

Advanced Dungeons & Dragons®

Official Game Adventure

The Bloodstone Wars

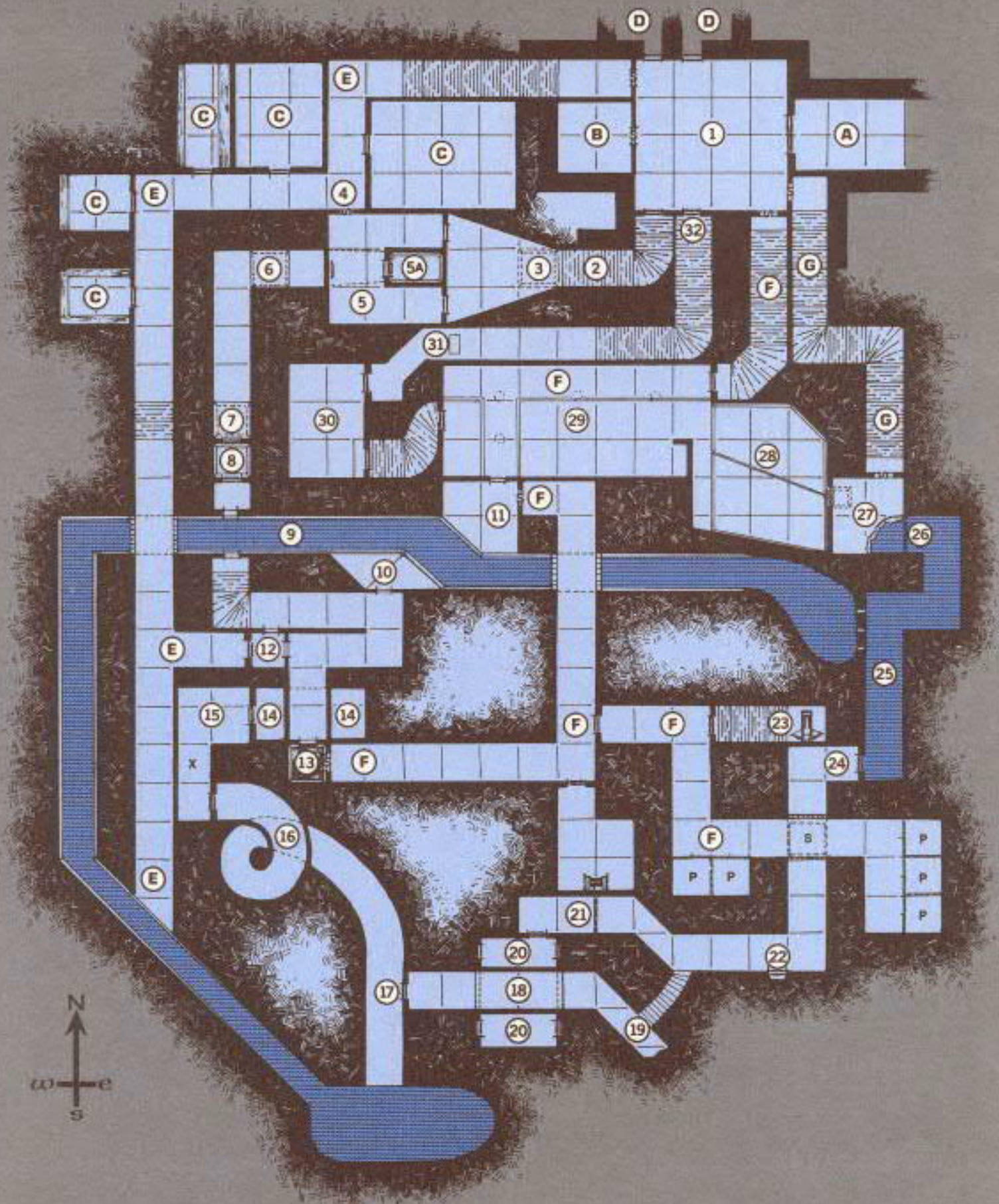
by Michael Dobson and Douglas Niles
with Ed Greenwood



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The Assassin's Run



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by Michael Dobson and Douglas Niles

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INTRODUCTION

Notes for the Dungeon Master

The four-module BLOODSTONE PASS campaign series (of which this is part three) explores what is, for the authors, one of the most interesting aspects of the AD&D® game: becoming a ruler.

Although the *Dungeon Masters Guide* (DMG) provides that a character of sufficient level can build a castle, hire an army, and set himself (or herself) up as a proper medieval ruler, the rules given therein are not sufficient to allow ruling and role-playing to go together. Instead, high-level characters who become rulers are normally considered to be “retired” from adventuring. Perhaps from time to time these old warhorses in your campaign get trotted out for a particularly tough challenge, leaving their seneschals behind to administer their dominions for a while. But mostly the campaign moves on to younger, newer characters.

More often, players avoid the burdens of rulership, preferring to maintain their high-level characters as free-lance adventurers, ready to move on to the next dungeon, carrying their treasure in their backpacks, or in the saddlebags of their mount, or in a convenient magical chest that avoids the issue of encumbrance altogether.

It’s been our feeling that there is a whole lot more that can be done with characters who become rulers. The BLOODSTONE PASS saga is our attempt to show that high-level AD&D® game play can be qualitatively, as well as quantitatively, different from low- and medium-level play—and just as exciting.

In the first two parts of the series, *H1, Bloodstone Pass*, and *H2, The Mines of Bloodstone*, the PCs have defeated a bandit army and learned of a secret plot

involving Orcus, Prince of the Undead. In the process, they have managed to reopen the bloodstone mines, from which the Pass took its name, thus providing the Barony of Bloodstone with a continuing stream of revenue that will lift its people out of the mire of poverty. The characters now have the opportunity to build defenses, develop economic infrastructure, and build an army to withstand the threats that are building elsewhere in the realms of Damara and Vaasa.

In *H3, The Bloodstone Wars*, the player characters must face a new challenge of rulership—military leadership in the face of superior enemy forces. A combination of role-playing challenges and BATTLESYSTEM™ game miniatures scenarios (with optional resolution for those who aren’t into miniatures wargaming) deals with the storm clouds of war that even now are forming over the baronies and dukedoms of southern Damara. These conflicts inevitably lead to war with the mysterious Witch-King of Vaasa, and his chief ally, the Grandfather of Assassins, in his mountain fortress deep in the Galena Mountains.

Pregenerated characters from H1 and H2 are provided for your use (increased in level, of course) if the players do not have characters of sufficient level to handle the challenges provided here. Although these characters were used by us to balance the adventure, an experienced Dungeon Master should have no problem in making any characters of appropriate level work in this adventure. All the characters have been designed with appropriate proficiencies, using the latest rules from *Unearthed Arcana* (UA), *Dungeoneer’s Survival Guide* (DSG), and *Wilderness Survival Guide* (WSG). If you are not using these newer rules, ignoring them will not make a major dif-

ference. Wherever possible, we have provided options that use the newer rules and systems in the ever-expanding AD&D® game system, but those of you who use exclusively “core” rules or home-made variants should have little difficulty. The authors will be pleased to answer questions when accompanied by a self-addressed, stamped envelope, mailed to us using the address on the back cover.

The primary authors would like to give special thanks to Ed “Elminster” Greenwood, sage of the Forgotten Realms, for allowing us to adapt his adventure setting, *The Assassin’s Run*, from DRAGON® Magazine #64, as part of the lair of the Grandfather of Assassins. He reminds us that the primary Assassin’s Run is located in the great city of Waterdeep, many hundreds of leagues to the west of Vaasa and Damara. Of course, more than one Assassin’s Guild exists in the various countries of the Forgotten Realms, and a good set of architectural blueprints, we felt, was likely to have made the rounds.

We should also point out that the BLOODSTONE PASS saga takes place in the FORGOTTEN REALMS™ Fantasy Game Setting, new from TSR, Inc. A certain amount of retrofitting was needed to integrate this series into our new official game world, and our thanks go to Jeff Grubb, chief translator and scribe, and to the aforementioned Mr. Greenwood, whose many years of research, development, and late-night sessions with Elminster led to the creation of this wonderfully complex and detailed world.

High-level modules are inherently open-ended, because of the vast range of options available to powerful characters. It takes skill and a firm hand to run such adventures successfully, and to handle the unforeseen in the context of the evolving campaign. Good luck, and good adventuring!

What Has Gone Before....

Players whose characters adventured in H1 and H2 should be familiar with the background information that is summarized here. Players who are new to the BLOODSTONE PASS campaign need to be given the general background; it may not hurt to refresh the memory of the other players. Certain "deep background" information (about the plot of Orcus, in particular) is given for the use of the Dungeon Master only; the players will find out the truth soon enough. . .

For generations, the cold northern wastes of Vaasa supported a scant population of hunters, trappers, and poor farmers. These hardy souls scabbled a meagre living from the stony soil, and barely endured the long, dark winters. But that was before the coming of the Witch-King, Zhengyi, who formed the Kingdom of Vaasa and built an evil castle atop a lonely crag, from which his sinister shadow crept across the land. Some said that Zhengyi had enlisted the aid of powerful demons, or was a demon himself, and something of this must have been true, for the Kingdom of Vaasa soon raised an army of human, nonhuman, and undead warriors— far more that the poor northern lands could possibly support. And with this army, Vaasa became a power to be reckoned with in the Forgotten Realms.

In the year 1137, the Witch-King invaded the peaceful kingdom of Damara, to the south, striking without warning. In spite of the surprise of the initial attack, the Damarans were no pushovers; the war lasted for ten long, bloody years. In the summer of 1147, King Virdin of Damara faced the Witch-King's cohorts at the Ford of Goliad in what would be the final engagement of the long war. Some say it was the treachery of the King's chief lieutenant, Felix (who was rumored to be a secret member of the Guild of Assassins, in league with the enemy), who betrayed the young king to his death, and his army into utter defeat.

The Witch-King and his secret ally, the Grandfather of Assassins (whose mysterious mountain citadel is reputed to be somewhere in the Galena Mountains), moved quickly to consolidate his victory. In a single night, the most loyal and powerful nobles of Damara were slain by sword and by poison, leaving only the craven, the incompetent, and the disloyal to sue for peace.

The Witch-King took the rich northern provinces for his own, then granted a thin independence to the southern lords . . . as long as they paid tribute and acknowledged the Witch-King's power. This was a shrewd political move, for each petty noble conspired against the others for scraps of power and wealth, throwing the entire south into chaos. A steady stream of refugees moved into the south, searching for an ever-elusive safety and peace.

Hardship and poverty were no strangers to the Barony of Bloodstone, situated in a narrow pass that was once the major trade route through the Galena Mountains to the north and west, including Zhentil Keep and the Moonsea. Once a prosperous province of Damara, the verdant valley of the Bloodstone Pass was home to humans, dwarves, centaurs, and halflings. In addition to good farmland and the income from maintaining a leading trade route, the famous mines were one of the leading sources of the deep-green chalcidony flecked with red jasper, known as bloodstones.

But at approximately the same time as the Witch-King's ascent to power in Vaasa, a series of disasters befell the Barony of Bloodstone.

First was the loss of the mines. Human and dwarven workers, toiling deep beneath the earth, awakened a nameless evil, and death stalked the mines. In a single night, the major source of wealth vanished. Next came the dread Wolf Winter of 1137, when a poor harvest followed by a long and terrible winter caused mass starvation, and dire wolves from the Galenas preyed on whatever they could find. And then the armies of the Witch-King closed the northern pass out of the Galenas, and trade ceased.

Poverty settled in the valley, and Bloodstone ceased to communicate with the outside world.

Within months of the death of King Virdin at the Ford of Goliad, the Grandfather of Assassins reached out to organize the bandits and creatures of the Galenas into an army in league with Vaasa. They demanded tribute from Bloodstone in the form of gold, food, and finally slaves.

Baron Tranth, fifth Baron of Bloodstone, realized he needed powerful help. But where to turn? There was no treasure with which to buy a mercenary army. He could only beg. So he sent two young villagers, Garlen and Garvin, to seek the aid of powerful adventurers.

In *H1, Bloodstone Pass*, Garlen and Garvin approached a party of brave and powerful adventurers. Although they could offer a fee of only five silver pieces per day, the adventurers agreed to help. Operating under a cloak of secrecy and aided by powerful magic, the village prepared for battle. A series of skirmishes helped whittle down the size of the bandit army in preparation for the last battle, but the cost was high. In a night of horror, a priest of Orcus conjured the dead of the Bloodstone graveyard to life, and corpses shambled the streets. But that evil, too, was defeated, and finally the power of the Grandfather of Assassins was broken.

The beautiful daughter and heiress of Baron Tranth, Lady Christine, fell in love with one of the adventurers, a brave fighter, and planned a marriage. It seemed that with powerful patrons, the Barony of Bloodstone might once again have a bright future.

In *H2, The Mines of Bloodstone*, an early winter settled in, and the villagers began to fear a repeat of the Wolf Winter. The military successes of the past few months have not solved all the problems of Bloodstone, and the adventurers are once again called into action. But as they begin to investigate the food situation, and come to grips with the problem of the dire wolves, a new night of horror descends on the village. At a home near the Abbey of St. Sollers, a peasant family has been foully massacred by worgs, and there is evidence of a vam-

pire's participation in the atrocity. And, painted on the wall in the blood of the victims, is a goat's head—the sigil of Orcus, Prince of the Undead.

All signs in the investigation lead to the long-closed bloodstone mines, and it is there the heroes go. The abandoned mine shafts are redolent with evil, and at the bottom, demons and succubi await new victims eagerly.

On defeating the demons, the heroes rescued two svirfneblin gnomes, who reveal the existence of a huge cavern city of duergar beneath the mines. Once the city was occupied by the svirfneblin, and the duergar led mean and squalid lives outside the cavern network. Over many years, the duergar preyed on the svirfneblin, but never achieved military success. Until one night, a duergar crept into the svirfneblin realm to steal food and perhaps murder a few gnomes. Sneaking through an infrequently used tunnel, he found an open mine shaft. Curious, he crawled inside, and found there a pool of mercury, glistening coldly. He felt a calling from it, a sense of implacable evil that thrilled him. He stretched out his hand, touched the mer-

cury, and was instantly transformed into a figure of transcendent horror—an avatar of Orcus, Prince of the Undead. The spirit of Orcus ravaged the city of the svirfneblin, driving them from their homes and destroying their civilization, then stalked the mineshafts and brought death to all who lived there. Then it dissipated, leaving the strange pool of mercury gleaming with an evil blue light.

The duergar were quick to exploit the destruction of the svirfneblin, and took the city for their own. Clerics of the duergar found the glowing pool, and learned its deadly secret: it was a gate to the lower planes of the Abyss, and through it Orcus might one day enter the Prime Material Plane and claim it for his own. The duergar built a huge Temple of Orcus, with the pool of mercury at its center. Guards, wards, and fiendish traps were built to keep anyone from penetrating its secrets. The svirfneblin, shattered remnants of their former glory, lurked in small caves outside the city, hoping one day to return.

Escaping through the duergar city and into the catacombs outside, the adventurers located the Gnome King, Ruggedo.

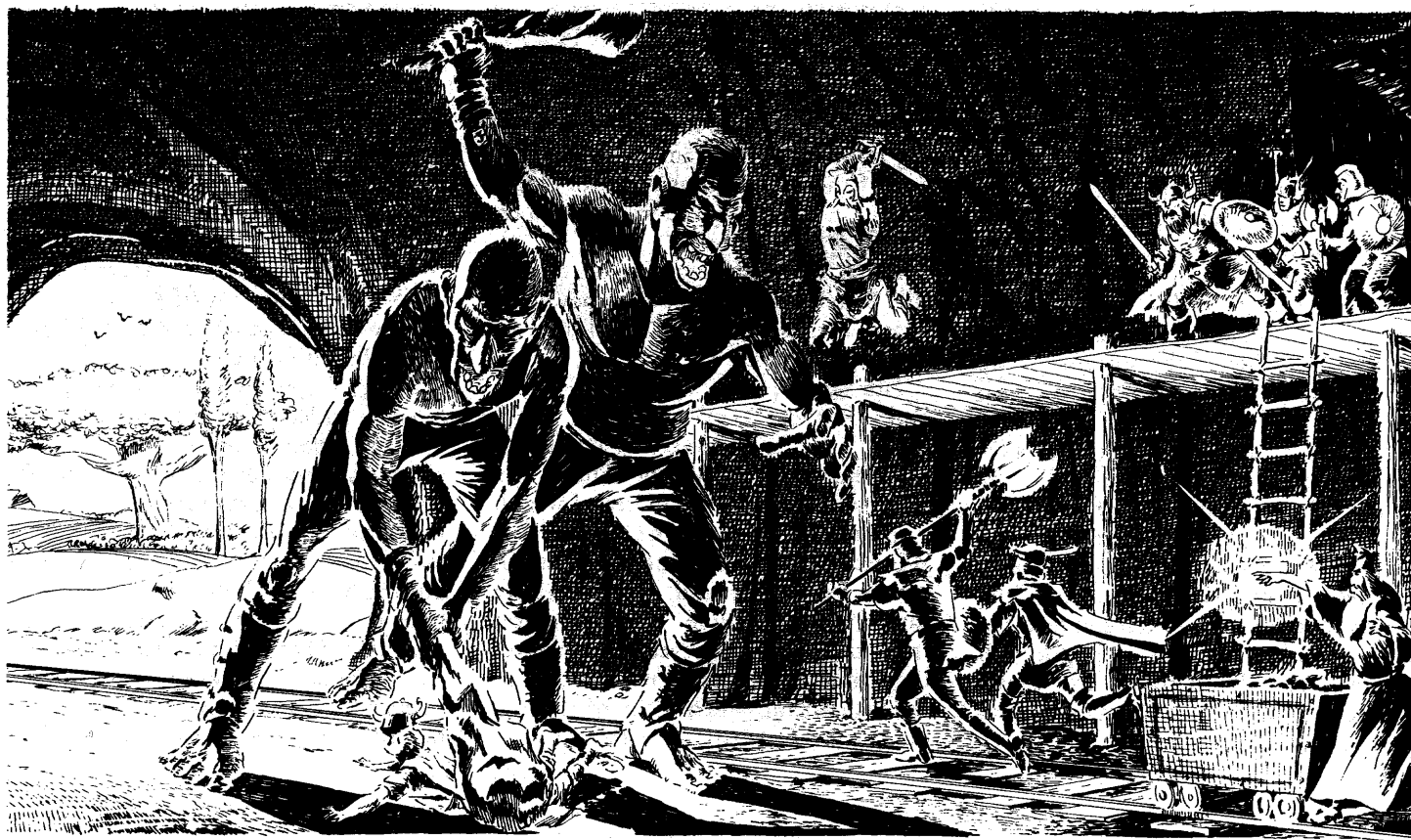
The King realized that destiny had given him an opportunity to restore his throne, and suggested that the svirfneblin military attack while the adventurers penetrated the Temple of Orcus to destroy the evil at its center.

Passing through the eight Tests of Orcus, the adventurers finally discovered the Pool of Orcus in the Dark Sanctuary at the very heart of the temple, and there managed to disrupt a ceremony of *summoning* at the last instant. . . before Orcus penetrated the Prime Material Plane!

With the rupture of the ceremony, Orcus retreated into the Abyss, and the duergar were routed from the city. The grateful King Ruggedo swore a treaty of eternal friendship, and the mines of Bloodstone were restored.

And it was thus that Baron Tranth offered the hand of his daughter, Lady Christine, in marriage, and on the first day of spring, a great wedding was held. And as a dowry, Baron Tranth gave the barony itself to his new son-in-law, retiring to become an adviser to the realm.

Yet the dark cloud of Vaasa still hangs over all the provinces of Damara, and it is clear that this battle has not yet ended. . .



PROLOGUE

Set-Up #1: On the Road Again...

Use this section if you have not played the earlier modules in this series.

In order to set up the adventure for new characters, you must arrange for them to visit the ex-Kingdom of Damara. Summarize the history of the Vaasan War and Damara's defeat, emphasizing the chaos in the southern provinces. The roads are choked with refugees, giving you lots of opportunities to have a refugee tell the PCs about events in the region. Plant a rumor or two about the amazing bloodstone mines in the Galena Mountains, and suggest that great wealth might be obtained there. Or have them learn about Bloodstone Pass and realize that there might be opportunities for military

command and heroism. That should be enough to get most adventuring parties on the right track. Be creative—most groups are just looking for an excuse to go adventuring.

