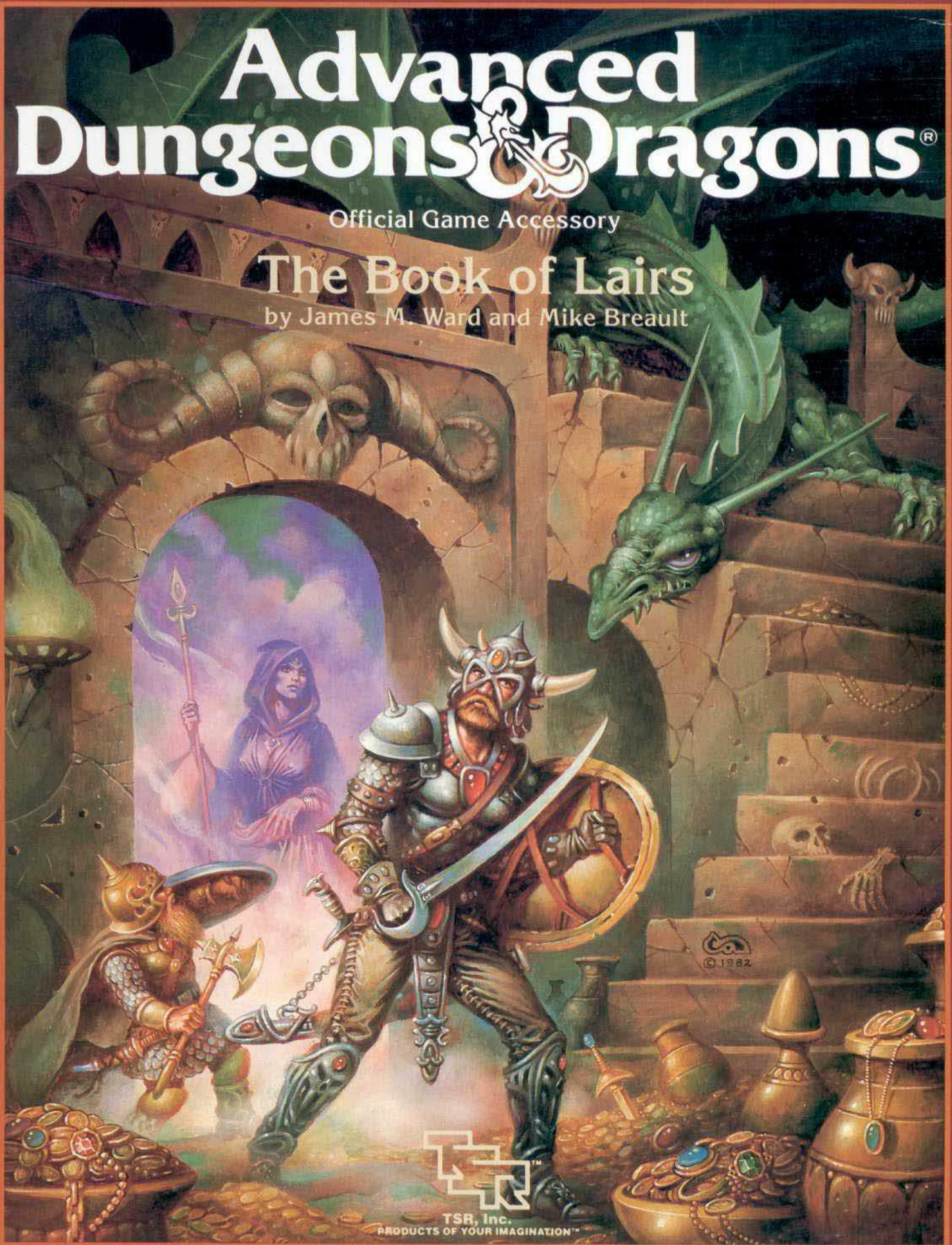


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The Book of Lairs

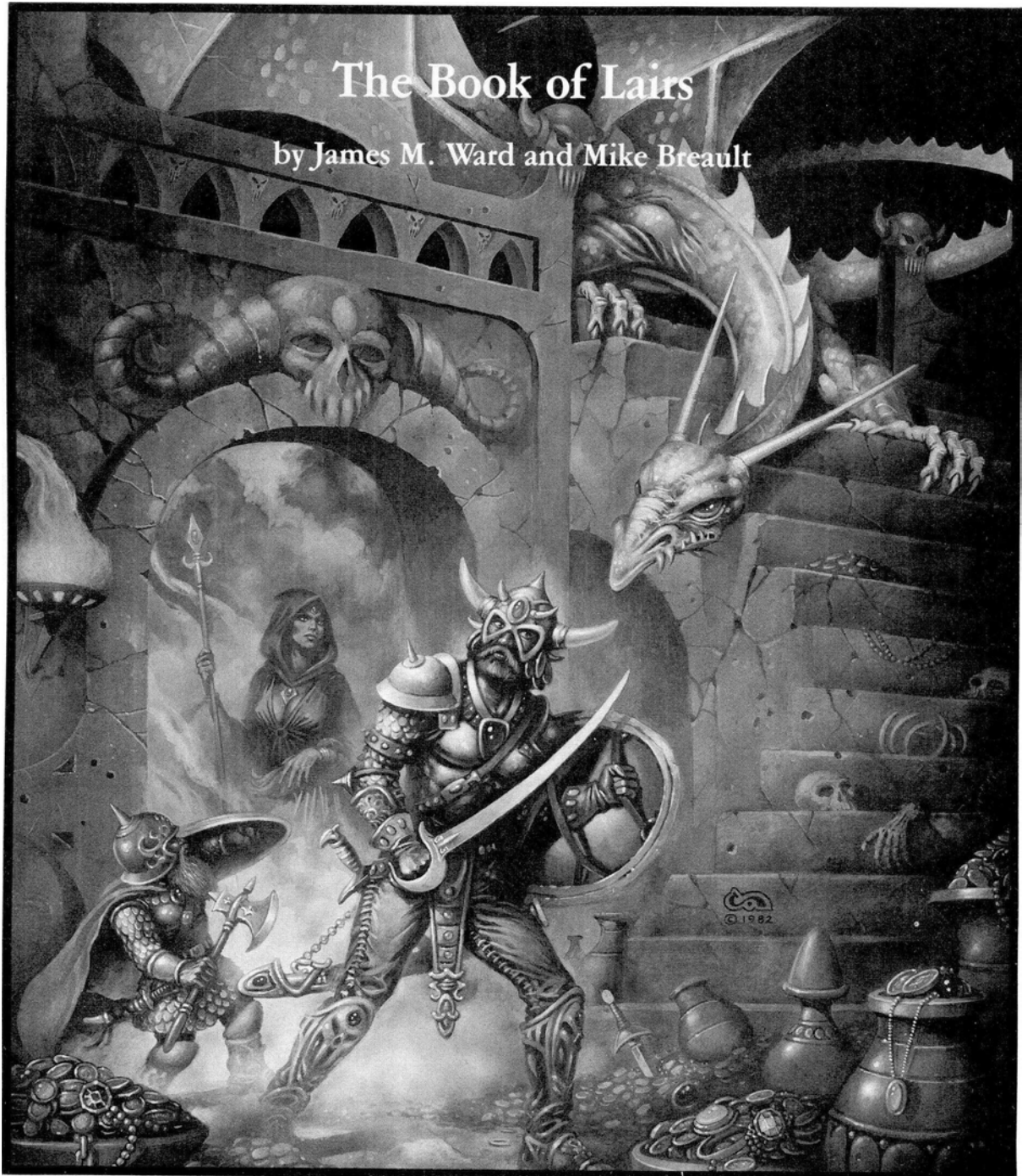
by James M. Ward and Mike Breault



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The Book of Lairs

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How to Use *The Book of Lairs*

The intent of this book is to provide the referee with a series of pregenerated encounters to insert into any AD&D® game campaign. Each creature encounter is itself a series of encounters that can be used all at once or in part during a game. The referee can easily use these encounters without much preparation during the middle of a game or can use them to start off an adventure.

The adventures in this book are organized into terrain groupings. Within each terrain type, the adventures are listed in order of increasing difficulty (from adventures designed for low-level parties to those created for high-level groups).

An index in the back of this book lists the adventures in alphabetical order with average party levels. Also in the back of the book are tables listing the statistics for all the monsters encountered in this book. This can be removed and used as a reference sheet by the DM.

Encounter Format

The creature featured in each adventure is listed at the top of the first page of the adventure. Next to the creature name is a number in parentheses. This is the total number of these creatures that might be encountered during the adventure. At the top of the first column of text is a box that contains general information pertinent to the adventure. This box lists the terrain, total party levels, total magic X.P., total g.p. X.P., and three degrees of monster X.P.

The *terrain* of the encounter is given at the top of the box. This gives the type of area the PCs must be in to encounter this particular monster. The adventures appear in terrain groupings in the table of contents. In this way, a DM can easily see what adventures are available for the type of terrain the PCs are currently journeying through.

The listing for *Total Party Levels* is an aid to the referee to determine the power of the group the adventure was designed for. If a party is larger or smaller than the total party levels listed, adjustments should be made. Adjustments can be made in several areas. To adjust the encounter downward for a weaker party, several things can be done. In all cases the creatures found in this book have above average hit point totals; halving these totals for a weaker party is one answer. Halving the damage done by traps is also another solution. In the case where the encounter must be made tougher, a simple increase in the number of creatures can bring the encounter level up to where it should be. In both of these changes a modification to the *Monster X.P.* number

should be made.

The *(Average)* listing for the Total Party Levels is a calculation that should be made at the beginning of the adventure by the DM. This is an indication of the power and type of creatures a party should be facing. If the party average falls below or above the listing for the encounter by more than one, changes should be made in the encounter.

