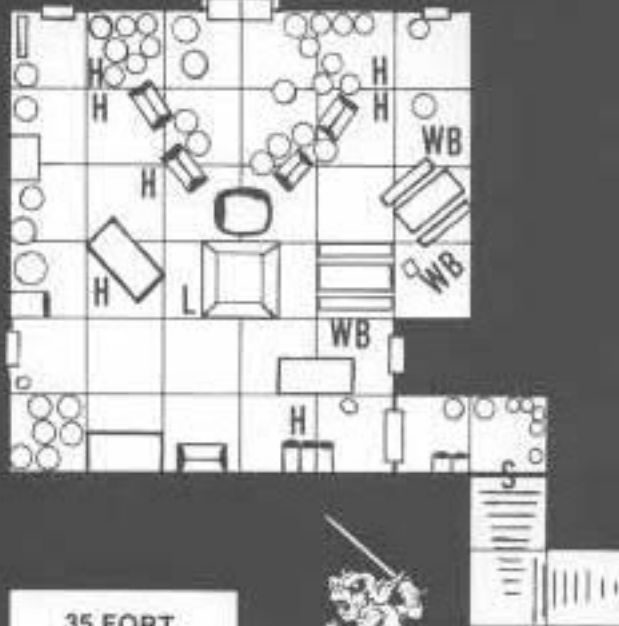
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2.	10	55	100	145	190	235	280	325	370
3.	15	60	105	150	195	240	285	330	375
4.	20	65	110	155	200	245	290	335	380
5.	25	70	115	160	205	250	295	340	385
6.	30	75	120	165	210	255	300	345	390
7.	35	80	125	170	215	260	305	350	395
8.	40	85	130	175	220	265	310	355	400
9.	45	90	135	180	225	270	315	360	405

SCORING ADJUSTMENTS

In a large tournament it is likely that at least some teams will be tied using the base scores. To prevent this, the **DM's Discretionary Bonus** system can be used. In each of the 9 encounter areas, the DM awards from +3 to -3 points depending on whether the party resolved the encounter intelligently, quickly, etc. +3 points are added for superior play, +2 for excellent play, +1 for good play, 0 for average play, etc. down to -3 for extremely poor play. This is not exactly the system used the first time this tournament was run, but should prevent ties.