If you are starting a new campaign with this adventure, your players can either create their own 17th-level characters, or use the pregenerated characters provided in the appendix. The characters would naturally know the history of the war, if not necessarily that of Bloodstone Pass, and might even be refugees. Arrange to introduce the characters to one another, then off you go!

To get characters from the southern provinces of Damara to Bloodstone Pass,

they must go into the Galena Mountains. Module H1 has a route map and some encounters; alternatively, *REF3, The Book of Lairs*, and *REF4, The Book of Lairs II*, contain many short adventures that can be placed along the route. No map is necessary.

Once in the village, the PCs can stay at the Inn of the Clowns, and Stephan the Innkeeper (always on the lookout for brave adventurers to join the forces of Bloodstone) can tell them about recent events in Bloodstone and introduce them to the Baron. They will be hired as caravan leaders, and go directly to Chapter One.

Set-Up #2: Bloodstone Redux

If you are continuing the campaign begun in H1 and H2, use this set-up.

If the PCs did not manage to keep Orcus from entering the Prime Material Plane, or were not able to defeat him if he did, they must somehow defeat his Prime Material presence in order to continue the saga. Of course, destroying Orcus' Prime Material presence does not defeat the true Orcus in the Abyss, but it does slow him down a little. . . Once Orcus emerges, the duergar in the mines form an army, and begin invading the surface world. Orcus remains in the caverns below, directing the forces from his temple. Don't give the PCs any breaks—Orcus is one of the worst opponents any party can possibly face. If they succeed, the duergar are routed and the situation begins as laid out in Chapter One. If not, then the adventure is over before it starts.

On the other hand, if Orcus never entered the Prime Material, or was defeated by the PCs, the duergar were defeated and the svirfneblin reinstated as the lawful rulers of that section of the Underdark, as provided in the previous section. The PCs returned to Bloodstone to cheering crowds, and the Baron offered to his daughter's hand in marriage to the PC fighter with the highest charisma (subject to the player's consent and proper attitude).

With Orcus defeated, the terrible winter seemed to subside, and although a certain amount of rationing was necessary to make the meagre food stocks last, the villagers survived the winter. The threat of the dire wolves subsided, and hunters were able to bring fresh meat to the people.

And on the first day of spring, a lovely and sunny day, the wedding of Lady Christine to a PC took place, following which came the Baron's surprise announcement that he was stepping down in favor of his son-in-law. Official titles were provided to all the PCs—Court Wizard, Master of the Hunt, Bard Laureate (don't let anyone feel left out).

About six months have passed since the end of H2; enough time for characters who earned enough experience points to train for level advancement. The mines are back in full swing, and a steadily-increasing supply of bloodstones is building up. Role-play everyday life in Bloodstone Pass until you feel ennui is setting in, then move quickly into Chapter One.

Chapter One: THE BARON'S TREASURE

The Lusty Month of May

The terrible winter is over, and the first blooms of spring have appeared in the green grass. Farmers plow their fields, no longer afraid of marauding bandits, dire wolves, or demons. Deep beneath the earth, hill dwarves and svirfneblin gnomes work side-by-side in the mines, searching for the small, glistening gems known as bloodstones. Newly-built homes and businesses, their whitewash gleaming in the sunlight, illustrate a new spirit—a spirit of hope.

A full week of celebration followed the marriage of Lady Christine and the new Baron of Bloodstone. The centaurs, dwarves and halflings of the valley came to swear fealty, and stayed to dance with their human brothers and sisters. Now they have returned to their homes, but with a spirit of renewed friendship.

After over a decade of hardship and suffering, Bloodstone Pass has been reborn!

If you have been playing the campaign series, discuss improvements around town (especially new fortifications and defenses) with the players, and collaborate with them in modifying the village map in H2.

As the adventure opens, your characters are once again participating in everyday life in Bloodstone. This is a traditional way to begin a new installment of a continuing series. One or two playing sessions of peace and tranquility let the PCs get to know many of the minor characters in this saga (see the appendix, *Dramatis Personae of Bloodstone*) and help create the illusion of reality for this community. A field trip or two to the outlying non-human communities (also described more fully in H2) is also a good idea.

The "peace and tranquility" playing sessions can be spiced up by having the characters visit the bloodstone mines.

Hi, Ho, It's Off to Work We Go

The DSG, pages 48-55, provides detailed rules and options for mining operations in the AD&D® game. The Mines of Bloodstone are tunnel mines, long since developed. The gnomes and dwarves have been working the mines for about eight months (32 weeks), and new tunnels have been extended from those marked on the H2 map, using the "Excavating a Tunnel Mine" rules in the DSG. Use the map on page 7 for all activities involving the mines.

This is a particularly rich mine complex, equivalent to "bloodstone x3" on DSG Table 32. It has an unusually long duration, as well: 5d100 man-years.

Approximately 100 dwarves and svirfneblin work in the mines, yielding 600-6000 (600 x 1d10) bloodstones per week, with an average value of 20+10d6 gp. In the eight months the mines have been in operation, the miners have excavated approximately 96,000 stones with a base value of 5 gp unfinished, or 480,000 gp total. A group of 20 gnomish and dwarvish gemcutters have been working to cut and polish stones; they have managed to finish 6,400 stones worth an average of 50 gp apiece, or 320,000 gp. One hundred "exceptional" stones have been found, worth an average of 2,500 gp apiece (total 250,000 gp); these have all been finished. Thus far, the mines have produced gems with a market value of 918,000 gp. Subtract expenses of 64,000 gp for operations (see below) and 10% tariff for the svirfneblin (91,800 gp) as required by treaty (see H2 for details), for 790,000 gp net income for the treasury of Bloodstone. We emphasize that this wealth belongs to the Barony. . . not to the individual PCs.

Random Mine Encounters

Mining is a hazardous occupation, and a number of things can go wrong. The following situations can occur at any

time; most of them can occur repeatedly. Use them as needed to spice up your campaign.

1. Flooding: While excavating a new tunnel, the miners accidentally break through into a large lake (part of the body of water that begins in area 3 and runs down into the pool in area 16). A huge flood begins to fill 1 square per mele round, flowing down into the mines. This should take place when the PCs are visiting the mining operation. The PCs must rescue dwarves and gnomes, battle upstream against rapids, and dam the flow of water. Use the "Flowing Water" rules in the DSG, pages 44-45. A flood shuts down the mines for 1d20 days, with attendant production loss.

2. Cave-In: A cave-in can be an accident, a result of excavation, or caused by sabotage, as described in DSG, pages 38-40. Accidental cave-ins can occur anywhere in the mines; excavation cave-ins take place in areas of new construction. Cave-ins caused by sabotage are by assassins trying to destroy Bloodstone; see Chapter Two. Cave-ins can happen either when the PCs are visiting the mines, or the PCs can arrive on the scene to conduct rescue operations. Accidental or excavation cave-ins shut down the mines for 1d10 days and reduce production by 50% for 1d20 days; sabotage (if not foiled by the PCs) shuts down the mines for 1d100 days.

3. Air Supply Disasters: Use the DSG rules, pages 36-38. Fires, smoke, poisonous and noxious gases, or cave-in collapses can cause problems with air supply. These can happen with or without the PCs, and can cause mine shutdowns ranging from 1d6 days to 1d100 days, depending on severity and cause.

4. Monsters: Monsters can burrow into the mines at any time, shutting down production until they are hunted down and destroyed. Ankhegs, umber hulks, bulletes, stone eaters (see H2), carrion crawlers, gelatinous cubes, green slime (and all the other slimes, puddings, jellies, molds, and powders), and any other type of underground monster you desire can show up. The tables in *Monster Manual II* (MMII) are useful here. Some really

nasty monsters, including minor demons, beholders, and powerful undead (including Aldric the Vampire) might be sent as part of Orcus's continuing interest in Bloodstone Pass.

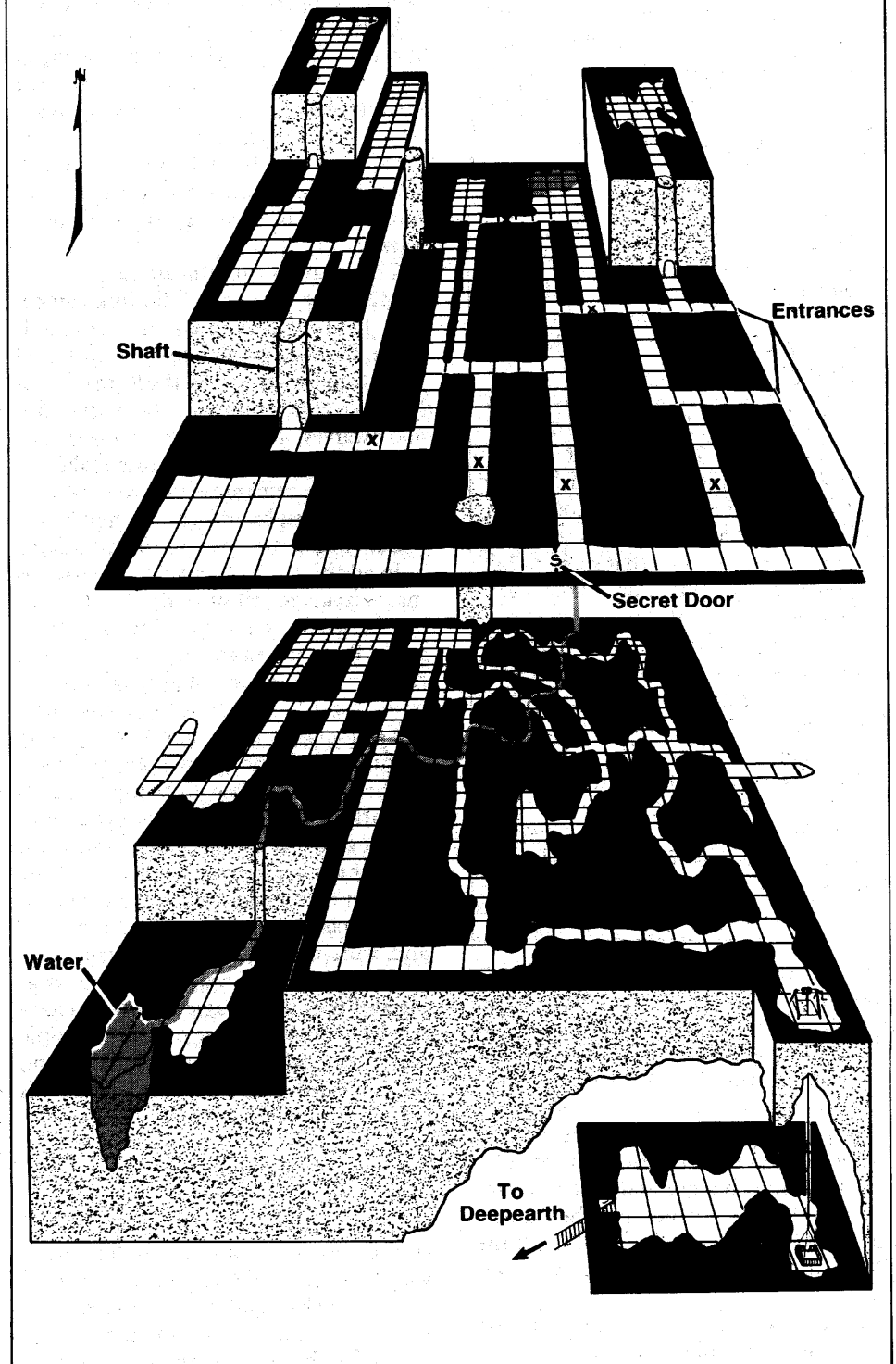
Further Mining Operations

The Galena Mountains are a rich source of mineral wealth, not merely bloodstones. If accompanied by the PCs, dwarf and svirfneblin mining parties will search out new mining locations. (The mountains are so dangerous that they will not explore without strong protectors present.) It takes approximately one month of game time to explore one hex on the enclosed map, both above and underground. A liberal assortment of monsters should plague any mining expedition, including stone and frost giants, various types of dragons, the full range of dungeon carrion, and any creatures that live in mountainous and/ or cold regions. In addition, feel free to trigger avalanches, flooding, cave-ins, and other natural hazards—the WSG is filled with nasty ideas you can put to work.

When a new mine is discovered, use the DSG tables to determine products, quality, and duration.

There are substantial costs involved in mining operations. Exploring costs 5,000 gp per hex for equipment, personnel, and supplies. Starting a mining operation costs 10,000 gp + 2,500 gp per hex distant from Bloodstone for road-building, site preparation, initial excavation, and testing—this money must be spent *before* rolling for quality, output, and duration. A smelter for ore costs 5,000 gp to build. The mine costs 200 gp per week per employee to operate—this pays for food, shelter, salaries, mining equipment, etc. Transportation back to Bloodstone costs 1,000 per week per hex of distance—this pays for guards, road maintenance, and occasional losses from banditry and monster predation. You should assess additional costs as needed, such as treaties and share splits with the races of the Underdark, costs of defending a claim against aggressors, and what-

The Mines of Bloodstone



ever else seems appropriate.

To Market We Go

The Council of Bloodstone consists of Tranth, Lady Christine, Quillan the Sage, Tokan of the Dwarves, Kiros of the Centaurs, Mayor William of the Halflings, King Ruggedo of the Gnomes, and, of course, the PCs.

“Hmmm . . . let’s see now,” says Quillan the Sage, his quill pen scratching on the parchment scroll. “That’s 790,000 gold pieces worth of bloodstones and approximately 800,000 gold pieces from the duergar treasury— that’s our share, of course, since most of that wealth was stolen from our friends the svirfneblin, which totals 1,590,000 gold pieces, less a commission of 10% split among our brave heroes, that’s 159,000 gold pieces, and that leaves. . . let’s see now. . . carry the one. . . no, that’s not right, nine from zero leaves one, take away one from nine. . . ah! I’ve got it. That’s 1,331,000 gold pieces for the treasury! Added to what’s in the treasury now, we have a total wealth of 1,332,000 gold pieces! We’re rich! I can build that greenhouse for exotic plants I’ve always wanted. . . and get some books for the library, and. . .”

“Not so fast,” says Tranth. “First, we need to figure out how to get this material to market, and then we can worry how to spend it.”

If the PCs adventured in H2, they should keep the wealth they found during the adventure except for the contents of the duergar treasury (area 49). The svirfneblin paid 10% of that treasury to Bloodstone Pass for services rendered in restoring their kingdom, and are spending the rest in restoring their ancient glory. The Barony has granted a 10% reward to the PCs for reopening the mines. Divide 159,000 gp among the PCs. If the PCs did not adventure in H2, they get nothing.

Gems, no matter how beautiful, are worth nothing unless they are taken to

market and sold. The players should discuss how they want to proceed. The two possible trading routes are north and west to Zhentil Keep and the Moonsea, across lands occupied by the Vaasan Army (clearly a dangerous journey), or east to the Free City of Heliogabalus, a major trading city on the route to Thay and the eastern Moonsea (see insert map). To get to Heliogabalus, the PCs must pass through the Duchy of Arcata and the other minor provinces—not without risk, but better than trying to go through Vaasa.

The players should divide up the 1,332,000 gp into the following categories: hard currency to keep in the Bloodstone Treasury, wealth to be distributed directly to the citizens in the form of coins (there are 1,000 humans, 600 svirfneblin, 400 dwarves, 400 centaurs, and 300 halflings), and gems and gold to be taken to market. The gems are easiest to transport. Each gem weighs 1d4 gp (average 2 gp). Calculate the total weight to be carried.

In addition, the PCs may have surplus magic items to sell or trade. Many items can be given to the residents of Bloodstone Pass, increasing their loyalty and reaction adjustments, and making them more useful as henchmen and hirelings. But evil-aligned weapons may not be very useful, and can be taken along and sold.

The traditional way to transport goods to market is by caravan. Tranth and Quillan suggest that a well-guarded caravan is the right way to go. It may occur to the PCs that their magic might allow them to fly to their destination in minimum time and with minimum trouble. Force the players to calculate weight and the carrying ability of their magic. If they can handle the goods (or choose to make multiple trips), they can avoid most of the ground encounters given here. Don’t suggest this approach; let them think of it themselves.

If the PCs go along with the caravan idea, a draft horse can carry 4,000 gp unencumbered, or 8,000 gp encumbered (speed 1/2). Two horses can pull a wagon weighing up to 16,000 gp (the unloaded wagon weighs 4,000 gp), at the encumbered movement rate. In addition to goods for the market, the caravan must

carry 200 gp weight of food per person per week (there *and* back, although supplies for the return trip can be purchased in Heliogabalus), plus 400 gp weight of tents, extra weapons, and personal goods. (These can be carried by individual personnel or by wagons.) Draft horses cost 30 gp apiece, and wagons cost 150 gp apiece.

How many people should accompany the caravan? A unit of 100 soldiers might be a good idea. That costs 2,000 gp to equip, 125 gp per week in salary, plus 800 gp per week in rations, equipment, and supplies.

The caravan can move through two hexes per day on a normal road. This can be increased to 3 hexes per day on a King’s Road, and is lowered to 1 hex per day over the grasslands. The caravan cannot enter rough or mountain hexes, except to follow a road through a pass.

When the caravan has been outfitted, it starts out on the road to Heliogabalus.

Encounters on the Road

1. Tolls and Tariffs: Whenever the caravan crosses a border on a road, there is a guard post consisting of 100 1st-level soldiers commanded by a 3rd-level sergeant, with 2 clerks who handle the business of border crossings. The standard toll and tariff for crossing a border is 1 gp per person plus 10% of the value of all goods carried. When the tariff is paid, the clerks issue a visa to the caravan, which is used to resolve any encounters with guard patrols inside the border. There is a 10% chance per day of meeting a guard patrol while on the road inside a province. If a guard patrol is attacked, and anyone escapes to raise a hue and cry, an army of 500 soldiers arrives each day until the caravan is defeated or escapes the province. This is considered automatic cause for war between that province and Bloodstone.

The PCs can: a) pay the legitimate tariff and get their visa, in which case they will not be harassed by soldiers inside the province, b) bribe the clerks and guards to issue a visa, at a rate of 5% chance of success for every 100 gp offered, with a 50% less 5%

per 100 gp offered chance they betray the deal and tip off guards inside the province, c) sneak across the border off the roads, with a 10% chance of being detected in crossing and a 35% chance of being stopped by guards en route and asked for a visa, d) use magic to *charm* or otherwise neutralize clerks and guards whenever encountered, at normal chances of success based on the magic used, e) fight the border guards using BATTLESYSTEM™ game rules, with a 100% chance of being attacked by 500 soldiers within 2 days if any guards escape and a 50% chance of being attacked if no one escapes (this option may also affect character alignment), f) fly overhead using magic, automatic success depending on method used, g) lie about the worth of goods carried and pay lesser toll, with a 50% chance of having the clerks search the caravan and find out the truth, h) do something radically different, resolved by the rules and liberal doses of common sense.

2. Wandering Monsters: There is a 10% chance per day of encountering wandering monsters on the road, and a 25% chance per day of encountering wandering monsters off the road. On-road encounters will be with 1d100 bandits or brigands, merchants, pilgrims or refugees (sometimes bandits or brigands disguised as one of the other groups). Off-road encounters include bandits and brigands, and monsters that inhabit temperate forests and wilderness (per MMII). The two *Book of Lairs* volumes also provide many useful and entertaining encounters for use here.

Heliogabalus

The Free City of Heliogabalus has about 25,000 residents, and is a bustling marketplace where almost anything can

be obtained. . . for a price. Prices for everyday items (including everything in the PH) are four times listed prices. Unfinished gems can be sold at 10% of their finished worth (this has been pre-calculated); finished gems at full price. However, the actual price should be bargained with local merchants. You can run the haggling if you and your players enjoy it, or use the "Encounter Reaction" table in the DMG, page 63 (with modifiers on pages 36 and 37), with the bargainer against the PC. The winner of the encounter (the one with the highest adjusted die roll) gets the price adjusted by 1d10% from base price in his or her favor. Assume that a good merchant has a charisma bonus of 10% when bargaining. If a price is ultimately unsatisfactory to the PCs, they are free to seek another merchant.

Magic items can be sold at 50% of the listed value in the DMG, and there is a 20% chance that a desired magic item can be purchased for 200% of its listed value in the DMG.

There is a 1% tariff on all trade goods to enter the city, plus a fee of 1 gp per person entering the town gate. Treat this in the same manner as the border tolls.