Experience points appear under three different listings for each encounter: *Total Magic X.P.*, *Total g.p. X.P.*, and *Monster X.P.*

The *Total Magic X.P.* listing deals with the magical treasures of the encounter. The *Dungeon Masters Guide* experience point values for the magical items in the adventure are added into this total. In the case of charged items, their full charge value has been given in case the referee wants to make changes in the encounter and present their players with fully charged items. It is a simple matter to scale down this experience if a lesser charged item is desired.

The *Total g.p. X.P.* listing indicates the total gold piece value of the encounter. All of the treasures have been added into this figure and appropriate subtractions should be made if the party does not find all of the treasure.

The *Monster X.P.* entry is computed from the *Dungeon Masters Guide* listings and a subjective addition has been made for the tricks and traps of any given encounter. Three listings are provided under the monster experience points. These listings are used by the DM as the situation merits. The *Kill* listing is used when the players have killed all the creatures in the encounter. The *Defeat* entry is used in the event the party drives off some of the creatures or otherwise meets and wins out over the encounters without causing the death of all the monsters. The *Retreat* listing is used if the party made an effort to defeat the creatures in the adventure, but were forced to retreat. This last entry enables the DM to recognize that the party learned from the encounter, but just could not quite finish it off.

Every encounter has one to three *Set Up* features. These are bits of information or situations to help the referee get the party into the adventure. They can also be used to get the party back on track if the group has taken an unplanned tangent and not gone the way the Dungeon Master thought they would.

This section may also contain information pertinent to all of the ways the PCs could get into the adventure (i.e., there may be three different people or situations that introduce the PCs to the adventure, but all three would enable the PCs to gain certain basic information).

Following the Set Up is the *Lair* section.

This is the main body of the adventure and includes a detailed description of the lair as well as the monsters' tactics and several separate encounters within the adventure. These encounters eventually lead to the climactic battle in which all is won or lost.

The beginning of this section gives a little bit of background on the creature(s) and why this encounter is where it is. Then there is a short description of the encounter area and what is there and easily observable. The rest of the information is the series of encounters the party will meet when dealing with the creature listed. Sometimes the end of the encounter has a brief listing that can lead the party to other encounters in *The Book of Lairs*.

Terms Used in *The Book of Lairs*

There is a set of fairly standard terms used throughout the text of this work that are defined here. Every DM should be familiar with these terms.