12 DUNGEON



35 FORT

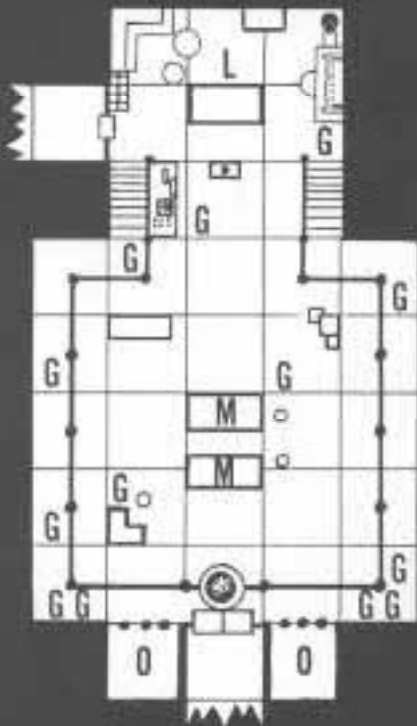


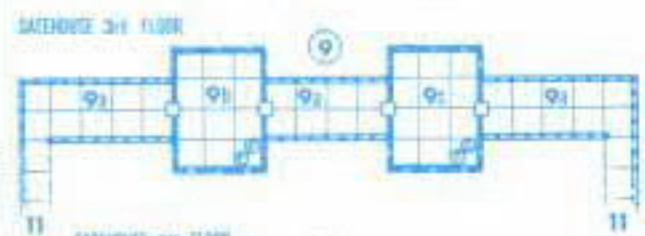
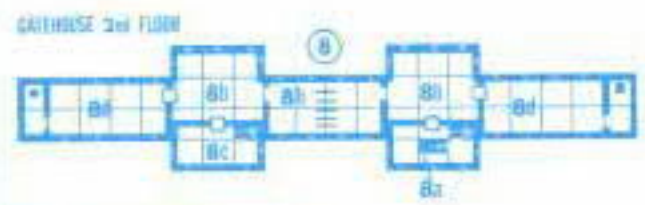
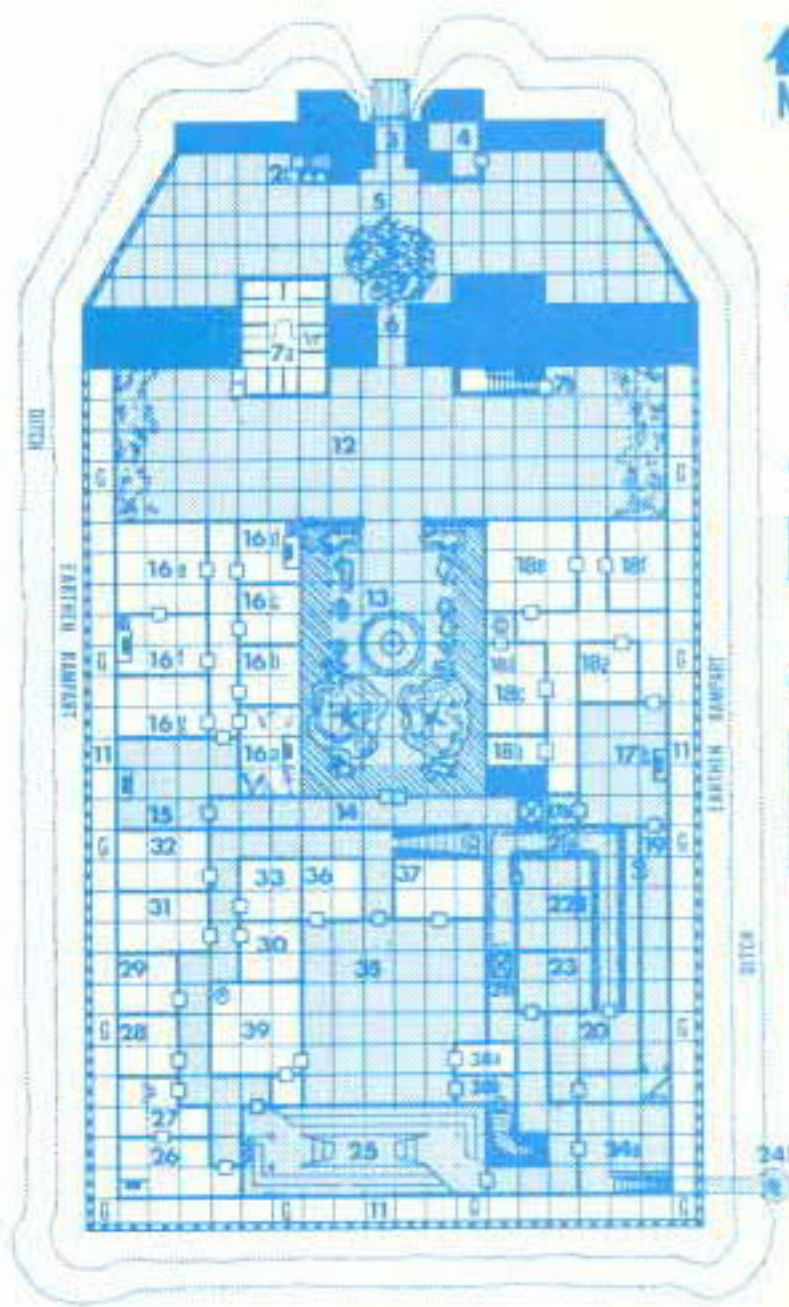
22 DUNGEON



TACTICAL MAPS

- B BUGBEAR
- G GOBLIN
- L LEADER
- M MAN
- O OWL BEAR
- RW RABID WOLF
- W WORG (WOLF)
- H HOBGOBLIN
- WB WEREBOAR
-  FIREPIT





THE SLAVERS' STOCKADE



- RAMPART
- ARROW SLITS
- CURTAIN
- DOOR
- WINDOW
- PORTCULLIS
- DOUBLE DOOR
- SECRET DOOR
- CONCEALED DOOR
- ARCHWAY

- GUARD POST
- TRAP DOOR FLOOR
- TRAP DOOR CEILING
- STAIRWAY DOWN
- STAIRWAY UP
- DRAWBRIDGE
- LOFT, WITH LADDER UP
- COVERED PIT
- LATRINE
- MIRROR HIDING FALSE DOOR
- RAILING
- UNDERGROUND WELL

- ROOFED PORCH
- MURDER HOLES
- BALLISTA
- MUD
- BROKEN STONE
- BUSHES
- TREE
- FOUNTAIN
- TOURNAMENT AREA
- PILLARS
- FIREPLACE/FURNACE
- BURNT TIMBERS



	DOOR		STAIRS UP		TOURNAMENT AREA
	SECRET DOOR		STAIRS DOWN		FIREPLACE
	CONCEALED DOOR		PIT		CURTAIN
	MAGNET		BARS		PILLAR



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