Heliogabalus is an expensive city in every respect. Excellent hotel rooms run 20-100 gp per night; billet housing for soldiers runs 2 gp per night. (Soldiers can camp outside of town, but a camping permit for 100 soldiers costs 10 gp per night.) A good meal can run 20-40 gp at one of the better inns.

There is a 20% chance per day that a 5th level thief will attempt to pickpocket one of the PCs chosen at random (50% chance of success). Select a small but valuable item from the PC's character record sheet if this occurs.

Characters who flash their wealth

around run a 20% chance of being mugged and rolled by a 5th level thief who begins with a backstab attempt. Those who associate with shady or immoral characters run the same risk.

There are many interesting cities described in TSR modules that can serve as a model for Heliogabalus. You are encouraged to create encounters for your characters in this interesting city.

Buying For Bloodstone

The PCs may decide to buy various resources to take back to Bloodstone Pass.

Mercenaries: One of the most important things to buy is additional mercenary troops. Have the PCs decide on the type of mercenary units they want, then have them figure out the monthly cost using the tables in the DMG, pages 28-34. There is a 100% chance that there are two mercenary units of the PCs' choice available for hire, and a 10% lower chance for each subsequent unit (of any type). Roll as long as the PCs are searching for mercenaries until a dice roll is failed. A mercenary unit will demand a year's salary in advance, and will serve loyally until their employer is utterly defeated or until the unit routs off the battlefield or is decimated. In addition to salary, the PCs must pay to equip all soldiers with desired armor and weapons, plus pay upkeep costs, including rations, as for the caravan guard unit described above.

Standard or Expert Hirelings: Again, as per the DMG, pages 28-34.

Henchmen: The PCs can look for henchmen per the DMG, pages 34-37.

Anything Else: Almost anything is available, at standard (outrageous) Heliogabalus prices.

Chapter Two: RETURN OF THE ASSASSINS

Return From Heliogabalus

The return trek from Heliogabalus should be simpler than the original journey, since the bulk of gems and gold has (presumably) been turned into merchandise and mercenaries. However, the same tolls and tariffs apply.

More importantly, Heliogabalus is a city of rumors and gossip. A group of adventurers with a caravan filled with the largest assortment of bloodstones since the close of the mines some years ago is certainly a cause for gossip. Merchants and traders ask where the party is from. If the party tells the truth, the word immediately leaks: the Bloodstone Pass mines are reopened. If the party lies, then the news leaks out other ways—from the soldiers who accompany the caravan, for example.

The word travels like wildfire—gems and gold can be had for the asking in Bloodstone Pass! The thousands of refugees in Heliogabalus and neighboring provinces hear the word; so do the petty princes, dukes, and barons of what was once southern Damara. The mysterious Grandfather of Assassins hears the word in his mountain fastness. And the Witch-King of Vaasa has known all along. . . ever since the defeat of the Priests of Orcus in H2.

At the inn where the PCs are staying there comes a regular procession of adventurers, traders, beautiful women, and con men of all sorts, trying to separate the PCs from some of their wealth. This can be developed into a series of role-playing encounters, if the PCs are enjoying their stay in Heliogabalus. Many of those who seek an audience with the PCs are (relatively) honest—skilled tradesmen, miners, builders, carpenters—all thrown out of work by the devastation wrought by war. An equal number are dishonest, and the problem becomes how to determine which are which. The PCs may choose to employ the best people they meet, since the rebuilding and repopulation of Bloodstone Pass will take a lot of work. Unless

the PCs use magical means, such as *detect lie* and *know alignment*, assume that 10% of the people they select turn on them in the event of crisis, or at least steal and con as much as they can get away with. A selection of magic-users, clerics, rangers, paladins, and other character types is also available—no characters located in this manner are greater than 3rd level.

Even if the PCs do use *know alignment* spells, the Grandfather of Assassins manages to sneak 1d20 assassins into the group heading back to Bloodstone Pass.

On the return journey, the PCs should encounter groups of refugees heading for Bloodstone Pass “where the streets are paved with gems!” They can either discourage the refugees or let them come along. The valley could easily take 5,000 settlers (up to 10,000 more without straining resources to the breaking point), and for every 1,000 settlers that arrive, the PCs can later draft a unit of 200 1st-level soldiers. The PCs can increase loyalty of the new settlers by offering five acres and a mule to every family (or a similar bounty). If the PCs don’t think of this themselves, have one of the Bloodstone NPCs suggest it.

In addition, the PCs should have several encounters with bandits trying to get a share of the wealth for themselves, or possibly even with the militia of one of the petty realms trying to get a much larger share of the tax revenue. (The greedy ruler of the Duchy of Arcata, Duke William the Lazy, eighth of his line, is the most likely candidate for this.) This attack depends on how many mercenary units accompany the PCs—if there are more than a thousand soldiers total, no one dares attack. If there are only 900 soldiers with the PCs, there is a 10% chance of an enemy attack, with an additional 10% chance for every hundred soldiers fewer. If an attack comes, the Arcatans field half the army described in the Order of Battle on page 17. This should be treated as an act of war.

If the PCs avoided ground movement on the way to Heliogabalus, and did all the trading with relative secrecy, the word gets out as soon as the mercenaries are

hired (if, indeed, mercenaries are hired), and the refugees come anyway. If the mercenaries travel to Bloodstone on the ground, there is the same chance of attack, but if they are transported by magic, the success is automatic (depending on method used).

Population Explosion

It’s a good thing for Bloodstone Pass to acquire additional population—it increases the size of the workforce and increases the size of the able-bodied population available to fight in the army.

There is some resentment on the part of the citizens of Bloodstone Pass to the immigrants, which can also serve as the focal point for some role-playing encounters. The best solution is to let the size of Bloodstone Town increase to, say, 2,000 people, and settle some new small towns of around 500 people apiece throughout the valley. Create names for the small towns and add them to the map of Bloodstone Pass.

An immediate use for the new citizens, in addition to cultivating farmland, building new towns, and drilling as soldiers (see later in this chapter), is to help build new fortifications at either end of Bloodstone Pass. Some detailed rules for fortifications are presented in module H1, and additional BATTLESYSTEM™ game rules for sieges and similar operations are presented in several of the DRAGONLANCE® game modules, notably DL8. The simplest way to adjudicate fortifications is to assign cover bonuses to armor class for defenders, and various movement penalties to attackers, depending on the types of obstacles presented. Such fortifications will make a major difference in the defense of Bloodstone Pass.

These people, as well as the soldiers of the Bloodstone Army, can be enlisted to build fortifications at any time during the game. However, such work will require the presence of one PC for each work party. A work party can number up to 240 people.

A work party, spending 1 week at a

task, can accomplish one of the following pieces of construction:

*Dig 200' of ditch, 10' wide by 10' deep.

*Erect 240' of a 3' high stone wall. Each foot added to the walls height halves the length.

It is necessary to provide an income to workers, at least as much as provided in the DMG. With a lower wage, all forces recruited from the new populace have a -2 ML rating. With a wage at least twice the DMG base, all such forces have a +1 ML rating.

Acts of War

The PCs in command of Bloodstone will be following one of two very general courses of action: they will be mobilizing for war, or they will not be mobilizing for war.

If they are mobilizing—building fortifications, hiring mercenaries, training troops, etc. (information on all these options is given later in this chapter)—the fact does not go unnoticed. The Grandfather of Assassins and the Witch-King of Vaasa are both continually aware of activities in Bloodstone Pass (especially if Jamison the Fletcher is still alive—see *DRAMATIS PERSONAE*, page 28). Duke William of Arcata and the Arcatan ruling council, under the thumb of Vaasa, as are virtually all the rulers of the southern provinces, is urged to take action. Duke William sees this as an opportunity to increase his own power while licking the boots of his evil masters.

If they are not mobilizing, but instead are concentrating on exploration and expansion of the mines, development of economic wealth, increasing population, and stockpiling gems and gold, this, too, comes to the attention of the same nasty people. But this time it's seen as weakness rather than aggression.

Either way, the Duke of Arcata sends a series of stiff diplomatic notes to the new baron of Bloodstone Pass, complaining about refugees crossing his borders to enter Bloodstone Pass, complaining

about use of his roads to transport Bloodstone goods to market without adequate compensation, lack of fealty to his superior in the hierarchy of nobility, etc. His demands are basically unreasonable—25% of all wealth earned by Bloodstone, an oath of fealty sworn to him by the new Baron, the Arcatans to take over all military functions of the Barony. In the unlikely event that the PCs try to meet the demands, the Duke, taking this as a sign of weakness, simply increases his demands. If the PCs reject the demands at any point, the Duke considers this an act of war, and begins to mobilize.

Midnight Attack

The Grandfather of Assassins, safe in his fortress high in the Galena Mountains, is the chief agent of the Witch-King of Vaasa in the south, and the rise of Bloodstone is his greatest failure. Not only was he unable to keep collecting tribute from it, but the secret emergence of Orcus into the Prime Material Plane was foiled, and the dratted bloodstone mines were reopened. He takes the defeat of Bloodstone Pass quite seriously, and does not want to simply rely on the incompetence and venality of Duke William.

Therefore, he must take matters into his own hands. The Assassins must not be defeated!

The Grandfather calls his Chief Assassin, known only as the Fist, and orders him to take his ten finest Senior Assassins and leave none of the adventurers alive.

The Fist, Chief Assassin (12th level): AC 0 (*bracers of defense* AC 2), MV 24" (*potion of speed*), hp 48, #AT 1, Dmg 1-8 +3 (*sword of life stealing* +2), SD has protection of a *scroll of protection* vs. *magic*, AL LE, Str 17, Int 15, Wi 10, Dex 18, Con 15, Ch 8, Com 5, PP 90%, OL 82%, F/RT 70%, MS 88%, HS 73%, HN 30%, CW 99%, RL 50%

Senior Assassins (10) (11th level): AC 5 (*leather* and *ring of protection* +3), MV 12", hp 35 ea., #AT 2, Dmg 1-4

+1 (*dagger of venom*), AL LE, Str 12, Int 14, Wi 10, Dex 17, Con 15, Ch 8, Com 4, PP 70%, OL 67%, F/RT 55%, MS 67%, HS 54%, HN 25%, CW 96%, RL 40%

All the assassins use their disguise ability to come into town, thoroughly case the situation, and work out as nearly as possible a foolproof plan to assassinate the PCs. To properly demoralize the populace, it's not enough to slip poison into the food, but they need to make the deaths as dramatic as possible. Ask the PCs about their daily schedules and the precautions they take. It should not be impossible for the assassins to get a good, strong attack in. They favor burning down inns with all the people inside, leaving bits of their victims strewn about. . . whatever has the most powerful psychological effect on everybody concerned. Fortunately, they concentrate on the PCs, not on vulnerable henchmen.

Make the attack count.

Assassination Aftermath

The Bloodstone NPCs react as appropriate to the outcome of the assassination attempt. Thus, if it was entirely unsuccessful, the people are angry, ready to seek vengeance. If the attack was very successful, they are afraid and uncertain. A result somewhere between these extremes causes conflicting reactions among the populace. These are spirited people, however, and they have recently won a war, so it takes a major setback to completely break their spirit.

Regardless of the outcome of the attempt, the retired baron is shocked and angry at the audacity of Bloodstone's enemies. Alert characters may also notice that the baron is worried; this should become visible through roleplaying.

If the PCs do not figure out the source of the attacks, then the baron suggests that the assassins were most likely sent by the Duke of Arcata. The baron willingly supplies information about a number of other facts, should the PCs seek his

advice. These facts include:

* The reopening of the Bloodstone mines makes the barony a very tempting target for other lands in the Damaran and Vaasan region. Precautions, such as border patrols, and increased military preparation should be taken to the extent possible. If the baron is asked for additional preparatory steps, he may suggest that the PCs attempt to hire one or more spies to keep them posted on activities in neighboring lands.

* Beware of Vaasa to the north! That evil kingdom is the strongest nation in the area, and jealously protects its interests. Extra caution is warranted in the event of war—the Vaasans would be more than likely to capitalize on the distractions to the south.

In particular, Sunderland is a solid Vaasan puppet, and any move against it would be considered a move against Vaasa itself, certain to provoke retribution.

* Do not allow the Damaran duchies to unite against Bloodstone. While your forces will have a chance against the individual lands if you can fight them one at a time, you will be overwhelmed if they are allowed to marshal their combined strength.

* Try to prepare the forces of Bloodstone for war. Consider hiring additional companies of mercenaries (if the PCs have not done so). If asked to suggest a type of unit, the baron can suggest cavalry—the lack of which creates one of the barony's most pressing military weaknesses.

The results of training can be determined from the description of the forces of Bloodstone. Player characters have to perform the training themselves, however, so this precludes those characters also performing involved scouting and spying missions.

* If Bloodstone should be forced into war, the tiny barony will have no hope of winning a protracted campaign—the greater food and population resources of Arcata and the other duchies give them too much of an advantage. If Bloodstone were to win such a war, it would have to

do so through speed and surprise, seizing the initiative before the enemies have a chance to gather their strength and react.

* The key to the old Damaran kingdom is the Free City of Heliogabalus. This was the capital of Damara, and is currently the center of the trade for the duchies and barony that the kingdom has splintered into.

The Army of Bloodstone

The veteran units of the Bloodstone army make up two brigades—the same two brigades that fought so tenaciously to defend their village against the Grandfather's tribute collectors. These brigades will quite likely be augmented by another brigade of demihuman allies, assuming that the PCs haven't done anything to alienate the centaur, dwarven, and halfling communities in the valley, and perhaps several more units of mercenaries, should the PCs act to hire them.

The human troops of Bloodstone include fairly well-trained regulars, a number of poorly-trained militia, and a band of woodsmen who offer unique skills with the bow and arrow—a very important arm of an army of the Forgotten Realms.

Among the stats listed for each unit is a number of unit commanders available from the fighters of the land. These can help determine how many individual units can be formed from the brigade. A PC can always elect to serve as a unit commander, thus increasing the number of the units in the brigade. Any PC, or the ex-baron, Tranth, can serve as Brigade or Army commanders. Likewise, any PC may step in as a deputy unit commander. To serve as a deputy brigade or army commander, however, the PC (or Tranth) must be designated as such.

Regular Troops

Troops: 400
Commanders: 3
AC: 7
HD/Level: 1

Race/ Class: Human fighters

Movement: 12"

Size: M

Magic Res: na

PPD: 14

P/P: 15

RSW: 16

BW: 17

SP: 17

Attack Rtg: 20

Morale: 12

Discipline: 13

Weapons and Damage: Spears (d6), Longswords (d8)

These troops are the backbone of the Bloodstone forces. Most of them are seasoned veterans, and they have all had training in the use of the sword and spear. Their unit commanders commanded during the war against the assassins, and there is a great deal of trust between the troops and their officers.

Militia Troops

Troops: 600

Commanders: 3

AC: 8

HD/Level: 1 HD/0 level

Race/Class: Human fighters

Movement: 12"

Size: M

Magic Res: na

PPD: 16

P/P: 17

RSW: 18

BW: 20

SP: 19

Attack Rtg: 21

Morale: 10

Discipline: 10

Weapons and Damage: Spears (d6)

The men and women of the militia are untrained but enthusiastic fighters from the village and its surrounding farmlands. Their ratings can be improved through training.

The militia brigade will perhaps serve best as a defensive formation, left home when the army of Bloodstone goes on the road. Because the militia is made up of the youngest and oldest soldiers, losses from the militia have an adverse effect on the morale of the Bloodstone regular brigade.

The Huntsmen

Troops: 180
Commanders: 1
AC: 7
HD/Level: 1 HD
Race/Class: Human fighters
Movement: 12"
Size: M
Magic Res: na
PPD: 14
P/P: 15
RSW: 16
BW: 17
SP: 17
Attack Rtg: 17
Morale: 11
Discipline: 10
Weapons and Damage:
Longbow (d6); Range 7"/14"/21"

These hunters have developed their skills with the longbow to an extreme degree, accounting for their superior Attack Rating. While fairly vulnerable to a melee attack, these archers can inflict serious losses on an enemy force that is not allowed to close with them.

Centaur

Troops: 160
Commanders: 1
AC: 5
HD/Level: 4
Race/Class: Centaur cavalry
Movement: 18"
Size: L
Magic Res: na
PPD: 13
P/P: 14
RSW: 15
BW: 16
SP: 16
Attack Rtg: 15
Morale: 13
Discipline: 12
Weapons and Damage: Clubs (d8),
Hooves (2d6)

The centaurs of Bloodstone Valley owe their freedom, perhaps even their continued survival, to the PCs who helped drive off the bandit army. Still, these wilderness creatures will not slavishly follow the humans to war. They will certainly fight

to resist an invasion of the pass, but will only accompany the army into the other Damaran kingdoms if the centaurs are receiving a cut of the Bloodstone mines—or if they are promised such a cut in the future.

Dwarves

Troops: 320
Commanders: 2
AC: 4
HD/Level: 2
Race/Class: Dwarven fighters
Movement: 6"
Size: M
Magic Res: na
PPD: 13
P/P: 14
RSW: 15
BW: 16
SP: 16
Attack Rtg: 20
Morale: 14
Discipline: 15
Weapons and Damage: Battle Axe (d8)
Specials: -4 to AC vs. ogres, trolls, and giants; Hate orcs, goblins, and hobgoblins

These dwarves can serve as a solid backbone to the army of Bloodstone. They are not the most mobile troops in the world, but their high morale and hit dice make them a stalwart block in the path of any enemy advance. They will be allied with the Bloodstone forces throughout the campaign, assuming that the dwarves have been involved with the Bloodstone Mines, and have received a fair share of the profits.

Halfling Archers

Troops: 200
Commanders: 1
AC: 7
HD/Level: 1
Race/Class: Halfling fighters
Movement: 9"
Size: S
Magic Res: na
PPD: 13
P/P: 14
RSW: 15
BW: 16

SP: 16
Attack Rtg: 17 (bows), or 20 (swords)
Morale: 13
Discipline: 14
Weapons and Damage: Shortswords (D6), Shortbows (D6)

Like the centaurs, the halflings owe a debt to the PCs. They will certainly fight to resist an invasion of Bloodstone Pass. They will only accompany the army for an offensive mission, however, if offered significant incentive by the Baron. Incentives can include such things as a share in the Bloodstone mines, farming rights in conquered territories (of course accompanied by cash grants to get started) or other expensive propositions. The halflings will drive a hard bargain, but will serve loyally if they enlist.

Training the Troops

Under PC supervision, the abilities of these troops can be improved somewhat through pre-battle training. To qualify, the unit must train for 1 week, with the unit commander and a PC present. A single PC can supervise the training of up to two units at a time. However, neither the PC nor the unit can perform any other activities during that week. If a call to battle should arise before the week of training is completed, the unit receives no benefit for the training.

For each week of training that is successfully concluded, the players can elect to provide the unit with one of the following improvements. A single unit can receive a given benefit only once, but additional training can still provide a different benefit, after a second week.

The benefits of training are:

- * The unit can improve its AC by 1.
- * The unit can gain a new weapons proficiency; i.e. learn to use a weapon other than one that is listed for it above.
- * If the unit is militia, it can become a Regular unit.
- * Improve its AR by 1; thus, an AR of 20 would become 19, for example.

The Bloodstone War

The Bloodstone War (or whatever the PCs choose to call it) begins with the mobilization of the the Duchy of Arcata, and the subsequent invasion by that duchy of the Barony of Bloodstone. This much remains standard for nearly every version of this campaign. From here, however, the war can progress in a number of different directions.

If you are playing the Bloodstone Pass saga, and plan to conclude with H4 at some point, then the war should end with the PC army facing the hordes of Vaasa, in a stand-off. In this situation, each army has a strong defensive position, so that whichever army attacks first will suffer almost automatic defeat. Thus, the combatants will probably conclude that some other solution than a victory on the battlefield will be necessary to successfully conclude the war. This is the dungeon adventure that will be presented in H4, providing the PCs with the opportunity to eliminate the threat of Orcus for once and for all.

If you do not intend to play out the entire saga, then this adventure can be ended quite satisfactorily with the conclusion of the Bloodstone War and the crowning of a new king, uniting the Damaran provinces once more under a single, hopefully enlightened, rule.

In either case, however, the PCs will have to win the war in order to proceed to bigger and better things. And the winning of this war is going to be a challenge, even for the most astute of generals. See the Epilogue for details.