When a new monster is introduced in an adventure, its statistics are given in the following paragraph so that the DM will not have to thumb through the book looking for the creature's stats.

IN: Intelligence represents the reasoning and learning abilities of a character or creature.

Intelligence Rating	Represents
0	Nonintelligent or unrateable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius-level intelligence
19-20	Supra-genius
21+	Godlike intelligence

DX: Dexterity deals with a number of physical attributes from hand-eye coordination to speed of movement.

Dexterity Score	Attack Adj.	Defensive Adj.
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4
19	+3	-4

CN: Constitution encompasses the character's physique as it affects his resistance to hardship.

ST: Strength is a measure of muscle power and also factors in extra hitting and damaging abilities.

Strength Score	To Hit Adj.	Damage Adj.	Doors
3	-3	-1	1
4-5	-2	-1	1
6-7	-1	None	1
8-9	None	None	1-2
10-11	None	None	1-2
12-13	None	None	1-2
14-15	None	None	1-2
16	None	+1	1-3
17	+1	+1	1-3
18	+1	+2	1-3
18(01-50%)	+1	+3	1-3
18(51-75%)	+2	+3	1-4
18(76-90%)	+2	+4	1-4
18(91-99%)	+2	+5	1-4(1)
18(100%)	+3	+6	1-5(2)
19	+3	+7	7in8(3)

CH: Charisma is a combination of a character's persuasiveness and personal magnetism and is used if a character gets the chance to talk.

WS: Wisdom is a combination of a character's judgment, will power, and intuitiveness.

AC: Armor Class is a measure of how difficult it is to hit a creature. It reflects the type of protection worn or inherent protection a creature has due to its physical or magical nature or its speed.

Move: Movement represents the usual speed a monster is able to maintain for lengths of time. Short bursts of greater speed are possible. If more than one speed is listed, the monster can travel via two or more different methods:

- X" = ground speed
- /X" = flying speed
- //X" = swimming speed
- (X") = burrowing speed
- *X" = climbing in a web
- @X" = climbing in trees

HD: Hit Dice are used to calculate the number of hit points a monster has. This number also determines the THACO of the creature (see below) and saves of a creature.

hp: In most cases the hit points of the creatures in this book are near maximum because these creatures are "superior" versions of their species.

#AT: Number of attacks shows the number of physical attacks the creature is able to make during a given melee round. The 3/2 listing means a creature can attack once on the odd melee rounds and twice on the even melee rounds.

Dmg: Damage per attack indicates the hit point range a creature can inflict after a successful strike.

THACO: This is an acronym for "To Hit Armor Class 0 (zero)." This gives the number that needs to be rolled on 1d20 for that being to hit Armor Class 0. To determine whether the attack hits another Armor Class, subtract that Armor Class number from the THACO to see what number needs to be rolled for a hit. If a creature with a THACO of 15 attacks a PC with an Armor Class of 4, the creature needs to roll an 11 (15 - 4) to hit. If the PC is Armor Class -3, however, the creature needs to roll an 18 (15 - [-3] = 15 + 3)

This number eliminates the need to consult tables or keep charts for each character. One simple calculation tells you whether the attack hits. *You* will find that this calculation quickly becomes automatic.

SA: Special Attacks detail such things as dragon breath, magic use, and the like special abilities of creatures.

5D: Special Defenses detail things like defensive magic, camouflage abilities, etc. that must be factored into a fight with that type of creature.

MR: Magic Resistance is the percentage chance that a creature is able to ignore the effects of a spell cast at it.

AL: Alignment indicates the behavior of the monster, whether it is of good or evil intent.

- gp: gold pieces
- cp: copper pieces
- sp: silver pieces
- ep: electrum pieces
- pp: platinum pieces

Ability Checks

In an effort to simplify life for both players and DMs, and to give a character's abilities the importance they deserve, recent TSR® products have made use of a mechanism for resolving actions called the *Ability Check*.

When asked to make an Ability Check (e.g., a Wisdom Check, a Dexterity Check, etc.), roll 1d20 against the character's appropriate ability score. A roll equal to or less than the appropriate score means the action succeeded, while a roll greater than the ability score indicates failure and the character suffers whatever dire consequences await. Sometimes an Ability Check enables a character to avoid all or some of the damage from an attack. Some actions are especially easy or difficult and have bonuses or penalties to the ability score to reflect the level of difficulty.

The Ability Check is a wonderful mechanism for resolving the results of almost any action. The DM needs to decide which ability applies to the situation, whether there should be any modifiers due to circumstances, and then roll away.

The Dungeoneer's Survival Guide

The Book of Lairs is designed to be a stand-alone product. You should be able to play an adventure in this book without consulting any of the monster manuals or other reference books (except for spell effects and magical item effects, which could not be included because of space constraints).

Nonetheless, this book contains many references to rules in the *Dungeoneer's Survival Guide*. The D5G contains so many new rules and rules revisions that it was decided to inform you of the source of these new rules when they affect the play of the adventures. It is not necessary to refer to the D5G for the rules—they have been included in the text (or simple substitutes for complex rules have been included here). We just thought you would like to know where all the new rules were coming from.

The Armorer

Terrain: Mountains

Total Party Levels: Any

Experience is special—it depends on the actions of the player characters rather than the treasures or creatures in the encounter

Set Up

* All dwarves know of Shieldson the Dwarf and his skills as an armorer. When dwarves are traveling near his isolated mountain retreat, they make it a point to stop, just to look at his creations.

* Several elven armorers have come back from Shieldson's keep telling a wild tale of empty armor attacking them.

* Shieldson the Dwarf has sent several messengers out into the world to look for a party of high-level adventurers to follow a map he has acquired to an ancient dragon's treasure. He has invited the strongest fighters, and most skillful clerics and magic users to his keep for a meeting.

The Lair

Shieldson comes from a long line of armor makers. In his younger years, he adventured and became an experienced fighter, but during one battle his armor failed him and from that day on, he vowed to make armor that would never fail anyone. Now he lives in a isolated mountain castle and makes the best armor in the world. He is so good that even elves come to learn how to make better chain mail.