The BLOODSTONE WAR FLOW CHART on page 15 provides you with a number of possible occurrences during the war, without creating a rigid sequence of events. The flow chart is built around a series of battles that are presented as BATTLESYSTEM™ game scenarios. The forces that the player take into each battle, however, depend upon the results of the previous battle. In fact, very successful PCs will be able to avoid one or two of the battles entirely, where as those that drag their feet might find themselves facing a greatly reinforced and entrenched foe.

The flow chart allows the PCs to make significant decisions between battles that can still influence the outcome of the war. It provides you with a framework for the roleplaying adventures that will flesh out the military campaign as a game. In addition, the flow chart will help you control the pacing of the game, regulating the time between battles and allowing the players to make meaningful decisions.

Some players and DMs, of course, will not be interested in the miniatures battles, while in other campaigns the PCs might decide not to pursue the war. For the former, each battle can be bypassed easily through one of several options. You may wish to allow the PCs to resolve the battle through heroic combat with the leaders of the enemy forces. In this case, make certain that the enemy leaders are suitable matches for the player characters. Increase or decrease the NPCs' power and equipment as necessary to balance the encounters. Alternately, you can allow the PCs and some of their troops to fight a decisive portion of the battle with a small, powerful contingent of the enemy force, perhaps using the scenario map to choose a significant part of the battlefield. You can quite logically rule that the outcome of this skirmish will determine the outcome of the entire battle, and use the flow chart appropriately.

For those players who do not prosecute the war, and who do not want to add a military theme to the campaign, you can ignore the Arcatan mobilization entirely. Simply continue the adventure with the Grandfather of Assassins as the primary antagonist. One or more additional assassination attempts will be made against the PCs and their loved ones. Perhaps the enemy performs a kidnapping for variety; see Chapter Four: The Assassin's Run.

Because this is essentially a roleplaying adventure, however, there is no easy way to insure that the players remain within the constraints of the flow chart. You might tell them that the enemy is in rapid retreat from a battle, for example, and ask if they want to pursue, or to hold up and try to recoup their losses. The players might surprise you with a statement such as "Neither. We want to invade this

country over here."

You can often modify the events of the flow chart to channel the PCs back to the plot. Perhaps you decide to move the next battle, dropping it in front of the characters as they travel. Or else you can use the flow chart to determine that, even as the PCs investigate some point of interest, the armies of their enemies are massing against them.

Use the large map of the Vaasa/Damara area to create the settings as the PCs move around. Add random encounters with monsters and NPCs if you like. Most importantly, keep track of game time—as the war progresses, the speed with which the PCs are willing and able to move their army will become of paramount concern.

The more flexible and creative you can be in adjudicating player decisions, the better. If the PCs decide that a battle is going badly for them, but they don't wish to flee all the way back to Bloodstone, perhaps they could withdraw from the field, finding some favorable terrain a few miles away. You will have to judge this, using the large map as a guide—even though there is no scenario in the module designed for that nearby battlefield, you should not have too much difficulty mocking something up and allowing the fight to progress.

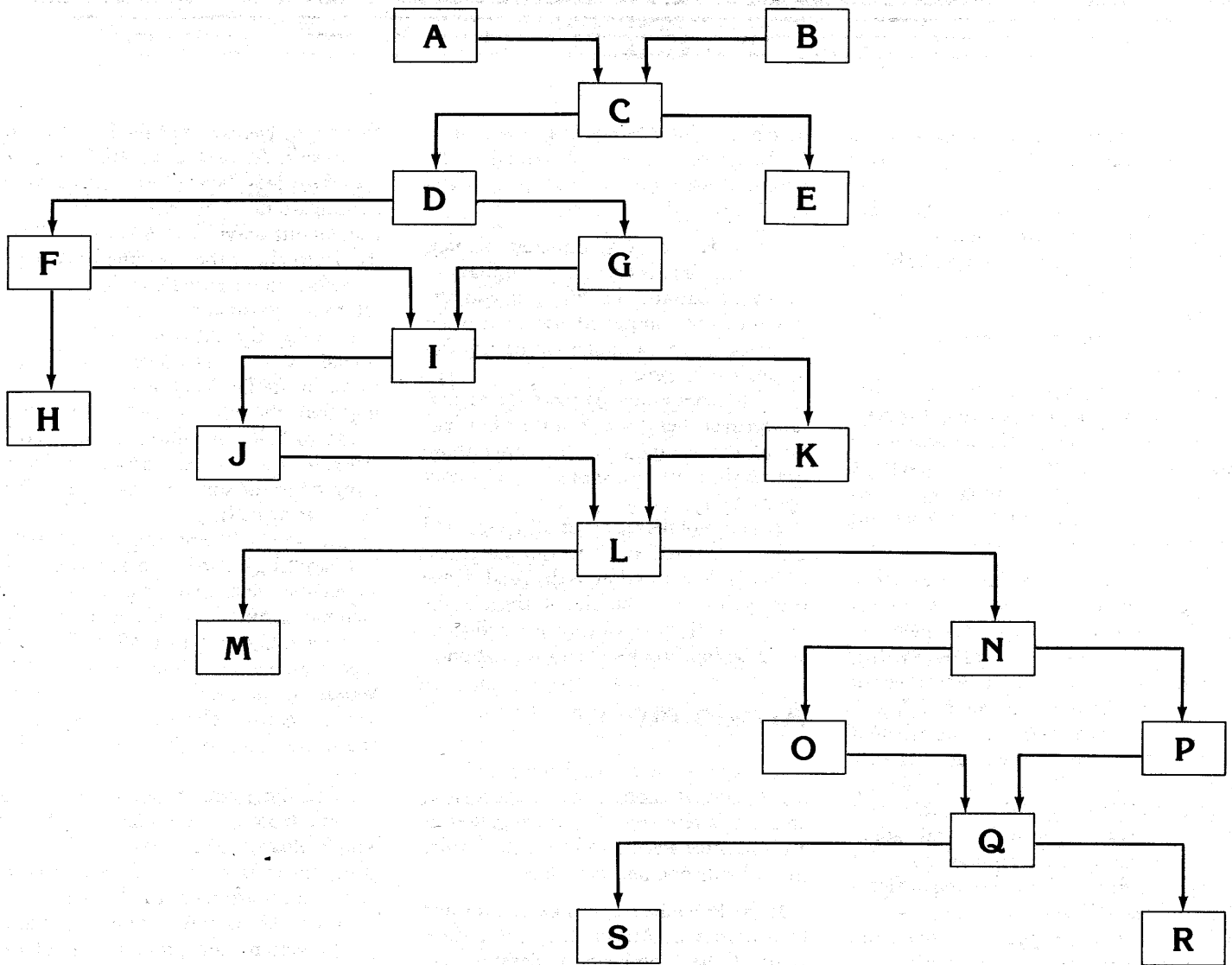
The Mechanics of War

Procedures for resolving the battles of the Bloodstone War are covered in the BATTLESYSTEM™ Mass Combat Rules for the AD&D® game. Some rules governing the movement of troops from battle to battle, and the making and breaking of alliances, are detailed here.

Use the large map included in the module to regulate troop movements and determine the location of battles. The map displays several types of terrain:

Grasslands are expanses of plains, either flat or rolling very slightly. Many streams cut across these plains, but those not shown on the map are shallow and easily fordable.

Rough Terrain primarily represents rocky, barren hills. These are rounded



(BOX A): Anticipate Arcatan Invasion

(BOX B): Surprised by Arcatan Attack

(BOX C): Meet Arcatan Army; scenario #1

(BOX D): Win battle; Arcatans run from field

(BOX E): Lose battle; fall back to Bloodstone

(BOX F): Regroup, recover losses, fight Arcatans again at Valls; scenario #2

(BOX G): Pursue Arcatans aggressively

(BOX H): Lose battle, fall back to Bloodstone

(BOX I): Win battle, Arcata surrenders, PCs choose new duke

(BOX J): Consolidate forces; do not initiate hostile action; Duchy of Carmathan attacks

(BOX K): Invade Carmathan

(BOX L): Fight Carmathan army; scenario #3

(BOX M): Lose battle, Carmathans keep up pressure until Bloodstone destroyed or counterattacks

(BOX N): Win battle, Duchy of Carmathan conquered; PCs can appoint new duke

(BOX O): Bloodstone Army rests, minor baronies attack

(BOX P): Attack minor baronies

(BOX Q): Fight minor baronies; scenario #4

(BOX R): Lose battle; war continues

(BOX S): Win battle; conquer minor baronies; titles awarded and new kingdom formed; Vaasa mobilizes; scenario #5

enough to allow troops to pass across them, but can provide strong defensive positions.

Mountains marked on the map are sheer, craggy, and buried under snow at all times. They are virtually impassable to all but a dwarven army.

Glaciers are impassable to all armies, except for the frost giants serving with the Vaasan forces.

Rivers of two types are shown on the map. Units cannot cross major rivers, except where crossings are shown on the map. Units can cross minor rivers at marked crossings, or a unit can spend an entire day crossing a minor river at a point where no crossing is marked.

Moving Armies. An army can move through two hexes per day at a normal marching speed. A player can push his force into three hexes a day (forced march), but each unit must make a morale check or suffer a -1 penalty to its morale. A unit can even be force marched through four hexes per day, but it then must make a Morale check with its Morale Rating reduced to 1/2 (rounded up); failure means that it suffers a -1 penalty to its ML rating.

A unit can restore its morale by 1 if it spends two days without moving or fighting, and then passes a morale check.

Units moving through rough hexes can only enter 1 hex per day. They can force

march, moving 2 hexes, but must make a 1/2 ML check or suffer as described above. Except as mentioned, units cannot enter mountain or glacier hexes.

Using Forces of Conquered Nations
When the Bloodstone forces subjugate a duchy or barony, the PCs can add the forces of the conquered nation to their army for future campaigns, with the following conditions:

* The conquered nation's forces cannot recover their losses from the last battle of the campaign; thus, only those figures that survive the battle can be used by the PCs.

* The morale rating of all conquered units is lowered by 2 for all purposes, until a united kingdom is declared. Once this occurs, the morale of these units returns to normal, since they will once again be fighting for their own nation.

Arcata Moves

The Duchy of Arcata begins mobilizing troops as soon as the assassination attempt is resolved. The force gather at Valls in three weeks, and cross the border into Bloodstone one week later.

If the PCs take steps to keep informed of activities in Arcata, they see indications of the mobilization. Several ways

this might be accomplished are the hiring of spies (somewhat unreliable) or the use of the PCs themselves to perform the investigations. If the PCs take no steps to learn about activities in Arcata, then they will learn about the invading force when it reaches Bloodstone's border, four weeks after the assassination attempt.

In Valls, the call for mobilization is spread. Messengers travel to all of the towns in the Duchy of Arcata, announcing that the able-bodied men are to report to Valls for military service. For a week, youths and men arrive at the town, camping in the surrounding fields. Slowly, the army gathers.

After a week, the fighting men of Arcata will have all gathered. The next two weeks are spent in training and maneuvers, as the men are formed into units and taught to march and fight together. Most of Arcata's experienced veterans did not survive the Vaasan war and the dissolution of the Kingdom of Damara. This fact is visible to anyone who studies the maneuvers for a few hours.

After the training period, the army moves out along the remnants of the old King's Road, toward Bloodstone. The army moves slowly, but after a week of marching, it arrives at the borders of the barony of Bloodstone. Here, depending on the actions and preparedness of the PCs, battle may be joined.

Chapter Three: BATTLES OF BLOODSTONE

Scenario #1: The Arcatans Are Coming!

The Arcatan army includes:

- 800 Infantry
- 600 Cavalry
- 240 Archers

Arcatan Army	Infantry	Cavalry	Archers
# Troops:	800	600	240
# Commanders:	5	4	1
# AC:	6	7	9
	1	2	1
Race/Class:	Human fighters		
Movement:	12"	24"	12
Size:	Medium		
Magic Res:	none		
Attack Rtg:	20	19	19
Morale:	12	11	11
Discipline:	12	11	10
Damage:	1d8	2d6	1d6

Setup: Place the Bloodstone units within 12" of the map's west edge. Units can be placed farther from the mapedge if they

are on the high ground.

The Arcatan Army can set up anywhere within 18" of the east mapedge.

The Arcatans march to the border of the Barony of Bloodstone arrayed for war. The cavalry forces protect the front and flank of the army against any unexpected attack.

If the PCs have anticipated this attack, they may deploy any and all forces at their disposal on the table at the start off the scenario. If the attack comes as a surprise, however, then the players can place only 3 units, with a maximum of 72 figures, on the table at the start of the scenario. The PCs can bring on one additional unit each turn of the battle.

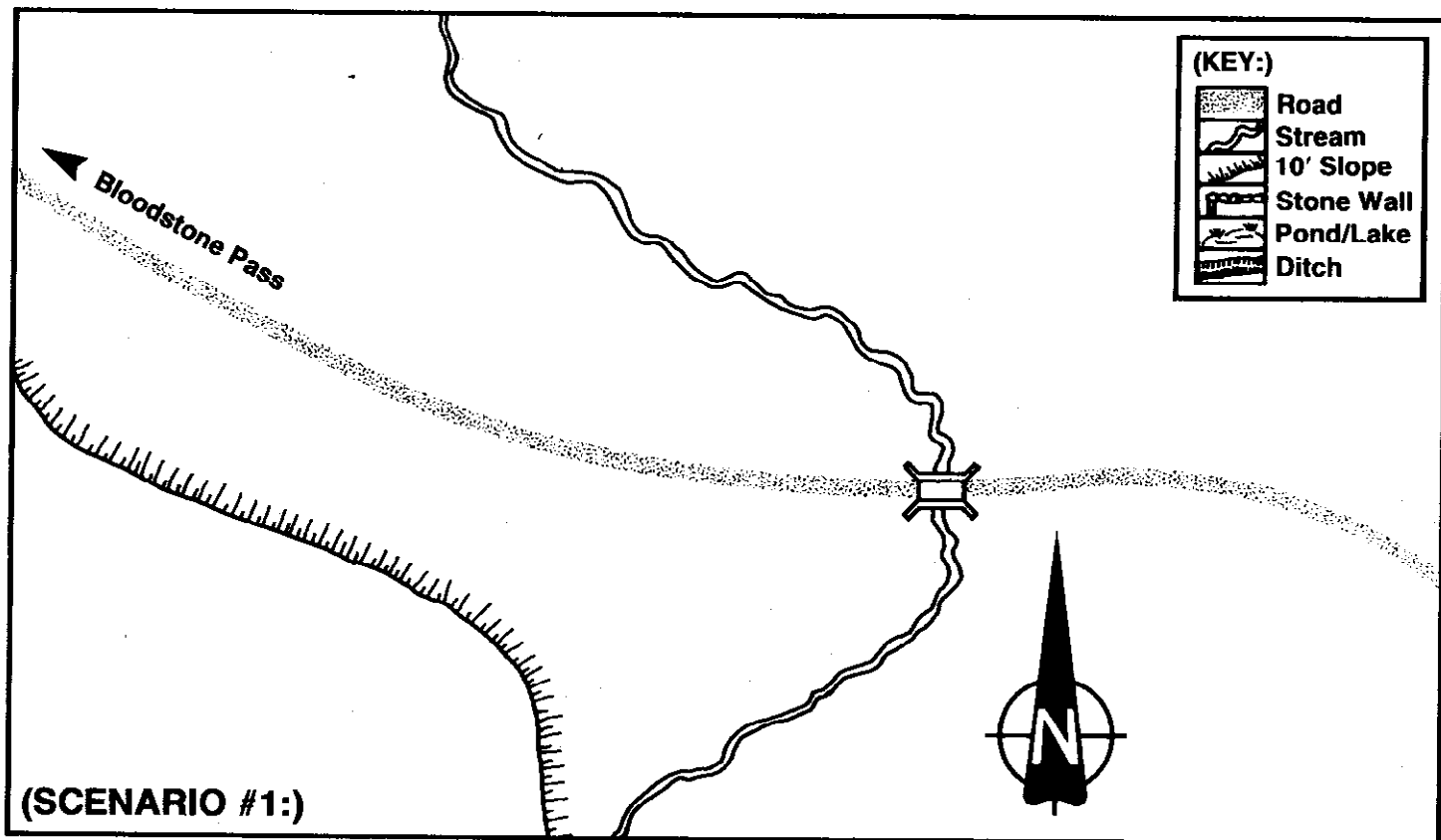
The Arcatans fight until 1/2 of their figures have been routed or eliminated. The PCs, of course, can fight as long as they want to. If the PCs retreat, the Arcatans follow them all the way to the village of Bloodstone; use the village map to create a battle scenario if you need to. Be

sure to add any fortifications that the PCs have had erected during the adventure.

If the Bloodstone Army wins, the Arcatans will fall back to their capital of Valls. Their flight will be confused and chaotic as panic spreads through the force.

If the PCs elect to force the Bloodstone army into a rapid pursuit, they completely rout the demoralized Arcatans, arriving at Valls to accept the surrender of the duchy. This effect is automatic if the PCs elect to pursue—the nearness of the Bloodstone army will completely shatter the morale of the Arcatan survivors. The Barony of Bloodstone has made its first conquest!

If, however, the PCs stay to recover their wounded from the battle, and then march toward Valls at a normal, instead of a forced march, pace, the enemy will have regrouped before the Bloodstone Army arrives. In this case, the PCs will have to win the battle of Valls (Scenario #2) before the duchy can be conquered.



Scenario #2: Backs to the Walls

The following forces are added to all units of the Duchy of Arcata that survived scenario #1:

- 220 Mercenary Infantry
- 160 Ducal Guard Infantry

Arcatan Reinforcements	Mercenaries	Ducal Guard
# Troops:		160
# Commanders:	1	1
AC:	6	4
HD /Level:	1	3
Race/ Class:		
Movement:	12"	9"
Magic Res:	none	
Attack Rtg:	20	18
Morale:	12	14
Discipline:	12	14
Damage:	1d8	1d8

Setup: All Bloodstone units must be placed within 12" of the north mapedge, and 36" of the west edge.

Arcatan units can be set up anywhere south or east of the stream and pond; they cannot be placed farther west than the west end of the pond at the start of the scenario.

If space allows (in the form of a very wide table), add more playing area to the south of the pond. While not necessary, this increases the Bloodstone players' options.

The Bloodstone Army encounters the remnants of the Arcatan Force deployed before the low walls of their city, standing at a bridge over a low, fordable stream, and along the stone wall of a farmer's field. In order to win the battle, an entire unit of the Bloodstone Army must march off the table along the road to Valls. When this is accomplished, the Arcatans will throw in the towel.

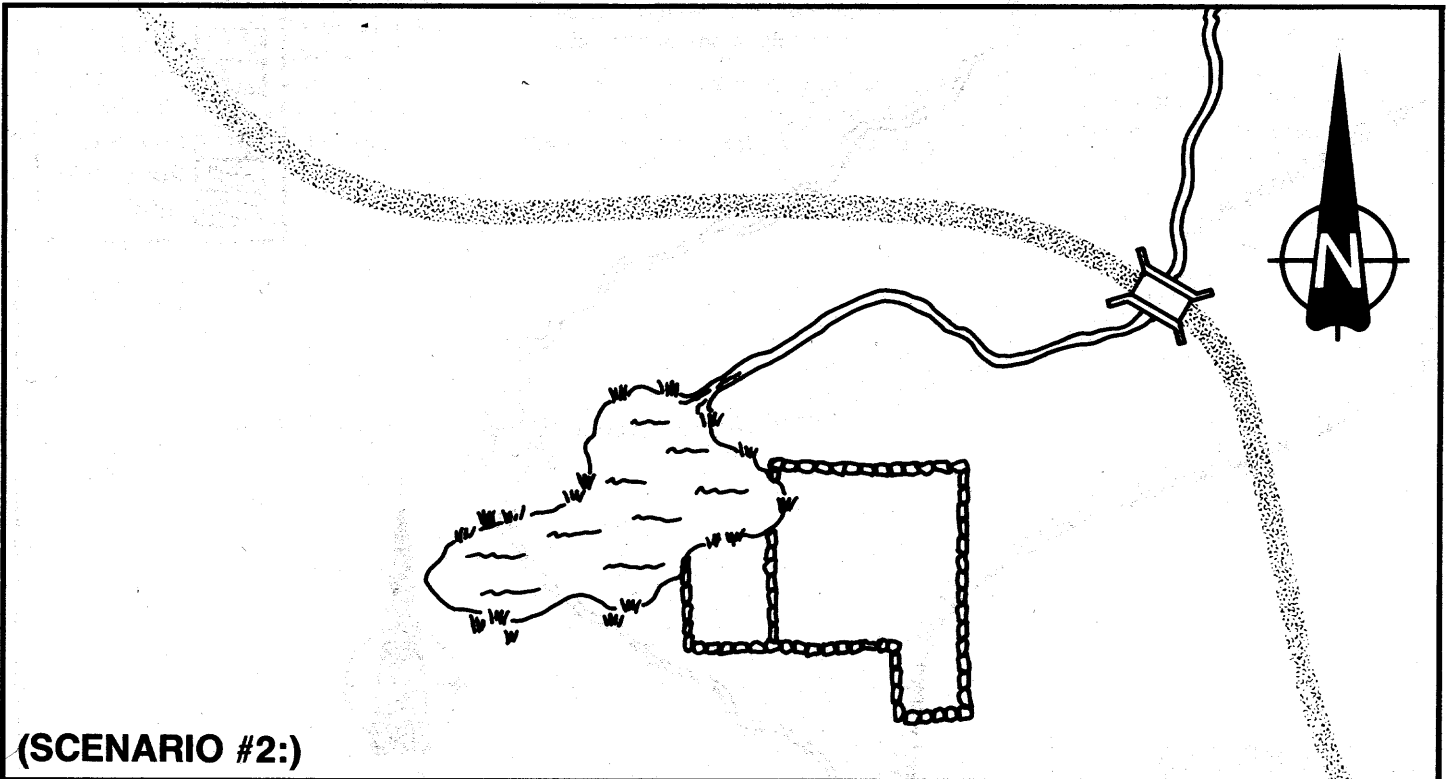
As before, the PCs can elect to withdraw at any time. If they do so, Arcatan pursuit will be slow, allowing the Bloodstone army to retreat as far as the player's wish before fighting another battle. If this should occur, the Arcatans will march

to wherever the Bloodstone Army is, and make another attack.

If the Bloodstone Army wins this battle, the Duke of Arcata will personally surrender his forces, pledging fealty to the Baron of Bloodstone. The baron may, at his option, crown himself or another of his choosing as the Duke or Duchess of Arcata.

The forces of Carmathan will meanwhile have begun to mobilize, as a result of the war to the west. If the PCs make a move toward Carmathan within a week of this victory, they will meet a depleted and uncertain foe at the border between Arcata and Carmathan. If the PCs wait more than a week, but less than 4 weeks to move, they will meet the full strength of Carmathan's army at the border. If the PCs do not move to attack within 4 weeks, the forces of Carmathan will drive toward Arcata. The PCs will learn of this attack, and must determine where and when they wish to meet it.

The next battle, whether the PCs are attacking or defending, will be described under scenario #3.



Scenario #3: Clash of Steel

The Carmathan Army includes:

- 600 Infantry
- 360 Elite Infantry
- 440 Cavalry
- 300 Archers
- 60 Mercenary Trolls
- plus*
- 3 Ballistae
- 1 Wizard (lvl 17)
- 1 Cleric (lvl 13)

Carmathan Army	Infantry	Cavalry	Archers	Trolls	Elite Inf
# Troops:	600	440	300	60	360
# Commanders:	4	4	2	1	3
AC:	6	6	8	4	4
HD/Level:	1	2	1	7	3
Race/Class:		Human fighters		Trolls	Hu Ftr
Movement:	12"	18"	12"	12"	9"
Size:		Medium		Large	Medium
Magic Res:		none			
Attack Rtg:	20	19	19	18	18
Morale:	11	11	11	13	13
Discipline:	12	11	10	11	13
Damage:	1d8	3d6	1d6	2d6+2d4+8	1d8

Setup: Place all Bloodstone forces within 30" of the west mapedge. Carmathan units can be placed on any high ground on the eastern half of the playing area.

This large battle will test the mettle of the Bloodstone Army far more seriously than did the Arcatans. The PCs may well be using Arcatan units as part of their army, however, which can help balance the strength of Carmathan.

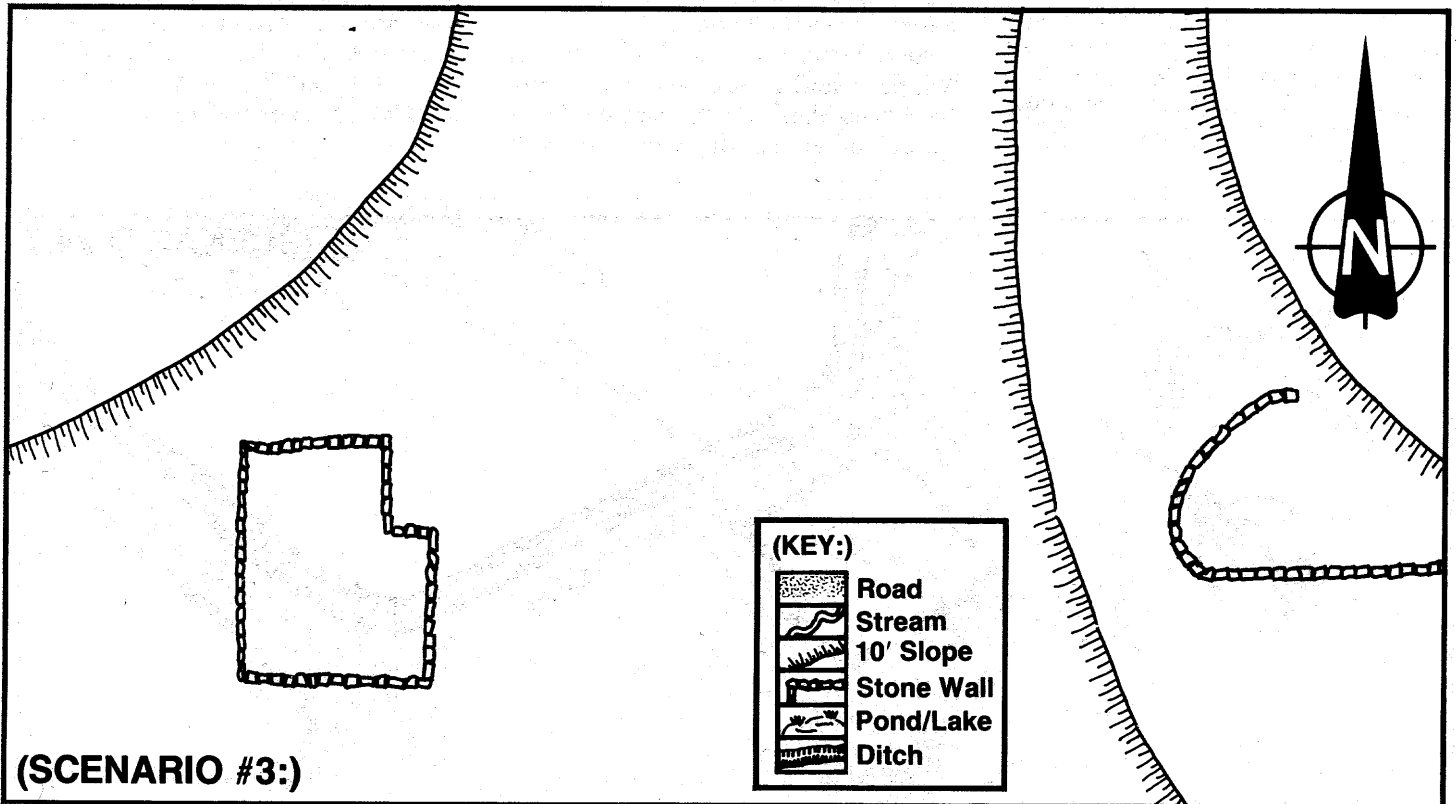
Depending on the situation at the start of the battle, one of these forces will have

the burden of attacking the other. If the PCs moved fast, Carmathan is not yet at full strength. In this case, halve the number of infantry and elite infantry used by Carmathan, and eliminate the ballistae.

The Duke of Carmathan is concentrating his entire army for this single battle. Thus, if the PCs win, they will have conquered another duchy, for nothing will stand between them and Carmathan's capital. The army of Carmathan will fight until half of its figures have been elimi-

nated or routed, and the entire elite infantry brigade is included in this category. In other words, as long as one unit of the elite infantry brigade remains in the fight, Carmathan remains in the fight.

If the PCs conquer Carmathan, the three small baronies around Heliogabalus are the only portions of the old kingdom of Damara remaining out of the fold. These baronies will mobilize and attack in 14 days, if the PCs do not do so first.



Scenario #4: Beating Up the Baronies

The Army of the minor baronies includes:

- 1,000 Infantry
- 260 Archers
- 400 Elite Infantry
- 600 Cavalry
- 20 Chariots
- plus
- 3 Wizards, lvls 12, 14, 15

Setup: Place all Bloodstone units within 12" of the western mapedge; place the units of the Baronies within 12" of the eastern edge.

The minor baronies of Ostel, Morov, and Polten will unite to face the threat to their "independence". In reality, each is ruled by a baron appointed as a puppet to the Vaasan regime to the north, and each fears for his way of life, should the Bloodstone army reclaim the baronies in the name of Damara, or whatever.

With the news of war in Arcata and Carmathan, the baronies prepared to mobilize, and arranged a temporary alliance. This will enable them to put an army in the field, seeking out the Bloodstone army, within 14 days of the fall of Carmathan.

Armies of the Baronies

	Infantry	Cavalry	Archers	Elite Inf	Chariots
# Troops:	1000	600	260	400	20
# Commanders:	8	4	2	2	2
AC:	6	7	9	4	3
HD/Level:	1	2	1	5	2
Race/Class:	Human fighters				
Movement:	12"	24"	12"	9"	18"
Size:	Medium				
Magic Res:	none				
Attack Rtg:	20	19	19	20	19
Morale:	12	11	11	14	12
Discipline:	12	11	11	14	12
Damage:	1d8	3d6	1d6	1d10	6d6

Unless the PCs have been extremely ruthless in the conquest of the two duchies, a number of the citizens of those nations will regard them as liberators, more than conquerors. Thus, the populace will eagerly report to the PCs regarding troop movements on the borders, or suspicious activities in neighboring realms.

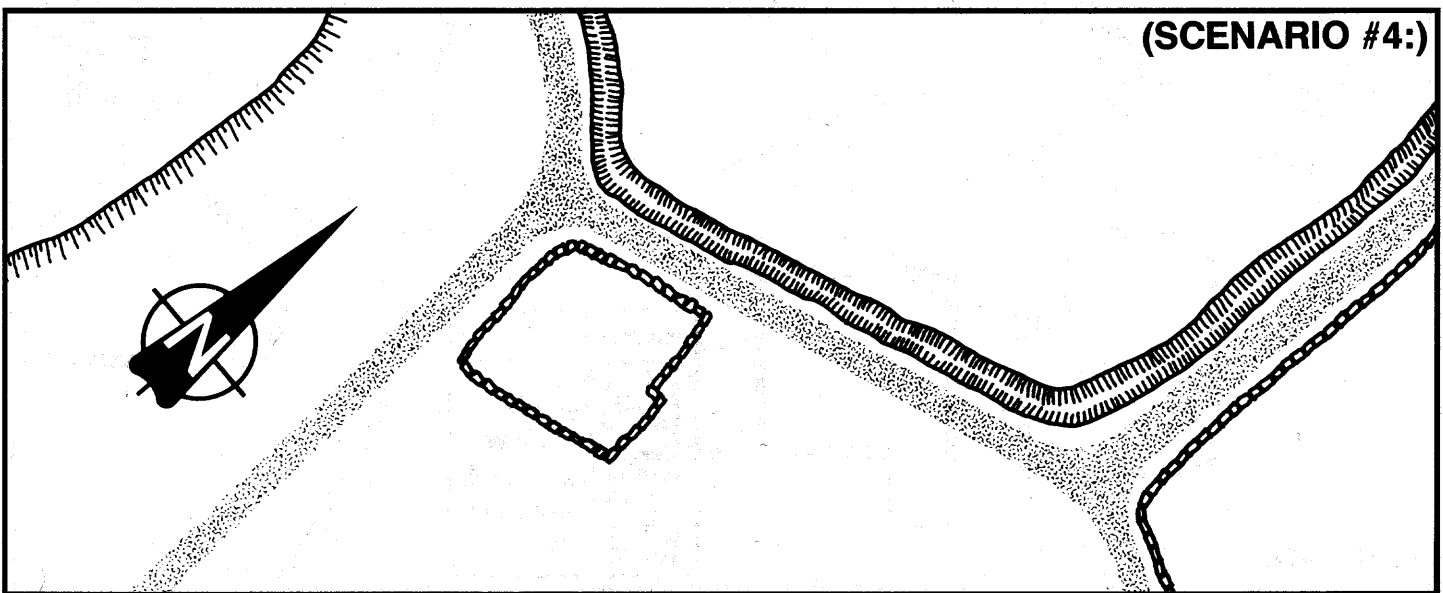
The army of the baronies will attempt to strike the Bloodstone army as quickly as possible, but the PCs will probably receive word of the enemy movements. Thus, this is another scenario where either side might be the attacker.

Once the battle is joined, the baronies will fight until at least 2/3 of their forces have been eliminated or routed. If this should occur, all three baronies will

capitulate. With the subjugation of these baronies, the old kingdom of Damara is reunited. The PCs may, if they choose, declare a new king.

If the Bloodstone army loses the battle, however, or the PCs elect to withdraw, you will need to make a morale check for each non-Bloodstone unit serving under the PCs. Each unit that fails its check will desert from the army.

Whether or not the PCs win the battle with the baronies, the Witch-King Zhen-gyi decides that enough is enough. It's time for the Vaasa army to show the impudent dukes and barons to the south who's the boss. Thus, the Vaasan Field Army will mobilize and move south, bringing us to scenario #5.



Scenario #5: Goliad Revisited

The Vaasan Army in the Field includes the following troops:

- 80 Frost Giants
- 480 Zombies
- 200 Ghouls
- 120 Ogres
- 660 Human Fighters
- 320 Goblin/worg Cavalry
- 360 Skeleton Archers
- plus*
- 1 Wizard (level 16)
- 2 Clerics (levels 13, 15)

Vaasan Army	Fst Giants	Zombies	Ghouls	Ogres	Fighters	Cavalry	Archers
# Troops:	80	480	200	120	660	320	360
# Commanders:	2	4	2	2	4	2	3
AC:	4	8	6	5	7	6	7
HD/Level:	10	2	2	4	1	3	1
Race/Class:	As described above						
Movement:	12"	6"	9"	9"	12"	18"	12"
Size:	L	M	M	L	M	L	M
Magic Res:				none			
Attack Rtg:	20	19	19				
Morale:	13	12	13	12	11	12	11
Discipline:	12	na	10	10	11	10	na
Damage:	4d6	1d8	2d3+1d6	1d10	1d8	2d4+1d6	1d6

Setup: Bloodstone units must be placed south of the stream; Vaasan units must be placed north of it.

Special Terrain Note: The stream dividing the armies is crossable by human-sized and smaller creatures only at the ford. Figures moving at all through the ford must halve their movement allowance for that Game Round. Giants, horses, ogres, and worgs can cross the stream along its entire length. Treat the river as the ford to determine its movement effects on the giants. Horses, ogres, and worgs only move 2" per Game Round spent in the river.

This force will gather at the town of Helmsdale (hex 1221) as the Army of

Bloodstone completes its final conquests (or loses its last battle, as the case may be).

Immediately thereafter, the Army of Vaasa will start marching south at a pace of one hex per day. Unless the PCs have taken specific steps to keep abreast of the situation to the north, they will not learn of the invasion until 1d4+2 days after the Vaasan Army marches.

The Vaasans will march directly from Helmsdale to the Ford of Goliad, scene of the kingdom's mightiest military victory. If the Bloodstone (or now, perhaps, Damaran) Army moves swiftly, it can meet the enemy at the ford.

The Vaasan Army is, in effect, practicing a gigantic bluff. While it is indeed a menacing force, it suffers from a serious weakness: the undead members of the army cannot move too far from their base of power in Vaasa, for it is the Witch-King's (and Orcus's) might there that animates them. For purposes of the game, the undead forces cannot enter a hex south of the 1900 hexrow.

The Vaasan plan is to draw the Bloodstone Army into an engagement north of this line. Failing in this, they will attempt to fight the Bloodstone Army to a stalemate, without the undead troops if necessary, and win the campaign through the treacherous hands of the the assassins.



Chapter Four: THE ASSASSIN'S RUN

Skulk and Run

This chapter, in which the adventurers deal finally with the menace of the assassins, takes place during the military campaign at a time of your choosing. In addition to the initial assassins' attack on Bloodstone in Chapter Two, there are assassins working for each of the armies that are faced in the course of the military campaign. They should prey on commanders and allies of the Bloodstone forces continually, and become a major nuisance. That should inflame the desire of the PCs to end this menace once and for all.

The PCs may already have captured an assassin, or decided to try and do so, in which case modify the encounter below. Otherwise, an assassin ends up in their hands anyway. . .

The late-night strategy conference has gone on for many hours, and at last you feel the plans for the upcoming battle are completed. "Here's our marching plan for tomorrow," you say, pointing at the parchment map. "Our intelligence reports say that the enemy will be at. . ."

A messenger bursts into the tent where the conference of war is being conducted. "Excuse me, general, but we've just taken a prisoner and the Guard Commander thinks you ought to see him right away!"

The prisoner is being held under tight guard in the interrogation tent. He is a thin-faced man dressed entirely in black. His beady, shining eyes stare fearfully at his captors, yet he refuses to answer questions. Peaceful persuasion or threats are ineffective; the only methods of gaining information are torture or enslavement. Of course, the prisoner will attempt to escape if given any opportunity.

Prisoner (8th-level Assassin): AC 8 (leather), MV 12" hp 30, #AT 2, Dmg 1-4 + poison (dagger) or special (backstab for triple damage, or attack on the Assassination Table if surprise), AL LE, Str 15, Int 11, Wi 12, Dex 16, Con 15,

Ch 5, Com 5, PP 65%, OL 62%, F/RT 50%, MS 57%, HS 47%, HN 20%, CW 92%, RL 30%

If the PCs elect to use torture, or have their guards torture the prisoner for them, this will pose alignment problems, especially for paladins and other lawful goods. It would be appropriate to give such characters the full "involuntary alignment change" penalties for such action. The word will get out if the characters practice torture, which lowers the respect and rulership ability that they have. Treat this as an effective -1 to Charisma, with command bonuses and radii changed as well. The effectiveness of torture is determined by having the victim make a 1d20 Constitution Check for every hour of torture, with a -1 penalty to the check cumulative each hour. Also, make a System Shock check after four hours and every hour thereafter at full normal Constitution; failure means the victim "wills" himself to death. Once the torture victim "breaks," he answers questions to the best of his ability.

Various spells, including *charm person*, *friends*, and *ESP* can also be effective in obtaining information. The assassin has been trained to resist such methods, and saves at +3. *Speak with dead* or *raise dead* spells are effective in the event the assassin dies under torture or otherwise.

What the Assassin Knows (told only in response to direct questions): "My name is Cavil. I am an Executioner in the service of the Grandfather of Assassins, may he live forever. My orders are to assassinate the enemies of my Order. These enemies consist of all commanders and officials of the Barony of Bloodstone Pass and those traitorous rulers who ally with them. Tonight, I have been sent to eliminate the generals of this army, so as to ensure victory for the opposing forces. The Grandfather of Assassins is the most powerful ruler in the northern Realms, and all kings and petty nobles take orders from him. He has lived one thousand years, and will live one thousand years more, all power and honor to him.

"The Great Guildhall of the Grandfather of Assassins is located in a high

mountain pass in the Galenas, accessible only through a guarded, secret path. It is impregnable to mass attack, for only a single cave entrance leads into its interior. Yes, there are rumors of secret passages, but I know not of them. The stone giants and frost giants of the Galenas are in service to the Grandfather, and help guard the routes."

Strategy Conference

"These assassins must be dealt with, and decisively!" says Tranth, pounding his fist on the table for emphasis. "We've finally captured someone who knows the location of the Grandfather's lair. Now we can destroy it!"

"Now wait a minute, Tranth," says Quillan the Sage. "This is too easy. I think we're being led into a trap. Those assassins are too careful and too smart to be caught like this."