The problem the party discovers when they visit him is that he is dead, killed by his creations and now his magical creations are continuing where he left off.

Shieldson's keep is buried in the side of a mountain. The party encounters the guards of the door, the guards of the weapons forges, and the guards of the armor forges. If they continue, they discover the iron golem smiths and what they have done to Shieldson. The *dispel magic* spell automatically works to unanimate all the weapons and armor within the area of effect of the spell.

The Doors and the Swords

The trail to the dwarfs keep is well marked. When the party comes within 100 yards of the entrance, they see two huge double doors with large white shields attached to them. These doors are set into the mountainside and clearly mark the home of Shieldson the dwarf. As the PCs near, they notice a huge two-handed sword on the shield of each door. When they get within 10 feet, the swords attack.

Animated Two-Handed Swords (2): AC 0; Move 18"; HD 10; hp 80; #AT 3/2; Dmg 1d10 + 5; THACO 10; AL N

The swords can move up to 50 yards from the door, but they always try to stay between intruders and the door. They attack all who touch or get near the door.

When the swords are destroyed, they turn into black, smoking cinders. It requires a total Strength of 37 points to open the doors. They are not locked, just very heavy.

Weapon Forging Chambers

The party opens the doors to find a scene of carnage. There was a battle, and from the smell it took place quite some time ago. The chambers are littered with dwarven bodies. There are over 50 still-burning forges in the area and all of them have weapons in the process of being made. When the party begins looking at the bodies, they see that each one has an unusual number of weapons surrounding it. There are at least a war hammer and sword by the side of every body and some have four or five weapons. As the party approaches the middle of the area, many of these weapons rise up and begin whispering, "You must go, you must go, you must go or you will die."

Suddenly a spear, hammer, and battle axe burst into flames and float near the party's position. "We will talk to you," the flaming weapons say, "you must leave here."

The weapons call themselves the Protectors and they do not want the party to go any farther into the keep. They ignore the fact that the party was invited and these magical weapons refuse to talk of Shieldson. If the party persists, there is a battle. If the party just tries to run past, all of these weapons follow the PCs and they have to face the armor of Encounter 2 as well as the weapons of Encounter 1. The animated swords can *detect invisible*.

Animated Weapons (30): AC 0; Move 18"; HD 5; hp 25; #AT 1; Dmg six hammers (1d4 + 4), six spears (1d6 + 3), six long swords (1d8 + 3), six two-handed swords (1d10 + 3), and six morning stars (2d4 + 3); AL N

The weapons evenly divide themselves amongst the party members and always try to attack from behind if not engaged. When a weapon loses all of its hit points, it falls to the ground and becomes a +1 weapon. If these weapons are picked up and used farther along in the keep, they do triple damage to the other weapons because of the magical life they share. These weapons also strike the golems of Encounter 3 as if they were +3 weapons.

Armor-Forging Chambers

There are two suits of animated armor facing each party member. These suits range from full plate mail and shield to elven chain mail, 50% of them are dwarven sized.

The scene in these chambers is just like the

carnage of the last set of rooms, except that suits of armor lie by the bodies of the many dwarves and elves in this area. An animated armor stands blocking the way and talks to the party as they enter, "You must go or you must die," the suit whispers in a hollow voice that echoes inside it.

These suits talk to the PCs if they want to talk. The suits were created by Shieldson to guard his fortress and that is what they are going to do. They killed the elves and dwarves in this chamber on orders from the final guardians. These final guardians are creatures of metal that make the best weapons in the fortress. If a fight begins, these suits of armor are ready. They will not let the PCs past.

Suits of Armor (Two per PC): AC 2; Move 12"; HD 12; hp 88; #AT 3/2; Dmg 3d6; THACO 9; AL N

When a set of armor falls to zero hit points, it tumbles to the floor and becomes regular +1 armor from then on. Each PC should be able to find suitable +1 armor, if he can wear such.

Shieldson's Final Resting Place

The party travels through the living quarters of the keep and finally reaches the large chambers of the owner of the castle. They eventually come into a huge hall 200 yards long by 50 yards wide. At the other end, lit by glowing torches, is a large cold forge with the body of Shieldson on it. At the foot of the forge are two iron golems in the forms of dwarves. They rise up and approach the party. These are talking golems and they explain that they accidentally broke their master during a difficult task they were accomplishing for him. Now they will protect him and his property forever. They want the party to leave and threaten to kill the PCs if they do not go immediately. If the PCs hesitate, the first one breathes poison gas and two melee rounds later the other does likewise.

Iron Golems (2): AC 3; Move 6"; HD 10; hp 80; #AT 1; Dmg 4d10; THACO 10; SA breathe a cloud of poisonous gas once every seven melee rounds; SD +3 weapons or better to hit, only electrical magical attacks affect the creature and they only slow it down for three melee rounds, magical fire attacks heal it on a one-for-one point basis; AL N

These golems cannot leave the chamber. If the party moves to the body of Shieldson during the battle, they discover two weapons that could help kill the golems.

Shieldson has been laid to rest with his treasures. On the body is a *shield* +5, to his left is a *battle axe* +3 (Dmg 1d8 + 3), to his right is a *war hammer* +4 (Dmg 1d4 + 5). Buried in the now-cool coals is a fortune in jewels (total worth 100,000 g.p.).

Ogre Mage (1)

Terrain: Mountains

Total Party Levels: 24 (Average 4th)

Total Magic X.P.: 16,500

Total g.p. X.P.: 36,765

Monster X.P.:

Kill: 3,212 Defeat: 2,409 Retreat: 803

Set Up

* There are two caravans that have not returned from of the mountains in the last two months. Many wonder if bandits have taken over the passes again.

* Three horses without their riders are seen racing up to the party. If the horses are stopped, the party finds the normal equipment for three traveling fighters. The horses are lathered up as if from a long run.

* A cleric using several augury spells has determined there is a terrible force for evil that has settled in the largest pass through the mountains.

The Lair

An ogre mage has settled into a pass in the hills. It has taken the time to prepare a few surprises for those who pass by. The creature plans on getting what it can from the many caravans that enter this convenient pass through the rugged mountains. It has been powerful enough to completely destroy the guards of several small caravans and now it is overly confident.