Tranth smiles coldly. "Of course it's a trap. But I believe the Grandfather has underestimated the opposition. . . and that mistake is going to cost him. Now here's what I suggest. . ."

What Tranth is about to suggest is that the PCs pose as assassins and use Cavil to help them infiltrate the Grandfather's lair. Once there, they are powerful enough to destroy it, no matter what.

The PCs should discuss the matter thoroughly, and work out their own plan. Direct military action is nearly impossible, since only a very small frontage could attack the powerfully defended entrance to the Great Guildhall. If they choose this course anyway, the narrow mountain route will be filled with opponents who whittle down the army, and then they will face hundreds of assassins guarding the entrance to the caverns. In spite of Cavil's claims, there are many secret passages, and if the battle goes against the assassins, they simply escape out the back. The Grandfather is certain to escape this way.

The PCs can ignore the assassins and pursue the military campaign. The consequence of this strategy is that the com-

manders and rulers of the Bloodstone forces continue to be plagued by assassin attacks. Henchmen and loved ones—especially Lady Christine—are subject to assassination attacks. If you want to motivate the PCs into direct action against the assassins, you can have Lady Christine kidnapped and taken to the Grandfather's lair.

They might choose to let Cavil “escape” and follow him to locate the entrance to the Great Guildhall, and then plan an attack. That would work, using either a ranger's ability and/or magic to ensure the effectiveness of the tracking. Since this is, in fact, a trap, it shouldn't be too hard to follow Cavil. . . .that's what he wants, anyway,

The PCs can come up with their own strategy for infiltrating the lair—the use of magic or something else. Creativity should be rewarded.

Or, the PCs can follow Tranth's suggestion, disguise themselves as assassins, or candidates to become assassins, and use a *charmed* or otherwise-persuaded Cavil to lead them into the lair.

If the PCs decide to go after the Grandfather on his home turf, continue with the next section.

Journey to the Rock

The Great Guildhall of the Grandfather of Assassins is located in hex 1738 of the large map, high up in the Galena Mountains. A narrow, well-disguised, and well-protected path leads there. The Grandfather and other senior assassins have *rings of teleportation* or other magical scrolls and items that allow instantaneous transportation into and out of the lair. A network of secret tunnels and paths (most known only to the Grandfather and senior assassins, not to lower-ranking members of the order) riddles the area, allowing assassins to enter or exit the lair even if the path is discovered. All paths and routes, including the secret tunnels, are carefully guarded, and a system of alarms makes it nearly impossible to reach the lair undetected. These alarms include detection of *invisibility*, *good*, *magic*, etc. Traps for the unwary include pits filled with poison snakes, various

types of snares, and monsters such as stone giants hidden along the route. Secret tunnels may be patrolled by cockatrices, golems, or other monsters that can be bound to service; all can be commanded not to attack by any assassin authorized to use the route. (This is normally handled by use of rings or sigils that the creatures can recognize.)

If the PCs are disguised as assassins and accompanied by Cavil, they bypass the various defenses without incident. If not, there is a 1 in 10 chance each turn of travel of a nasty encounter of some sort. The journey takes 80 turns, or eight hours.

Whether the PCs take the main path, fly overhead, or manage to discover a secret tunnel, their presence is detected by the Grandfather of Assassins and an appropriate welcome is prepared. . .

Confrontation in the Guildhall

The Assassin's Run is primarily a gymnasium for the practice of assassin skills. Normally, the complex is not a killer—traps and tricks are designed to immobilize the trainee. However, the Grandfather of Assassins occasionally uses the complex for sport—to kill someone slowly who has angered him. . .like the PCs.

The multi-level nature of the Run requires the DM to study the layout before play. Two maps are provided on the inside cover—an overhead (traditional) perspective and a cross-section view to show vertical elevation.

The cavern entrance to the Great Guildhall of the Grandfather of Assassins is framed by marble columns. No guards are visible, but your neck hairs prickle with the sensation of being watched by cold-eyed archers.

A tiled hallway leads into the cavern. . .

If the PCs are in the company of Cavil, they enter without incident. If they are attacking, there are 100 concealed assassin archers with poison-tipped arrows (save at -5 or die) ready to fire. All the archers are 90% converged, with arrow

slits their only point of vulnerability (AC bonus +10). If 50% or more are slain, the remainder abandon their posts and cover the escape of the Grandfather of Assassins.

2nd-level Assassin Archers (100): AC -2 (leather + cover bonus), MV 12", HD 2, hp 8 each, #AT 2 (short bow), Dmg 1-6 + poison (save -5 or die), AL LE.

A. Entry Hall

The marble-tiled corridor has detailed carvings on each side, chronicling the evil career of the current Grandfather of Assassins. A palpable feeling of evil surrounds everything. The full range of *detection* spells are in operation here. Fifty more assassin archers are hidden in arrow slits throughout the corridor, which goes 100 feet before ending in elaborately carved, gold-leaf plated double doors (weight about 5,000 gp each; worth about 20,000 gp each). If in the company of Cavil, the doors swing open automatically, otherwise they are locked (-25% to thief chance to pick; not to mention distraction from the archers, who will begin firing at the PCs at this point to cut off their retreat; plus, the lock is trapped with a poisoned needle—save at -5 or die).

1. Reception Hall

The huge double doors swing open to reveal an immense throne room. At the far end is a throne, and on the throne sits a wizened, bearded man with gold-trimmed robes and a jeweled turban. Armed guards stand in front of it. As you step into the room, the doors swing silently shut behind you.

If the PCs are in the company of Cavil, all is still peaceful. If they break into the room, the 25 assassin archers in the room do not fire, but point their weapons at the PCs and wait. (They do fire if attacked, but make it clear to the PCs that they are not being aggressive yet.)

From this point on, all rooms and corridors are lead-lined and have a 50% magic resistance to prevent the operation of

teleportation, word of recall, passwall, rock to mud, etc.

B. Throne Alcove

The man on the throne is the Grandfather of Assassins. The throne has the ability to generate a *prismatic sphere* and does so automatically if (or when) the Grandfather is attacked. But for now, the old man speaks. . .

“Welcome to my kingdom,” the old man says in a sibilant whisper. “As you may have guessed, I am he who is known as the Grandfather of Assassins. My loyal servant Cavil has done well by luring you here.

“Now that you have entered my lair, you shall never leave alive. Yet I would have some sport with you before you die. To start, I will answer any single question you ask of me.”

The Grandfather of Assassins knows that the Witch-King is possessed by Orcus. He will reveal this, as well as the information that Orcus is using the pools of mercury to build a permanent gate into the Prime Material Plane. He explains that the only way to defeat Orcus is to confront him on his own plane. Or he will talk about his role behind the scenes in dominating the Damaran baronies and dukedoms.

If the PCs ask how they can escape death here, the Grandfather says, “You cannot” and that’s the question. He is not a fair man, and does not trick easily.

If the PCs attack, the assassin archers fire at them, getting an automatic attack no matter what the PCs do because their weapons are nocked and ready to fire. The Grandfather activates the *prismatic sphere*, but then slips out and heads for the door to area 2, which opens and then closes behind him. The door to area 32 is *wizard locked* at 18th level.

If the PCs wait for the Grandfather to act first, the Grandfather says mockingly, “I want to give you a fair chance, so you may follow me through the door to my right. If you catch me, or escape what awaits you through the door, you may live. But that is hardly likely.” He then activates the *prismatic sphere* and gives

the order to fire, then heads for the door in the confusion.

As soon as the Grandfather enters the door, a *wall of annihilation* starts on the north wall, pushing the PCs toward the door to area 2. The *wall* takes 3 melee rounds to reach the far wall, destroying everything in its path—including the assassin archers. The PCs must enter the door, die, or think of something really good in a hurry.

The Grandfather of Assassins moves swiftly through the complex. He knows where all the traps are, and can avoid them easily; in addition, none of the assassins in the Run attack him. If the PCs manage to catch up with him, conduct normal melee, but remember that the Grandfather of Assassins is a powerful, crafty, and intelligent opponent. If the Grandfather reaches area 32 before the PCs, the effects of the *wall of annihilation* have ceased, and he escapes into area D. If the PCs survive, and penetrate area D, the Grandfather escapes via a secret door, and triggers powerful spells of destruction that cause the entire cave complex to destruct (treat as multiple cave-ins per DSG, pages 39-40). The treasures and magic items are caught in the destruction. A time-consuming and wholesale excavation of the ruins might produce great treasure (see area D description, below), but this is solely at the discretion of the DM.

The Grandfather of Assassins (15th level Assassin): AC 0, MV 24” (*boots of speed*), hp 51, #AT 1, Dmg 2-8 +2 SM/2-16+2 L (*Bastard Sword* +2) or #AT 2, Dmg 1-4 SML + poison (*Dagger of Venom*), all assassin SA, PP 110%, OL 92%, F/RT 80%, MS 104%, HS 90%, HN 40%, CW 99.3%, RL 65%, backstab for quintuple damage, AL LE. Has *ring of spell storing* containing a *word of recall* that takes him to the palace of the Witch-King of Vaasa automatically in case of his death or capture.

C. Armory, Storage Rooms, and Sparring Room

Relevant facilities of the Guildhall are near the Run, behind the indicated doors.

D. Living Quarters

Behind this secret door are the private quarters of the Assassin’s Guild, ranging from bare cells to the luxuriously appointed quarters of the Grandfather himself. A huge treasury of stolen and tribute items is contained herein, including over a million gold pieces in gold and gems, and an assortment of major magical items. It is highly unlikely that the PCs will manage to get their hands on the loot (as shown above). If they do, prepare a selection of magical treasures from the DMG and UA.

E. Western Access Area

This and the other access areas are off-limits to all but trainers or others with reason to occupy the passages. They are used by the various opponents in the Run to get to and from their areas.

This corridor runs west from the northeast corridor of area 1, dropping 15 feet and 10 feet in two flights of stairs before opening onto facilities related to the Run (refer to C, above), and into the Run itself via the secret door at area 4.

It then turns south, drops another 10 feet, crosses the canal on a low (3’ high) parapeted bridge, offers access to the archer’s cubicle (area 12), and ends in a shaft connected to the canal, where a rope ladder is fixed to two iron rings set into the rim. This ladder is kept rolled when not in use.

F. Central Access Area

This passage leaves area 1 by a secret door in the southeast corner and drops 55 feet by stairs to a secret door opening onto the balcony above area 29.

The passage runs on and behind the balcony, turning south before meeting a door opening onto the gallery at area 11. From there it continues via a secret door east and south, crossing the canal with another 3’ high parapeted bridge, and turns west to enter the bottom of the “drop-shaft” (area 13) via a secret door. This allows access to trainers and workers for repair and rescue of unfortunate runners who missed the window. (This doesn’t apply to the PCs, of course.)

The Winch Room (see area 21) and another corridor open off this route; this

other corridor leads to pens (marked "P" on the map) for the various creatures that may be used in the Run.

A trapdoor with an overhead sling (marked "S") opens 20 feet down into the Run corridor between areas 22 and 23 which lie below, serving to release or take up creatures or trainers from or into the Run. The corridor also opens onto a 20' long stairway down into a 10 sq. ft. room containing the triple crossbow (area 23) and racks of ammunition, affording room for two or at the most three operators.

G. Eastern Access Corridor

This is simply a stair leading from area 1 via a secret door, to a landing and then down 75 feet to a one-way, counter-weighted secret door (a block of wood is kept at the bottom step to prop this door open when necessary). This door opens into area 27 for rescues, the entry of trainers into the Run to serve as opponents, and so on.

2. Trip Step

This staircase leads into the run. One of the stone steps around the bend is raised up from its fellows, rather than descending. Unless a thief makes a successful attempt to find traps, each PC must make a Dexterity Check on 1d20 or fall headlong down the stairs into the pit in area 3, taking 1d6 points of damage in addition to the pit damage.

From this point on, all areas of the Run are dark unless otherwise specified. Torches or magical light sources are necessary unless all PCs have *infravision*.

3. Pit Trap

At the bottom of the stairs is the Run's first lesson in mistrust. The floor here is illusory; the pit beneath it is 20 feet deep and has smooth-polished sides that are oiled and impossible to negotiate by normal means. The fall into the pit causes 2d6 damage. The bottom of the pit contains 10 giant poisonous snakes.

Poisonous snakes (10): AC 5, MV 15", HD 4+2, hp 20 ea., #AT 1, Dmg. 1-3 + poison (die or save for 3-18 dmg), AL N, Size L

4. One-Way Secret Door

This portal allows trainers into the Run unseen to pursue or await runners. The Grandfather of Assassins, pursuing his game plan of baiting and tormenting his newest victims, is waiting here. When the PCs are working on the locked door into area 5a, the Grandfather steps through and throws *dust of sneezing and choking* at the party—save or die; those who save are disabled by the choking for 5d4 rounds. The Grandfather proceeds to backstab one of the party members, rings the gong in area 5, then unlocks the door to 5a and exits, laughing.

5. Gong Room

This room contains a large brass alarm gong. The door to area 5a is made of thick iron, and is securely locked (-25% to a thief chance to open).

6. Pit Trap

This pit is 20 feet deep, causing 2d6 falling damage. The corridor floor is a "teeter-totter" block that pivots on a central axle to flip over and close again, depositing the victim in a covered pit if he is not quick enough to jump back from the edge or get to the other side before the slab pivots (needs a Dexterity Check on 1d20). Again, the walls of the pit are smooth and oiled to foil a thief's climb walls ability. The bottom of the pit is lined with iron spikes that cause 4d6 damage (save for half) in addition to the falling damage.

7. Pit Trap

The mechanic here is identical to area 6. If the earlier pit trap didn't teach the party to probe the flooring ahead, they will almost certainly fall for this one. The spikes at the bottom of this pit are poisoned—save at -5 or die—in addition to the other damage.

8. Floorless Room

The entry door to this 10' square cubicle is unlocked, but the area itself is a 30' deep pit; in other words, this is a floorless room. Before proceeding, the runner must figure out how to reach and open the far door, which is locked. There are poisoned iron spikes (as in area 7) below,

and nothing to swing from or hang on above. Both doors open inward, and are heavy. They cannot easily be struck from their hinges or broken through, nor swung open without some force.

9. The River

At this point the corridor ends in a large opening (3' wide, 4' high, with a 4" wide sill) that faces another opening across a chasm. The bottom of the chasm is 60 feet below the ceiling of this area; and contains an 8' depth of cold water because of its connections with the waterway (see areas 17 and 25). The target opening is 2 feet wide and 3 feet high, and is 10 feet away from the opening where the PCs are. Both corridor floors are at the same level. Unknown to the PCs, the target opening is trapped with a scything blade (first save vs. paralyzation at -5 to see if the blade hits for 1d8 damage, then save vs. poison at -5 or die).

A fall here will cause 4d6 damage, plus make a System Shock roll to avoid unconsciousness and drowning. A character who fails drowns in a number of rounds equal to his Constitution score unless rescued, then takes the same number of rounds to recover. On top of everything else, the river is stocked with piranha.

School of Piranha: (AC 4, MV//15", HD 16, hp 80 (each fish has 1 hp), # AT 1/10 fish, Dmg 1-6, Special: Piranha stop feeding upon characters (and eat each other instead) after 40 fish have been killed.

The 3' high parapeted bridges that lead to corridors E and F have been rendered *invisible*, and the entrances to the corridor are covered with *phantasmal force* to look like stone.

10 and 11. Trainer Rooms

Both area 10 and 11 are frequently used by trainers when junior assassins are making the Run. They are both currently empty. The door to area 10 is trapped with a *symbol of pain*.

12. Archer

An assassin archer with poison-tipped arrows can fire through concealed slits at the PCs. He prefers attacks from the rear.

e has effective AC -2 because of his cover, and cannot be reached by melee weapons.

13. Shaft

The passage here ends in a 20' deep shaft, with both poisoned spikes and 10 giant poisonous snakes at the bottom. On the north wall of the shaft, directly beneath the end of the corridor, is a small opening, 4' high and 2 1/2' wide, with its lower sill resting 10 feet down from the corridor floor. The sill is only an inch above the floor of the chamber (area 14) onto which it opens up, so that this room lies directly beneath the corridor. The traditional way is to turn and drop off the end of the corridor and catch hold of the sill while falling, which requires a successful "to hit" roll followed by a Strength Check on 1d20 to hold on; of course, the PCs can try something different.

14. Invisible Spectres

This room appears to be empty. In fact, it contains an *invisible* spectre. Unless the PCs have methods of detection, the spectre gets an automatic surprise attack.

Spectre: AC -2 (due to *invisibility*), MV 15"/30", HD 7+3, hp 40, #AT 1, Dmg 1-8+2 level drain, SD immune to non-magical weapons, MR immune to *sleep*, *charm*, *hold*, or *cold* - based spells, or to poison or paralyzation, AL LE, Size M.

15. Fireball

The room appears empty. There is a *delayed blast 8-HD* fireball located at the spot marked "X." It goes off 3 melee rounds after the first character enters the room. The sardonic laughter of the Grandfather of Assassins can be heard after the explosion.

16. Chute

This lightless, slickly greased chute drops over 40 feet into a pool (see area 17). The speed (and violence of one's descent can be controlled by exerting pressure against the walls of the shaft. Unless some method of controlling speed is used, the PCs shoot past the locked door leading to area 17 and dump into the piranha-infested waters below.

17. Door

The locked door at this spot opens away from the chute, and its lock must be picked while the PC braces himself against the greased wall of the chute (this requires two checks: a Strength Check and a Dexterity Check, both on 1d20, plus regular lock-picking skill). Unless a successful find/remove traps roll is made, a poison needle shoots into the victim's hand, necessitating a save vs. poison at -5 or die, with a successful save still resulting in 3d6 points of damage.

If a character shoots down into the water below, he must first deal with the piranhas, then get out somehow. The chute is unclimbable by normal means, including a thief's climb walls ability.

The pool is connected to the chasm at area 9 and to the waterway in area 25.

18. Pit Trap

This "teeter-totter" trap is identical in construction to those in area 6 and 7, but it is 20 feet long, and difficult to avoid unless one knows of its location beforehand. It flips over to drop a victim 10 feet into area 20 for 1d6 points of damage; the victim must make a Dexterity Check on 1d20 or lose his balance for one melee round (cannot attack, is automatically surprised). A character who falls through the trap deliberately lands without damage and keeps his balance.

19. Stairs

These stairs allow safe passage past areas 20 and 21.

20. Volts

This room seems to be filled with floating bundles of bristly gray hair. On closer look, the PCs notice two bulbous eyes, two small curved horns, and a 3' long tail. These are volts, which move by *levitation*. They swarm to the attack, following fleeing PCs until they or their victims are dead.

Volts (24): AC 3, MV 6", HD 2+1, hp 9 ea., #AT 1 bite and blood drain + 1 electrical tail attack if first attack succeeds, Dmg 1-4 blood drain + 2-12 electrical damage, SA once attached to victim's neck gets automatic hits for

both attacks each round until it or victim is dead, SD immune to electrical-based attacks, AL N, Size S

21. Portcullis Trap

Five segments after the door leading from area 20 is opened, the portcullis shown on the map falls from the ceiling with lightning speed. It is well oiled and almost silent, and its bottom consists of bars bent outwards in alternately opposite directions (so as to form an inverted "Y" in cross section), trapping the slow or unwary between the diagonal bars (have each PC who might fall victim to the bars make a Dexterity Check at -3 on 1d20). The tips have points that spear anyone who is caught for 1d20 points of damage, plus a System Shock roll to avoid 1d10 turns of unconsciousness from the blow.

If anyone is trapped under the portcullis, it locks in place and can only be released from the Winch Room, above—which means that only bend bars attempts or magical means will free its victims.

22. Fake Door

There is a concealed door here. It is a massive stone portal with a highly complex lock (-50% to thief chances to pick). Once unlocked, it takes a combined strength of 36 to pull it open. Behind it is a stone wall with a *Symbol of Insanity* inscribed upon it.

23. Triple Crossbow

A triple crossbow fires through three 2" diameter holes bored through the 6" thick stone wall at the end of the corridor, down the length of the hallway. It fires a salvo of three flaming bolts (1d6 base damage +1d6 fire damage, make saving throws for items carried vs. normal fire) twice per round. Three assassin archers man the crossbows, reloading and firing continually until they are killed or the PCs pass the trap.

24. Trapped Door

The door at this location is made of wood, sheathed and strapped with iron. A crude electrical battery has been charged with an 8-HD *lightning bolt*

spell. If any iron portion of the door is touched (including the iron lock) without a successful find traps roll, the full force of the *lightning bolt* is discharged into the person touching it.