The pass that cuts through the mountains is 40 miles long. Thousands of years ago, a river cut its way through the mountains, but now only the dry, stony trail marks its passage. Trees and brush dot the area and an occasional patch of raspberry thorns can be seen.

The ogre mage has created his traps in the middle of the narrowest point of this long pass. The monster has created a maneuverable wall of thorns. It has also fixed up some falling boulder traps for those who follow it. Three hundred yards up in the hills is a large cave where the monster dens and stores its many treasures. This cave is where the ogre mage makes its last stand if forced into a battle.

The Fire Giant

The party notices that the pass is getting narrower the farther they go. The cliff faces rise into mountains on either side and they can see signs of large rock falls in the past. As they come to within 50 yards of an especially narrow section of the pass, they see a wall of thorns that entirely blocks the passage. A 12-foot-tall fire giant in full armor stands there waiting for the party. Several huge javelins rest at his side obviously ready to be thrown.

"You will pay the toll of these mountains!"

the giant roars in the common tongue. If the party runs away, the giant attacks by throwing its javelins at a single target. Otherwise it is more than willing to enter into a discussion with the party. The giant is the *polymorphed* ogre mage.

Ogre Mage: AC 4; Move 9" /15" ; HD 5 + 2; hp 42; #AT 1; Dmg 1d6 + 5 (javelin); 1dl2 (modified halberd); SA spells while in ogre mage form only; AL LE

Spells: *cause darkness*, *charm person*, *sleep*, *gaseous form* (this it will do when down to less than 10 points), and it generates a *ray of cold* inflicting 8d8; SD *regenerates* one point per melee round

If the party attacks, they are going to have to deal with the eight-foot-tall, three-foot-thick wide wall of thorns that completely blocks the pass.

If the party talks first, they discover that the giant is a hard working sort just out to get what he can out of life. He appears cheerful and even likeable in an odd sort of way. His chieftain makes him do this duty and he does not like it, but some one has to do it. The giant charges 100 silver or its equivalent to let each PC pass. All the while, the ogre mage is gauging the wealth and power of the party. If battle erupts, the ogre mage fights until it has only 30 hit points left and then it flies away, the PCs encounter it again, though.

If the party has less than 12 hit dice, the ogre mage begins throwing javelins even if they pay up. If the group is more powerful than that, the creature allows them to pass (to the next encounter).

Boulders

The party has traveled past the first encounter by several miles and the ogre has had time to fly to its next attack point. Well hidden in the rocks above the pass, it casts a *charm person* spell on the weakest-looking member of the party. If it works, the person attacks his friends with all his might. A *sleep* spell is then cast. The ogre mage is trying to weaken the party without receiving damage to itself. It is still well hidden in the rocks.

The creature has also prepared three large rock falls to crash down on the party during the confusion, or if they try to run or climb up to the ogre mage. The rock falls come thundering down one at a time and each party member must make a successful Dexterity Check or he is bashed for 2d4 points of damage. If these attacks have seriously weakened the group, the ogre mage flies down and attacks the party in its natural form. When down to 15 or fewer hit points, it flies away in the direction of its mountain cave.

The Last Stand of the Ogre Mage

If the party has gotten this far, they have forced the ogre mage to retreat to its lair. The creature has used some of its treasures and swallowed three *potions of healing* before the party reaches the lair.

Its cave is quite easy to spot because there are several large banners flying from the entrance. Each of these banners has runes on it that proclaim the resident of this cave to be the most powerful fighter in the universe. The banners go on to say that those who enter the cave face certain death. There is also a large pyramid of skulls on the cliff face alongside the entrance. The warning to the party should be clear.

The ogre mage has cast a *darkness* spell on the entrance of the cave. Hidden in the *darkness* is an open pit with spikes at the bottom. Those who fall in suffer 6d6 points of damage from the fall and the spikes. There are no lights in the 100-foot-by-100-foot cavern beyond. The ogre mage is hidden behind some boulders waiting for the first party member to come through the *darkness*. That party member gets the creature's *cold ray*. The ogre mage is then ready to use the many javelins in the area to attack those who approach (THACO 12, dmg 1d6 + 5). When pressed into melee, it uses its specially made halberd.

If the ogre mage is down below 10 hit points, it turns *gaseous* and vanishes from the cave.

Ogre Mage's Treasure

Hidden on the sides of the cavern are several pockets of treasure that the creature has collected.

In one pile of loose earth is the following treasure: a bronze chest with 222 gold pieces; a large steel jar with a silver seal containing 222 platinum pieces; a small coffer with two emeralds (each with a base value of 50 g.p.) and pieces of jewelry (each with a base value of 1,000 g.p.); a silver-plated scroll tube has a map to the Drow Elf Lair.

By the body of the ogre mage are three empty potion bottles and on its belt are two metal potion bottles (each is a *potion of ESP*).

Very well hidden behind a wall of boulders is the real treasure of creature. It is found by a human or dwarf on a 1 in 6 chance and by an elf on a 1 — 2 in 6 chance. A silver-plated chest holds 1,000 gold pieces. A black cloth that is actually a *portable hole* contains 400 platinum pieces. Two golden, gem-encrusted chalices are each worth 1,000 g.p.

Other treasures include a one-person *flying carpet* and *drums of panic*.



Shadows (24)

Terrain: Mountains/High Plateau
Total Party Levels: 24 (Average 4th)
Total Magic X.P.: 2,000
Total gp X.P.: 9,000
Monster X.P.:

Kill: 6,632 Defeat: 4,974 Retreat: 1,658

Set Up

* Legends say there is an ancient castle in the cold mountains of the north whose floors are paved with gold.

* An ancient wizard speaks of a long-lost castle located far to the south. It is said to be the site of the first wizard of the world.

The Lair

This encounter centers around the main gate of an ancient wizard's castle. There are two outside towers, a partially open main gate, and the area between the inner gate and the outer gate.

A large brass-like wall surrounds what used to be the castle, but the party will discover only blasted ruins inside this wall. Obviously some magical force blasted the castle to rubble.