25. The Waterways

The door opens into a shaft whose bottom is 15 feet down. Water just over eight feet deep overlies it, opening into a seven-foot high, water-filled passage supplied through nine 1" diameter holes in the ceiling. The long, elbow-crooked passage must be swum in a single breath, unless a swimmer uses magic or devises ways of storing air in helms, waterproof sacks, cupped clothing, or wineskins. Without external aid, a swimmer can swim 10 feet per melee round, and hold his breath one melee round for every point of constitution.

26. Locked Grate

At the far end of the waterway is a locked iron grating, which a thief must pick or force open (as a bend bars action) while holding his breath and underwater. There are five padlocks on the grate—each can be picked in two rounds at a normal thief chance.

The grating swings to the left when unfastened, allowing access to a rough-walled shaft. Grating and frame are fashioned of greased steel.

27. Water Chamber

The grate leads to a pool that is at the bottom of a 10 foot wet, rough stone shaft. The room contains three crocodiles, who slither to the edge, then drop into the water to fetch dinner. They follow intruders back into area 25 if necessary.

Please note that characters without swimming proficiency should have sub-

stantial penalties when fighting submerged.

Crocodiles (2): AC 5, MV 6"/12", HD 3, hp 24 ea., #AT 2, Dmg 2-8/1-12, AL N, Size L.

When the characters emerge from the water, they may fall victim to the pit trap in front of the door to area 28. The pit is 20 feet deep, causing 2d6 points of damage, and the bottom is filled with a huge green slime.

Huge Green Slime: AC 9, MV 0", HD 10, hp 40, #AT 0, Dmg nil, SA turns creature into green slime in 1-4 melee rounds, no resurrection possible, eats metals quickly, AL N, Size L

28. Balance Beam

This chamber contains a 4" wide wooden beam stretching 20 feet from the entry door to a ledge, spanning a huge 10' deep pit covered with poisoned spike at the bottom. See the DSG, pages 19 and 30, for rules that help govern combat in such a situation.

As each character moves out onto the balance beam, a 9th-level assassin armed with a glaive-guisarme enters from the other door to confront him. If an assassin is killed, another comes out. Each assassin has been given the benefits of a scroll of *protection from magic*. The assassins are highly skilled with their weapons. On a roll of 20 (modified or natural), the opponent is dislodged and automatically falls into the pit.

Assassins: AC 4, MV 12", hp 33 ea., #AT 1, Dmg 2-8, AL LE, Size M, Str 12, Int 12, Wi 15, Dex 17, Con 14, Ch 14, PP 65%, OL 62%, F/RT 50%, MS 60%, HS 45%, HN 25%, CW 94%, RL 35%

29. The Arena

This chamber has a 35 foot high ceiling and a balcony supported by four smooth stone pillars that is 20 feet off the floor. The Grandfather of Assassins, currently wearing a *ring of invisibility* is on the balcony. He is wearing a *necklace of missiles* containing 9 globes of the following strengths: 10 HD (1), 8 HD (2), 6 HD (2), 4 HD (4). He hurls one every other round at the PCs, beginning with the most powerful. On the even-numbered rounds, he takes off and puts on his *ring of invisibility* again, turning invisible after each attack. If he loses 25% or more of his hit points, or more than 10 hit points in a single attack, he flees up stairway F. He laughs satanically all during his attack.

A thief's climb walls ability will not allow him to reach the balcony because the pillars are too smooth.

30. Empty Room

A treasure chest overflowing with gold sits in the middle of the room. The gold is actually *fools' gold* and the chest is trapped to release a cloud of poisonous gas that fills the entire room for 1d20 turns (save at -5 or die). A simple touch activates the trap.

31. Sloping Corridor

From area 30, a corridor slopes upward 5 feet until it reaches a stone block. When stepped on, the block sinks slightly, triggering a *power word, blind* spell that affects everyone within 30 feet up to the limits of the spell.

32. Exit Door

The exit door has inscribed upon it a *symbol of death*.

If the PCs follow the Grandfather up the stairs toward the exit to area F, there is also a *symbol of death* here.

Neither door is locked.

EPILOGUE

From your command vantage point you gaze across the Ford of Goliad, scene of the greatest defeat of the first Vaasan War. For what seems to be miles you see the tents and campfires of the Vaasan Army.

Your army is also mighty, but the Ford of Goliad is a treacherous trap: whichever army attempts to cross it will be at a major disadvantage.

So this is what it comes to. . . stalemate. Yet that is much more of a victory than it seemed could be obtained at the beginning of this war. And tomorrow may bring new opportunities, new hopes for a greater victory.

That's what it looks like on this night, several game months (or even game years) since the poverty-stricken PCs climbed the mountain pass into Bloodstone Pass to save a small village from some bandits. Now they are rulers, not just of a small barony, but conquerers of most of southern Damara.

Tranth and Quillan the Sage call a conference, in which they give the PCs some advice.

"You have demonstrated all the virtues of rulership," Baron Tranth says without prelude. "Now it's time to take what you have earned."

"What is that?" you ask.

"Virtually all of Damara has been united under the sway of your armies, liberated from the cruel, oppressive yoke of the Vaasan overlords. And it has been your work. Without you, none of this would have happened. Now, it is time to declare the Kingdom reborn. . . and yourselves its rightful rulers."

Quillan the Sage nods. "You are more than provincial rulers now. You are kings."

The PCs have a choice, whether to proclaim a reunited Kingdom of Damara, with one of the PCs as King, or declare the new Kingdom of Bloodstone, with one of the PCs as king. (Or, to appoint someone else as king, if they aren't interested in rulership.) The advantage of the Kingdom of Damara is the tradition; the advantage of the Kingdom of Bloodstone is that there

won't be any blood claimants to the throne to get in their way. It's their choice.

With the armies in their stalemate position, the PCs can get away to either Heliogabalus (the old capital city) or Bloodstone (the possible new capital) to declare the kingdom and have a coronation. It's not absolutely necessary to have the PC who became Baron of Bloodstone become King; it should be the agreed-upon decision of the PCs. Titles should be liberally sprinkled about—the conquered duchies were ruled by Vaasa's pawns, and it would be altogether appropriate for each PC to get a barony or a duchy of his or her own. PCs who don't want titles don't have to have them; or, they can have titles without responsibility.

And thus do adventurers gain thrones, in the great fantasy tradition. But in far-off, evil Vaasa, the Witch-King still sits on his throne, and his powerful army sits at the northern boundary of the new Kingdom.

In the conclusion of this series, module H4, due out in early 1988, the adventurers must defeat the Witch-King in his own castle, then travel to the very Abyss itself toward a final confrontation with Orcus! Stay tuned.

DRAMATIS PERSONAE OF BLOODSTONE

Tranth, retired Baron of Bloodstone: Gray haired, tall, heavy-set, brusque and formal, Tranth radiates power and competence. Totally committed to the welfare of his people, Tranth has yielded the barony to his new son-in-law, one of the PCs. (If no PC married Lady Christine, then Tranth remains baron.) STATS: AC 1 (plate and *shield* +1, MV 9", Ftr 7, hp 30, #AT 3/2, Dmg 1-8 +1 (*longsword* +1) or 1-4 +1 (heavy crossbow), AL LG, St 15, Int 13, Wi 14, Dex 12, Con 14, Ch 15, CR 13", THAC0 14.

Lady Christine, Baroness of Bloodstone: A lovely young woman, a druidess by training, and a bit of a tomboy, Lady Christine is the daughter of Baron Tranth. Her mother died when she was young, and she grew up helping her father rule. She was trained in druidic lore by Quillan the Sage. She can be strong-willed, proud, and occasionally haughty. If a good-aligned heroic PC sufficiently demonstrated his worth in either H1 or H2, Lady Christine fell in love and married (if the PC was willing, of course). Baron Tranth relinquished the bar-

ony to his new son-in-law following the wedding, and Christine is now Baroness. (If no PC marries Lady Christine, she is heiress to the barony and her father still rules.) STATS: AC 10/8 (leather armor), MV 12", Druid 5, hp 18, #AT 1, Dmg 1-4 (dagger or sling), AL N(G), St 10, Int 12, Wi 13, Dex 14, Con 11, Ch 17, Com 19, THAC0 18, spells 5 1st, 3 2nd, 2 3rd.

Quillan the Sage: Age 70, with long white hair and beard, Quillan is an expert in legends, folklore, and history, but his true love is the flora of the region. He was originally a druid, and trained Lady Christine in druidism. Whenever he is asked a question, he tries to work in something about the local plants. He appears to be doddering and a bit senile, but he is smarter than he looks. SPELLS: 4 1st, 2 2nd, 3 3rd.

Garlen and Garven: Identical cousins, brown hair and eyes, just turned 20. Young, brave, inexperienced, overly enthusiastic, with a tendency toward unquestioning hero worship.

They interrupt each other constantly when talking. STATS (all identical): AC 8 (leather), MV 12") Ftr 3, hp 15, #AT 1, Dmg 1-6 (short sword or short bow), AL LG, St 14, Int 11, Wi 10, Dex 13, Con 13, Ch 12, CR 10", THAC0 18.

Stephan the Innkeeper: Won the Inn of the Clowns in a gambling match 20 years ago; gave up career as mercenary and thief. A gruff, hearty man, given to storytelling, respects anyone who can drink him under the table. Semi-retired, cares deeply about his adopted village, will die in its defense if need be. STATS: AC 8 (leather), MV 12", Thief 3 (retired)/Ftr 5, hp 19, #AT 1, Dmg 1-6 (short sword or club), +1 Str adj., AL NG, St 17, Int 12, Wi 12, Dex 15, Con 14, Ch 12, THAC0 15, PP 40%, OL 33%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%.

Racquel and Carlotta: Beautiful and flirtatious barmaids at the Inn of the Clowns, they are highly resistant to customer advances. They have one weakness: musicians. STATS:

Ch 18, Com 20.

Winifred the Cook: The fat, friendly cook at the Inn of the Clowns. As lung as she sticks to simple, hearty dishes, her food is quite edible. Has a mean way with a frying pan when things get out of hand.

Jamison the Fletcher: Makes bows and arrows of good quality. Also raises hunting falcons in a shed in the back of his house. Secretly a 6th-level assassin working for the Grandfather of Assassins against Bloodstone, he uses druidically-trained falcons to convey messages. If uncovered in H1 or H2, does not exist here; if not yet caught, PCs cannot keep military plans secret from the enemy.

Haldan: Greedy, sneaky, ferret-faced little guy with goatee; pathological liar (yeah, that's the ticket!); will sell anyone out for the price of a beer; drinks too much. Obviously slimy, but can be played for laughs. (He also may have perished in H1 or H2.)

Olaf the Blacksmith: 3rd level fighter with 18(23) strength, arms like iron bands. Mostly works on horseshoes and plows, but can make swords, repair armor, etc. Has a spreading chestnut tree in front of his shop.

Geoff and Katrine: They run the town general store, and don't like to give credit.

Benjamin and Anna: They run an excellent bakery and have six children.

Gabrielle: Oldest daughter of Benjamin and Anna, has burning desire to become a magic-user, and is fond of older men. Would gladly apprentice herself to a master of the mystic arts and would learn quickly. Shy, romantic, and chaste, she would make a lucky sorcerer a wonderful wife and henchperson. STATS: Int 16, Ch 17, Com 17. (If already apprenticed, or if Emlyn the Gray is used as a pregenerated character, is now a 1st level MU.)

Harald the Butcher: A temperamental man who drinks a lot. Whenever encountered, make an unmodified reaction roll. Depending on the day (and how much he's had to drink), can range from actively belligerent to enthusiastically friendly.

Baird the Tanner: An immensely fat, bearded man with an incredible tolerance for drink. Normally found at the Inn of the Clowns, where he flirts outrageously with Racquel and Carlotta (who respond in kind), he is nevertheless a happy and faithful married man.

Curtis the Carpenter: A perfectionist who does beautiful, detailed work. Highly talented, but cannot be hurried. Runs d100 days late on assignments, but final result is always excellent.

Felix the Tailor: Nearly blind from many hours working at his craft. A widower, very old and frail.

Aldric the Vampire: Originally Aldric, Abbot of St. Sollers the Twice-Martyred, was turned into a vampire by minions of Orcus, and is quite insane. If not killed in H2, he is still lurking around in *gaseous form*, and serves as a random encounter. His tactics are hit-and-run: sneak up, steal 2 life levels, *gaseous form* or bat-form, and escape. If caught and cured, would return to his work with renewed devotion and be eternally friendly. But in the meantime, Aldric should be a particularly nasty opponent. He has several coffins hidden away, so finding a particular coffin does no good. STATS: AC 1, MV 12"/18", HD 8+3, hp 72, #AT 1, Dmg 5-10 + 2 level drain, SD +1 or better weapon to hit, AL CE, all vampire abilities including exceptional (but insane) intelligence and craftiness.

Four Young Boys: (Assign names and personalities at random) First introduced in H1, they hero-worship the the strongest PC fighter, follow him around, ask incessant questions, offer to carry his weapons and run his errands, and generally get underfoot.

Hortense the Pig Lady: A fat, ugly old woman whose pigs are always escaping. No matter what anyone does to help, Hortense always finds something to criticise.

Rogar the Village Idiot: Scraggly red hair that looks as if a butcher cut it, drools incessantly, never bathes. Rogar believes that he, and he alone, accomplished all the heroic deeds of the PCs, and wanders around talking to himself about his great deeds.

Adair the Farmer and Arthur the Huntsman: Regulars at the Inn of the Clowns. Normal guys, the kind who hang out in bars where everybody knows your name. Adair's the fat one, and Arthur is the know-it-all.

Tokan, Glorlo, Gailan, and Tamal: Important members of the Orothiar Dwarves, who work in the bloodstone mines. Tokan is Tribal Chief, Glorlo is a cleric of Moradin, Gailan is the Commander of the Guard, and Tamal is the Chiefs son. Tamal, a 5th level fighter/4th level cleric, has a wacky sense of humor and talks constantly. He is looking for adventure and is a potential henchman for the PCs.

Kiros, Valon, Shinar, Vikos: Centaurs of the village of Guard, a small community in Bloodstone Pass. Kiros is Chief, Valon is War Chief, Shinar is Cleric, and Vikos is her son, a young centaur who might have been rescued by the PCs in H1. Vikos is a possible henchman for the PCs.

Mayor William and Fredegast: Mayor William is the elected leader of the halfling village of Waukeshire, who wears a waistcoat with a silver chain and has a waxed mustache. Fredegast, Sherriff of the Militia, is a young, capable tactician and military leader; he is charismatic and bright.

Clematis, Indanthrene, and Curcumin: A family of faerie dragons who live in the pixie grove (see map) along with 100 practical-joking pixies. They are not interested in helping humankind unless there's a great joke in it. Wandering into the pixie grove can be very dangerous, not to mention humiliating. Curcumin, the youngest faerie dragon, might possibly follow a very charismatic and witty character, and become a henchman, but this should be a special reward for great role-playing.

The Lake Midai Monster: A dragon turtle lives in Lake Midai and attacks any boat on the surface. The turtle has randomly-generated treasure in his lair on the bottom of the lake. (If killed in H1 or H2, the monster is not here.)

Other Villagers: Create other denizens of Bloodstone Pass as needed, but keep a record. The RANDOM VILLAGER GENERATION SYSTEM in H1 and H2 is a handy tool to use.

PREGENERATED PLAYER CHARACTERS

Sir Gareth Dragonsbane, Baron of Bloodstone

17th-level Human Paladin (Cavalier)
Lawful Good

Strength 17/26
Intelligence 13
Wisdom 15
Dexterity 14/04
Constitution 16/48
Charisma 17/63
Comeliness 13

Armor Class 0
Movement Rate 12"
Command Bonus +2
Command Radius 20 1/2"
Base THAC0 4 (2 att/r)
Attack Rating 19
Hit Points 84

Saving Throws: PPD 1, P/P 2, RSW 3, BW 2, Sp 4

Clerical Spells: 5 1st level, 4 2nd level, 2 3rd level, 14th level.

Special Abilities: All paladin and cavalier special abilities from PH and UA.

Proficiencies: *Weapon:* Lance (+3), longsword (+2) shortsword, broadsword, bastard sword, two-handed sword, horseman's mace, dagger. *Non-weapon:* Animal noise (WIS -1), blind-fighting, direction sense (WIS +1), endurance, mountaineering, riding (WIS +3), rope use (DEX), sound analysis (WIS -1), swimming (STR).

Magical Items: *Plate Mail* +3, silver *Horn of Valhalla*, and *Crusader*, a *longsword* +5, *holy avenger*, provides 50% MR in 5' radius, *dispel magic* at 17th level in a 5' radius, +10 damage vs. chaotic evil opponents. If a Type III or better demon is slain with *Crusader*, sword gains following special powers: *heal* once per day, *strength* once per day when fighting evil opponent, *charm person* on contact once per day. Will *disintegrate* a demon on a natural (unmodified) 20. It is *telepathic* with owner, and can *commune* with minor goddess Lalibela once per week. Ego and intelligence of 17. Sword will howl in anguish if wielder runs from a demon. On second instance of cowardice in the face of a demon, will instantly *teleport* away, leaving PC behind.

Languages: Common, LG, Elf, Dwarf, Halfling.

Warhorse: Glendan, intelligent heavy warhorse (AC 5, HD 5+5, hp 25, #AT 3, Dmg

1d8/1d8/1d3, MV 18").

Sir Gareth has devoted his life to the service of Lawful Good. As a knight of the Order of the Golden Cup, he had a glorious adventuring career. In spite of tithing 50% of his treasure, he became a wealthy man and settled on a large estate. A Brigade Commander in the Vaasan War, he won his battles even though his side lost the war. His home in the north destroyed, his soldiers dead or dispersed, and his wealth lost, he came to Bloodstone Pass, where he fell in love with and married Lady Christine, daughter of the Baron. At that time, Lady Christine's father, Baron Tranth, relinquished his title to his new son-in-law, and now serves as an advisor to Baron Gareth of Bloodstone.

Sir Olwyn Forest-Friend

17th-level Human Ranger (Fighter)
Lawful Good

Strength 18/24
Intelligence 13
Wisdom 14
Dexterity 17
Constitution 15
Charisma 10
Comeliness 11

Armor Class 2/0*
Movement Rate 24"*
Command Bonus 0
Command Radius 17"
Base THAC0 4 (2 att/r)
Attack Rating 19
Hit Points 73

Saving Throws: PPD 3, P/P4, RSW 5, BW 4, Sp 6

Spells: *Druid:* 4 1st level, 2 2nd level, 2 3rd level. *Magic-User:* 2 1st level, 2 2nd level.

Special Abilities: All ranger special abilities from PH and UA. Learned secret of manufacturing *arrows* +1 (1/day) and *arrows of slaying* (1/month) from treants.

Proficiencies: *Weapon:* Longbow (bow specialization bonuses, 4 att/r), crossbow (specialization, +2 hit/dmg), longsword (specialization, +2 hit/dmg), bastard sword, dagger, throwing axe, hand axe. *Non-weapon:* Bowyer/Fletcher (triple proficiency, DEX +5 on 1d20), animal noise (WIS -1), weaponsmith (INT -3) direction sense (WIS +1), rope use (DEX), fire-building (WIS -1).

Spell Book: 1st level: *affect normal fires*,

detect magic, *feather fall*, *jump*, *magic missile*, *read magic*, *spider climb*. 2nd level: *darkness 15' radius*, *invisibility*, *levitate*, *rope trick*, *strength*.

Magical Items: *Longbow of the Forest* +1, requires 18/01 or better strength to use; user adds STR bonuses to hit and damage; bow has double normal range. *Arrow of Slaying* vs. demons (2) and vs. giants (1); 12 *arrows* +1; 12 *arrows* +2; 6 *arrows* +3; *Cloak of Elvenkind*; *Boots of Speed*; *Ring of Free Action*; *Bracers of Archery*

Languages: Common, LG, Elf, Treant.

Sir Olwyn spent most of his life in the great forests of the Forgotten Realms, where he saved the race of treants from destruction at the hands of a powerful wizard. His ranger henchmen perished in that titanic battle, and he has never replaced them. The treants of the forest rewarded him by creating a special longbow, and by teaching him the secret of making magical arrows. He was knighted by Baron Tranth of Bloodstone for his services, and is Commander of the Huntsman Skirmishers in the Army of Bloodstone.