The West Tower

The tower on the left has three levels. The door is covered with runes in many languages. They say that magic-users must come to this tower first before entering the castle. The door opens easily to the touch and a *magic mouth* spell declares in common: "Welcome, noble enchanter. Please report your guild status and magical items upon entering."

The party finds a room lit by a *continual light* spell. There are seven of these spells on crystals in this chamber.

There are seven desks covered with parchments and a set of stairs leading to the next level. When the party nears the stairs, they begin to hear whispering voices saying, "Help us. Please free us." If the party talks to the whisperers, they discover that the creatures want the *continual light spells* negated. If the party does this, eight shadows (see below) come down and attack.

Studying the papers on the desks reveals that they deal with daily traffic reports in and out of the city. Hidden in a secret compartment on top of one desk is a *wand of illumination* (33 charges). Inside another desk is an iron box with a *fire trap* on it (taking the box out or opening it causes 1d4 +30 points of damage to all within a five-foot radius). The box has 1,000 gold pieces and 11 gems, each with a base value of 100 g.p.

The second level of the tower is cloaked in a *darkness* spell (this causes everyone within it to strike at a - 4). This area is an armory filled with racks of weapons usable by magic users.

There are unusually fine quarter staves, war darts, and throwing daggers in great numbers. There are eight shadows here and they attack anyone who enters the armory.

Shadows (8): AC 7; Move 12"; HD 3 + 3; hp 27; #AT 1; Dmg 1d4 + 1 plus one point of victim's Strength (Strength returns in 2d4 turns); THACO 16; SA Strength drain; SD + 1 or better weapons to hit, not affected by *sleep*, *charm*, or *hold* spells or cold-based attacks; AL CE

Light and *continual light* spells madden these creatures and they will attack the caster of such spells, but at a —2 penalty to their attack rolls.

Keep in mind that the party will not know what is happening unless they look for shadows. The shadows stop talking to the PCs if the *light* spells downstairs are not removed. If there is no light or little light in the area, the party does not know what is draining their strength (although they might be able to guess correctly).

The third level of the tower is another armory of missile weapons.

The East Tower

The tower on the right has three levels. The front door is made of a blue crystal. On it are clerical runes written in several languages that say clerics of all faiths must report to this tower. They also say the taking of this crystal door is punishable by death. Touching the door has the effect of a *cure light wounds* spell (once per day per character). If the door is removed, it explodes for 100 points of damage to all within a 50-foot radius and the door is destroyed.

The lower chamber is lined with hundreds of holy symbols for clerical orders of all types. There are four desks in this chamber and each is covered in scrolls dealing with the traffic coming in and out of the castle.

Inside the largest desk is an iron box with a *glyph of warding* on it (60 points of electric damage to anyone who opens the box). The box has 500 s.p. and 19 gems of base 100 g.p. value each.

The second and third levels of this tower are filled with clerical weapons and armor of unusually fine make. These armories are obviously to be used for the defense of the castle. In two man-sized chests on the third level are shadows. The chests have warnings about being opened. Each chest has four shadows that spring out and attack.

Shadows (8): AC 7; Move 12"; HD 3 + 3; hp 25; #AT 1; Dmg 1d4 + 1 plus one point of victim's Strength (Strength returns in 2d4 turns); THACO 16; SA Strength drain; SD + 1 or better weapons to hit, not affected by *sleep*, *charm*, or *hold* spells or cold-based attacks; AL CE

Light or *continual light* spells madden these

creatures and they will attack the caster of such spells, but at a - 2 to hit.

The Gate

The PCs are amazed by the entrance to the castle. There is a 50-foot wall of brass-like stone surrounding the castle. The gate is partially open so the PCs can squeeze in. The party immediately notices the front of each gate door has a huge dragon design on it. One is a gold dragon in the act of breathing and the other is a crouching red dragon. The eyes of the gold dragon are 1,000-gold piece diamonds. The eyes of the red dragon are 1,000-gold piece rubies.

The runes on the door tell of the greatness of the castle. There are magical nines that inform magic-users they must report to the tower to the left of the gate. There are clerical runes in several languages that inform the cleric they must report to the tower on the right. A final set of magical runes tells any reader that if they have the secret of the "great spell," they are to report immediately to the wizard.

The Barbican

Looking through the gates, one sees a dark area of about 50 by 70 feet and a partially open gate and portcullis at the back of the barbican. There are glowing crystals along both gates. As the party looks in, the shadows that are in this area start whispering to the group. If the party will only remove those glowing crystals, the whisperers will tell them of several fabulous treasures in the castle. At first it should be very difficult for the party to tell who is talking to them. Only if the most intelligent of the group makes an Intelligence Check can they tell that it is shadows that are conversing with them.

The shadows leave the party alone if the group starts removing crystals or just runs through both gates. But if the party stays within the gates for any length of time and they do not touch any crystals, then the shadows attack. Removing the crystals allows the shadows to flee the area.

Shadows (8): AC 7; Move 12"; HD 3 + 3; hp 27; #AT 1; Dmg 1d4 + 1 plus one point of victim's Strength (Strength returns in 2d4 turns); THACO 16; SA Strength drain; SD + 1 or better weapons to hit, not affected by *sleep*, *charm*, or *hold* spells or cold-based attacks; AL CE

The 22 crystals are each 10-g.p. gems with a *continual light* spell that gives off a dim light.

The gate into the castle is also partially open and it would be easy for the party members to just go through. This gate is solid steel several feet thick. There are murals of flights of dragons fighting each other on both gate doors.

Zombies (83)

Terrain: Mountains

Total Party Levels: 24 (Average 4th)

Total Magic X.P.: 4,700

Total gp X.P.: 15,000

Monster X.P.:

Kill: 7,682 Defeat: 5,762 Retreat: 1,921

Set Up

* Legend has it that centuries ago, a wizard came to a small mountain monastery begging for aid. The help he received is said to have changed his life forever.

* Mountain dwarves tell of a terrible evil that stalks the high mountain passes in the form of zombies that search for the living.

* Some clerical orders in the lowlands tell of the secret to immortality that is free to all who come to a small mountain pass.

The Lair

Fifty years ago, an illusionist/wizard (12/9) came to a small monastery in the mountains looking for the fountain of youth. He never found it, but he did find a small fountain at the heart of the monastery with minerals suitable for the creation of unusually perfect zombies. In his disappointment, he settled there and went stark raving mad. Now he greets travelers as the head of the monastery and tries to capture them to turn them into zombies.

The monastery is carved into the granite of the mountain behind it. It's divided into three concentric circles with a huge door leading to each inner section. The front entrance opens to a large chamber and its inner, *wizard locked* door leads to a wide passage that goes completely around the midmost circle. This passage has small sleeping chambers in its walls and was used in the past for the younger monks. The next *wizard locked* door leads to another large passage that goes around the final inner chamber. This passage also has small rooms in either wall. These were the sleeping chambers of the older clerics in days gone by. The final set of *wizard locked* doors leads to the inner chamber of the monastery. This chamber is a lovely rock garden lit by magical lights on all sides. In the center is a huge fountain that has been perverted by the magic of the crazed illusionist/wizard.

The Lair

Meeting the High Cleric

The monastery can be seen jutting out from the mountain as the party climbs the valley into the high hills. At first it seems the sun is shining off the walls of the place, but as one comes nearer it is clear that the walls of the monastery glow with a light of their own.

There is a huge gong to be rung in front of the *wizard locked* entrance to the monastery. It takes an unusually long time for the doors to open because the illusionist/wizard who poses as the head of the monks is casting protective spells on himself.

By the time the door opens, he has the following spells cast upon himself: *detect magic*, *protection from good*, *shield*, *detect invisible*, *protection from normal missiles*, *minor globe of invulnerability*, and *misdirection*.

This supposed head of the monastery warmly greets all who come to the door and ushers them into a large chamber. On the walls of the chamber are perches with 20 huge eagles that appear to be stuffed. If there are wounded in the party, the magic-user casts *dispel exhaustion* spells on them, calling these spells healing spells, of course. He briefly tells the group about the Monastery of the Eagles and invites them to stay on as long as they like.

The magic-user tells the party that his monks have taken a vow of silence and will not talk to them for any reason. Also, if the party hears strange noises in the night, it is just the monks going to their evening prayers. If the party attacks the Illusionist/Wizard, he and all the zombie eagles fight back.

Illusionist/Wizard: ST 8, IN 17, WI 7, CN 15, DX 16, CH 10, CM 10; AC 9; Move 12"; HD 10 + 2; hp 37; #AT 1; Dmg by spell type; SA spells; AL CE

Spells: *magic missile (five)*, *stinking cloud*, *web*, *hold person*, *slow*, *polymorph other*, *two-color spray*, *blindness*, *invisibility*, *paralyzation*, *shadow monsters*, *maze*

Zombie Eagles (25): AC 9; Move 12"; HD 1; hp 3; #AT 1; Dmg 1d6; THACO 19; SA the zombie eagles fly down from their perches in batches of five, they get one attack and then fall to the floor useless for the rest of the battle; SD blunt weapons inflict one-half damage, zombies are immune to *charm*, *cold*, *death*, *hold*, and *sleep*, turned as ghosts, holy water inflicts 2d4; AL N

If this false monk is hard pressed, he runs through the large *wizard locked* door while the eagles attack. He gathers his human zombies to help him attack the party. If the party members are tricked into believing the monastery situation, they are shown to small sleeping chambers where the stone doors are later *wizard locked*. The party notices monks walking around or praying in their small chambers. During the night, the fake monks come to take one party member at a time to be killed and turned into a zombie.

Evening Devotions

The party should know something is wrong when they are locked in their sleeping areas. Their suspicions are confirmed when they see 10 monks come for them at evening prayers. If the party has broken through their doors, these monks and the Illusionist/Wizard hunt them down one turn after the escape.

Zombies (10): AC 8; Move 6"; HD 2; hp 16; #AT 1; Dmg 1d8; THACO 16; SD immune to *sleep*, *charm*, *hold*, and cold-based spells, holy water does 2d4; AL N

The Holy Dwarves of the Monastery

If the party expresses interest in the life of the monastery, then for a bribe the Illusionist/Wizard takes them in to view the garden in the innermost circle. Here the party sees armored dwarves marching about. They are told that these dwarves are worshipping in the quiet of the monastery. The party is shown the rock garden at the center of the monastery, but is not allowed in.

If the party fights their way into this area, they have to deal with the armored zombie dwarves that protect the final door.

Zombie Dwarves (20): AC 3; Move 6" ; HD 2; hp 5; #AT 1; Dmg 1d8; THACO 16; SD immune to *sleep*, *charm*, *hold*, and cold-based spells, holy water does 2d4; AL N

The Zombie Fountain

The waters of the fountain can turn a dead body into a zombie in 12 hours. If the living drink of the fountain and make their save vs. poison (failure means death), they are able to verbally control any zombies the fountain has created.

If the party wins through this last encounter, they discover gems of all types in the garden: 11 tiger eyes (10 g.p. base), nine bloodstones (50 g.p. base), 14 amethysts (100 g.p. base), and 14 rubies (1,000 g.p. base value).

Undead (876)

Terrain: Mountains

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: Nil

Total g.p. X.P.: 23,522

Monster X.P.:

Kill: 8,868 Defeat: 4,401 Retreat: 1,467

Set Up

* Legends tell of a graveyard of wizards in the mountains, where magical treasures are said to lie exposed to the open air.

* A paladin is on a quest to vanquish one of every type of undead creature and he wants you to help him destroy a batch of ghouls he has heard of in the mountains.

This encounter deals with a graveyard in the mountainous wilderness. A large number of high-level clerics and wizards have been buried here. When near death, all of these spell casters have worked on a special portal in an effort to continue their own existence. Each has failed, but each has also left his mark on this portal. When the party comes near this area, their presence activates the undead spirits of the area that lust for any type of life force.

The Lair

The first encounter should bring the party to the graveyard of wizards. The second and third encounters bring the party to an unusual magical artifact in the graveyard.

This graveyard is located in the high hills. It is tucked between several unusually rugged mountains. The party does not notice it until they are almost on top of the area.