Friar Dugald, Cleric of the Order of St. Dionysus, Knight of Bloodstone

17th-level Human Cleric
Lawful Good

Strength 15
Intelligence 10
Wisdom 18
Dexterity 9
Constitution 14
Charisma 14
Comeliness 11

Armor Class -3
Movement Rate 9"
Command Bonus 0
Command Radius 16"
Base THAC0 10
Attack Rating 25
Hit Points 64

Saving Throws: PPD 5, P/P 8, RSW 9, BW 11, Sp 10.

Clerical Spells: 10 1st level, 10 2nd level, 9 3rd level, 7 4th level, 5 5th level, 3 6th level, 1 7th level.

Special Abilities: All clerical special abilities from PH.

Proficiencies: *Weapon:* Footman's mace,

horseman's mace, club, flail, hammer, sap. *Non-weapon*: Drinking (CON +3 on 1d20), endurance, fishing (WIS -1 on 1d20), mountaineering, riding (WIS +3), swimming (STR).

Magical Items: *Mace of Disruption* +3; *chain mail* +3; *shield* +5; *potion of elixir of health*; *ring of truth*; *rod of resurrection* with 13 charges; scroll with *restoration, gate, true seeing, animate object, harm, blade barrier, and flame strike*; *figurine of wondrous power (marble wooly mammoth)*.

Languages: Common, LG, Elf.

Possessions & Equipment: Otho, a Draft Horse (AC 7, MV 12", HD 3, hp 12, #AT 1, Dmg 1-3).

Friar Dugald is an immensely fat man who wears monk's robes and has a shaved pate. A jolly man, he loves to drink, eat, and drink. He is lower-class in origins and tastes, and the fellow clerics of his order treat him like a peasant. However, he is devout in his worship of St. Dionysus, and fights for good. He has found the citizens of Bloodstone Pass very much to his tastes, and looks forward to ending his wandering life and ministering to his new flock. He has been knighted by Baron Tranth for his services, but does not use his title.

The good friar always wears an old, worn brown robe with a hood. Underneath his robe he wears *chain mail* +3 and carries his *mace of disruption* tucked into his rope belt. Many a powerful enemy has been fooled by his deceptive appearance.

Sir Riordan Parnell

18th-level Half-Elf Bard
(8th-level fighter/9th level thief)
Neutral Good

Strength 15
Intelligence 14
Wisdom 15
Dexterity 16
Constitution 12
Charisma 16
Comeliness 19
Armor Class 3
Movement Rate 12"
Command Bonus +1
Command Radius 20 1/2"
Base THAC0 14 (3 att/2 r)
Attack Rating 29
Hit Points 75

Saving Throws: PPD 4, P/P 7, RSW 8, BW 10, Sp 9

Druid Spells: 6 1st level, 5 2nd level, 5 3rd level, 3 4th level, 3 5th level.

Special Abilities: All bard and half-elf special abilities from PH and UA; fighter abilities at 8th level; thief abilities at 9th level, including PP 75%, OL 62%, F/RT 55%, MS 62%, HS 54%, HN 25%, CW 96%, RL 40%.

Proficiencies: *Weapon*: longsword (double specialization, +3 hit/dmg, 2 att/r), bastard sword, shortsword, broadsword, dagger, throwing dagger, quarterstaff, javelin, sling, dart. *Non-weapon*: animal trainer (WIS), animal noise (WIS -1), blind fighting, boating (WIS +1), fire-building (WIS -1), healing (WIS +2), mountaineering, swimming (STR).

Magical Items: *Cli lyre*; *ring of protection* +3, *longsword* +1, *dagger* +2; *figurine of wondrous power (ebony fly)*; *potion of oil of ethereality* (2 doses).

Languages: Common, NG, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Kobold, Thieves' Cant, Ogrish, Hill Giant, Drow Elf, Centaur, Druid, Harpy, Treantish, Dwarf, Duergar.

Handsome, youthful, and with a ready smile, Riordan Parnell is a bard as willing to steal a kiss or a song as the Duke's jewels. Riordan normally travels with his cousin Celedon, sometimes stealing (but only from evil rich men), sometimes aiding the poor and oppressed, but always adventuring and seeking danger. He has been rich several times, and flat broke just as often. He is 74 years old, but looks about 28. He was knighted by Baron Tranth of Bloodstone and serves as a Commander in the Army, where his bardic powers make him an effective leader.

Sir Celedon Kierney

8th-level Half-Elf Magic-User/21st level Thief-Acrobat
Chaotic Good

Strength 11
Intelligence 18
Wisdom 12
Dexterity 18
Constitution 12
Charisma 16
Comeliness 18
Armor Class 1
Movement Rate 12"
Command Bonus +1
Command Radius 16 1/2"
Base THAC0 10
Attack Rating 25

Hit Points 44

Saving Throws: PPD 8, P/P 7, RSW 4, BW 11, Sp 5

Magic-User Spells: 4 1st level, 3 2nd level, 3 3rd level, 2 4th level.

Special Abilities: All magic-user, half-elf, and thief-acrobat special abilities from PH and UA. Thief Skills: PP 70%, OL 57%, F/RT 45%, MS 109%, HS 114%, CW 99.9%, RL 80%. Acrobat Skills: Tightrope Walk 120%, Pole Vault 18', High Jump 9', Standing Broad Jump 12', Running Broad Jump 21', Tumbling Attack 28%, Evasion 65%, Falling 60%, 55'; Weight/Encumbrance Limits for Skill Use 650 gp (body associated), 3,000 gp (carried); Backstab for quintuple damage.

Proficiencies: *Weapon*: longsword, shortbow, dagger, sap, lasso, staff. *Non-weapon*: animal noise (WIS -1), blind-fighting, direction sense (WIS +1), mountaineering, rope use (double, DEX +3), sound analysis (WIS -1).

Spell Books: Cantrips: *tie, untie, distract, hide, palm, yawm, bee, bluelight, unlock, whistle, firefinger, present*.

1st level: *dancing lights, feather fall, friends, grease, jump, mount, magic missile, read magic, spider climb*.

2nd level: *audible glamer, bind, darkness 15' radius, deeppockets, fools gold, knock, mirror image, rope trick, Tasha's uncontrollable hideous laughter*.

3rd level: *clairaudience, dispel magic, feign death, fly item, phantasmal force*.

4th level: *confusion, dimension door, fire charm, Leomund's secure shelter, magic mirror, polymorph self wizard eye*.

Magical Items: *longsword* +1, *luck blade* (0 wishes); *ring of protection* +3; *figurine of wondrous power (ebony fly)*; *potions of oil of ethereality* (2 doses) and *fire breath* (1 dose); *mirror of mental prowess*; *rod of alertness*.

Languages: Common, NG, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Thieves' Cant.

Young and good-looking, Celedon is a master thief and magician. He uses his skills for adventure and romance and often pulls a caper just for the sheer pleasure of it. He normally steals only from evil men, and often gives away all he has if touched by the right story. Celedon is 65 years old, but appears to be about 27. He normally travels with his cousin Riordan. Celedon was knighted by Baron Tranth, and serves as a Commander and Chief Scout of the Army of Bloodstone.

Sir Emlyn the Gray, Court Wizard of Bloodstone

17th-level Human Magic-User
Lawful Good

Strength 9
Intelligence 18
Wisdom 12
Dexterity 16
Constitution 10
Charisma 12
Comeliness 9

Armor Class 0
Movement Rate 12"
Command Bonus 0
Command Radius 13"
Base THACO 13
Attack Rating 28
Hit Points 28

Saving Throws: PPD 10, P/P 7, RSW 5,
BW 7, Sp 6

Magic-User Spells: 5 1st level, 5 2nd level,
5 3rd level, 5 4th level, 5 5th level, 3 6th level,
3 7th level, 2 8th level.

Special Abilities: All magic-user special abilities from PH and UA, plus has Sage abilities in magic, legends and lore, and magical item identification from long career as a professor.

Proficiencies: *Weapon:* Dagger (melee), dart, quarterstaff. *Non-weapon:* endurance, healing (WIS +2), slow respiration.

Spell Books: *Cantrips:* chill, exterminate, flavor, freshen, gather, salt, shine, stitch, tie, warm, wrap, curdle, hairy knot, ravel, sour, spill, untie, change, distract, hide, Balm, nod, scratch, sneeze, bee, bluelight, fire-finger, gnats, smokepuff, spider, unlock, creak, croan, tattle, whistle.

1st level: alarm, armor, charm person, comprehend languages, detect magic, feather fall, identify, magic missile, mount, protection from evil, read magic, sleep, unseen servant, wizard mark.

2nd level: bind, continual light, darkness 15' radius, deppockets, ESP forget, invisibility, know alignment, levitate, magic mouth, pyrotechnics, Tasha's uncontrollable hideous laughter, scare, stinking cloud, strength.

3rd level: blink, clairaudience, clairvoyance, detect illusion, dispel magic, fireball, fly, haste,

item, material, Melf's minute meteors, phantasmal force, secret page, suggestion.

4th level: charm monster, dig, dispel illusion, Evard's black tentacles, fear, hallucinatory terrain, Leomund's secure shelter, magic mirror, massmorph, Otiluke's resilient sphere, polymorph other, shout, wizard eye.

5th level: cloudkill, conjure elemental, dismissal, fabricate, hold monster, magic jar, Leomund's lamentable belaborment, transmute rock to mud, wall of stone.

6th level: Bigby's forceful hand, chain lightning, contingency, control weather, death spell, eyebite, guards and wards, invisible stalker, monster summoning IV, project image, spiritwack.

7th level: banishment, cacodemon, mass invisibility, power word stun, reverse gravity

8th level: mass charm, permanency polymorph any object, Serten's spell immunity

Magical Items: staff of the magi (20 charges); dagger +2; bracers of defense AC2; figurines of wondrous power (a serpentine owl and a pair of golden lions); scroll of fireball (8 HD); Zagy's spell component case; prison of Zagy; efreeti bottle (2 wishes and 900 days of service remaining).

Languages: Common, LG, Elf, Dwarf, Halfling, Gold Dragon, Centaur, Ki-Rin.

Emlyn the Gray is 60 years old, gaunt, with white hair and long white beard, and very feeble in appearance. An adventurer for many years, Emlyn was obsessed with adding spells to his books. He retired and for many years taught magic in a centaur academy, where he worked to become a sage and linguist. The Vaasan War destroyed the academy, and put Emlyn back on the road—which he hates. He is looking for a new place to settle down, and Bloodstone (if its problems can be resolved) would be a good site. Baron Tranth has knighted him and appointed him Court Wizard, and Emlyn hopes to build a tower soon. He has taken on the young and lovely Gabrielle, daughter of the village baker, as an apprentice (she has hopes of being more). He is absent-minded, pedantic, and complains constantly.

Kane, Master of Spring

16th-level Human Monk
Lawful Good

Strength 15
Intelligence 15
Wisdom 15
Dexterity 17
Constitution 14
Charisma 8
Comeliness 9

Armor Class -2
Movement Rate 30"
Command Bonus 0
Command Radius 12"
Base THACO 10 (4 o.h. att/r)
Attack Rating 25
Hit Points 40

Saving Throws: PPD 10, P/P 9, RSW 8,
BW 13, Sp 9

Special Abilities: Master Kane is an old-style (pre - *Oriental Adventures*) monk and has special abilities per PH, including A-K, 4% chance of being surprised, and thief skills of OL 99%, F/RT 95%, MS 99%, HS 99%, HN 50%) and CW 99.6%.

Proficiencies: *Weapon:* bo stick, caltrop, crossbow, dagger, jo stick, lasso, sap, quarterstaff, halberd. *Non-weapon:* animal trainer (WIS), animal noise (WIS -1), blind-fighting, direction sense (WIS +1), endurance, rope use (triple, DEX +4).

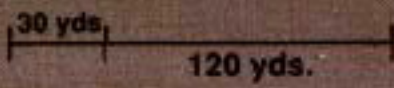
Magical Items: *carpet of flying* (smallest size).

As Master of Spring, Kane was the second-highest ranking monk of his order. Although he had long since acquired the experience needed to challenge the Grand Master of Flowers for leadership, he refrained out of respect for his venerated master. Instead, he resigned from the order and another Master of Spring was appointed to take his place. Kane took a vow of poverty and set out into the world.

Kane meditates at least four hours each day and practices his skills for another four. When he needs food or other items, he takes the most menial jobs he can find. This preserves his connection with the world. The only magic item he has retained is his *carpet of flying*, which he also uses as a meditation rug. He is 60 years old but looks 40. He remains in Bloodstone as long as he is needed, but has no desire to ever settle down.

Village of Bloodstone

Ground Scale



- Intact Wall
- Peasant Huts
- Farmland



woods



Lake Midal



gate

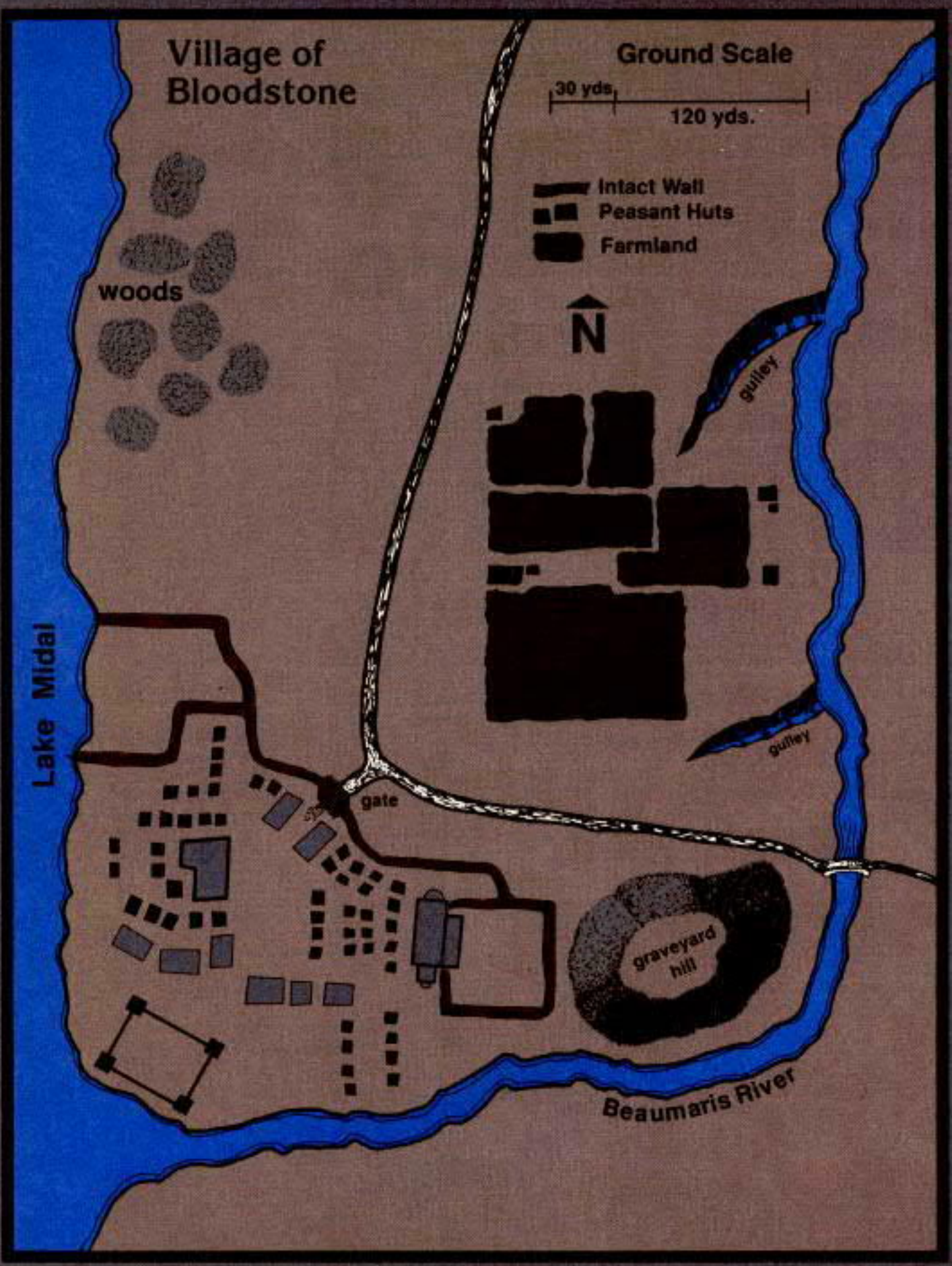
gully

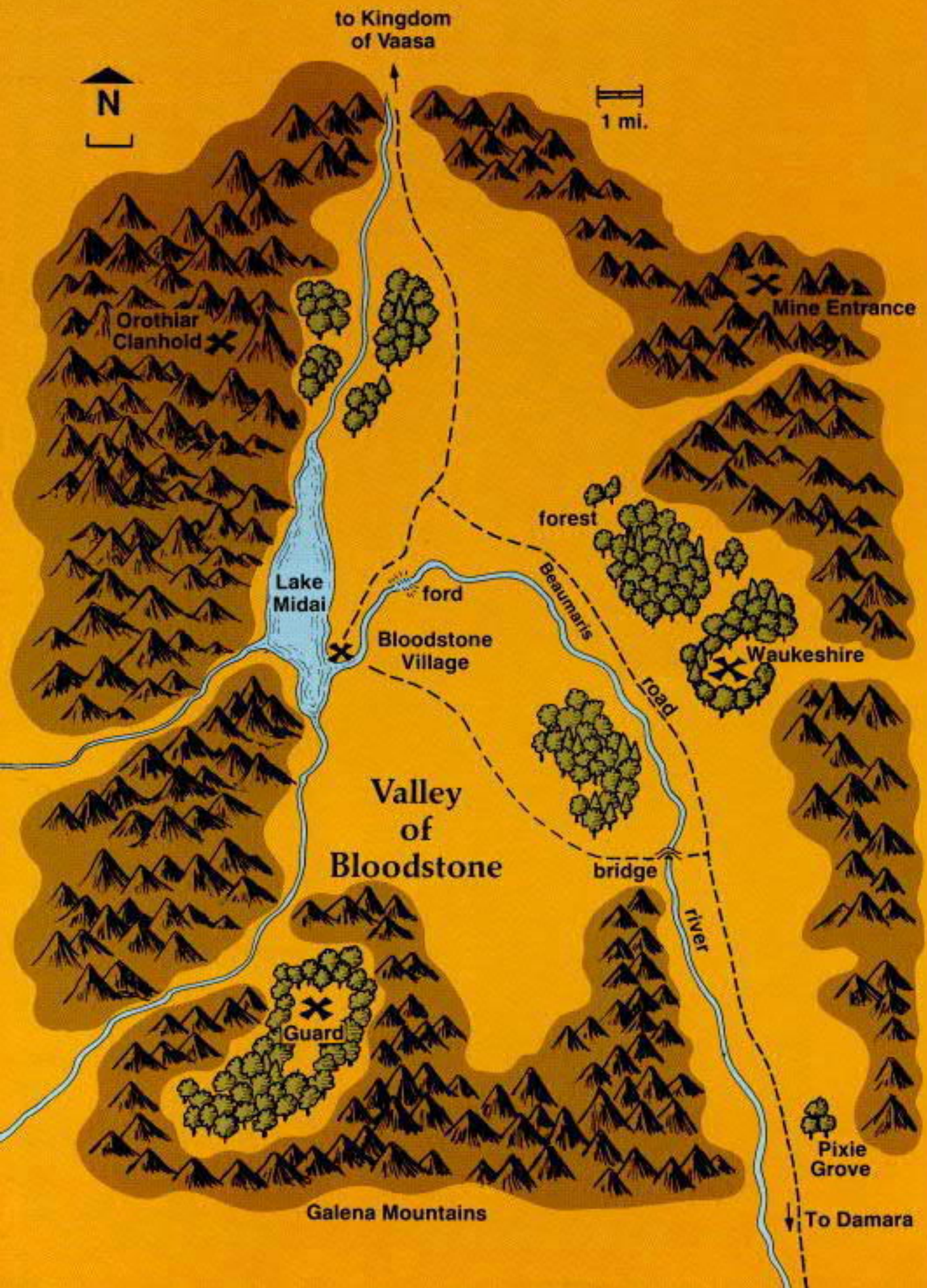
gully

graveyard hill



Beaumaris River





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