Ghouls

A group of six ghouls attacks the party every third hour. This continues until the party finally moves to encounter #2 or they have moved many miles out of the area. It is possible that the party could kill all the ghouls and still not move towards the cemetery. If this happens they do not face the second encounter.

Ghouls (Groups of 6): AC 6; Move 9" ; HD 2; hp 5; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; SA touch means save vs. paralyzation or character is paralyzed (elves are immune); SD ghouls are not affected by *sleep* or *charm* spells; AL CE

These ghouls are savage creatures that attack the first living body they see. *Turned* ghouls retreat toward encounter #2 and are added to the number on the tree. The DM should make sure that at least one ghoul escapes for the party to follow. The party finds a small, black, poorly formed pearl on the body of each ghoul they destroy (base value 10 g.p.).

The Gate of the Wizards' Cemetery

There is a glowing white wall all around the graveyard that generates its own field of anti-magic. A fallen tree inside the graveyard leans against the wall. Its branches droop over to the ground outside the cemetery.

The undead are coming over this tree and roaming the mountains. It is impossible to turn the undead while they are touching the tree or the wall.

This unusual barrier is the product of centuries of effort on the part of the people that are buried here. They see this as a way to prevent their bodies from being despoiled.

Six ghouls climb over the wall by way of the tree and move to attack the party when they are within 50 feet of the front and only gate.

Ghosts (6): AC 4; Move 15" ; HD 4; hp 28; #AT 3; Dmg 1d4/1d4/1d8; THACO 15; SA their stench causes a save vs. poison or the victims have a —2 penalty to their attack rolls, a ghast's paralyzation affects elves; SD all-iron weapons do double damage, *protection from evil* does not work unless supplemented by iron, they are immune to *sleep* and *charm* spells; AL CE

If the party bypasses the tree, they may enter the graveyard at the front gate.

Each ghast the PCs kill is found to be holding a low-grade emerald (base value 25 g.p. each).

Inside the Cemetery

No matter how the party enters the graveyard, they instantly see the huge magical gate artifact in the middle of the cemetery. Six ghouls appear at the gate. They each take something from the side of the gate and run right at the party.

Ghosts (6): AC 4; Move 15" ; HD 4; hp 28; #AT 3; Dmg 1d4/1d4/1d8; THACO 15; SA their stench causes a save vs. poison or the victims have a —2 penalty to their attack roll, a ghast's paralyzation affects elves; SD all-iron weapons do double damage, *protection from evil* does not work unless supplemented by iron, they are immune to *sleep* and *charm* spells; AL CE

These ghosts are also found to be holding low-grade emeralds, if the PCs check the bodies.

The Gate of the Undead

This gate is a magical archway 13 feet wide and 13 feet tall. It appears to be made of white marble, but is actually made of pure energy and impervious to magical effects of any type. It takes 200 structural points to make more than a scratch on its surface. Another 300 structural points of damage destroys it.

There are several rows of gems imbedded in the sides of the gate. These gems are easily re-

moved. The first row of 96 is a set of empty round spaces (where the pearls from the ghouls fit perfectly if the PCs think to check). The second row is a set of 96 spaces with 90 of them filled with low-grade emeralds (unless the party has killed several sets of ghosts already—six emeralds are missing for each group of ghosts the party met). Each emerald has a base value of 25 g.p. As the party is looking over the gate, another six ghosts emerge and on their first melee round they grab an emerald each and then they attack the party.

The third set of gems appear to be rubies and the party can see now that there are 96 of each type of gem. Each has a base worth of 35 g.p. The fourth set is a row of white crystals (that appear to the untrained eye to be diamonds, having a base worth of 10 g.p.). The fifth and sixth sets are low-grade amethysts (having a base worth of 20 g.p.). The seventh, eighth, and ninth sets are low-grade sapphires (base value 30 g.p.). The 10th set has only 12 gems and each is a perfect blue-white diamond with a base value of 1,000 g.p. These are in a circular pattern at the base of the arched gateway.

Each of these gems, when lifted from the gate, causes 1 point of damage to the person who removed it. These gems also radiate magic of a summoning nature. The workings of the gate are very simple. Groups of six undead come out of the gate at random intervals. First ghouls, then ghosts, wights, spectres, wraiths, zombies, shadows, vampires, ghosts, and finally one lich for every diamond. The DM should use the monster chart if the party allows these creatures to appear. Each undead must take its gem from the gate as it emerges.

Party members who place anything through the gate discover that the object becomes icy cold to the touch and takes 50 points of cold damage. If a party member attempts to go into the gate, he loses two energy levels for his trouble and two more ghoul pearls appear in the row of spaces for ghouls. The gate hurls the offending party member to the ground with powerful, icy winds that blast out from the center, swirly mass of gray that the party sees in the middle of the gate. The gate itself tests out to be aligned lawful good and is not magical in nature.

The only way to end the summoning power is to take out all the gems. As the last gem comes out the gate, turns to dust.

Any undead that appear always move toward the party, even if the party is hiding at a distance. The DM should have emerging undead look straight at party members even before these creatures grasp their gems. Then they move toward the party.

Mummies (6)

Terrain: Underground Tombs

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 5,300

Total g.p. X.P.: None

Monster X.P.:

Kill: 10,348 Defeat: 7,761 Retreat: 2,587

Set Up

* You have heard many storytellers speak of the twin peaks of Ishtar and the treasure at their base. *You* have decided to see for yourself if there is such a treasure.

* A magic-user discovered that every time he used his crystal ball to look toward the peaks of Ishtar they were wrapped in a magical mist. He is forming a party to discover why.

The Lair

An ancient mystic with knowledge in the magical and clerical arts learned how to create mummies. In experimenting with the technique, he created a new type of mummy unlike any ever known. When he died, his last magical act was to command his new creations to take his mummified body to his tomb.

The front entrance of the crypt opens into the alcove of the first encounter. Stairs lead down into the second area and that encounter. In the first chamber, on the wall above the stair-passage, is the secret door to the mystic's chamber. The alcove, the larger chamber below, and the stair-well are covered in white plaster and decorated in egyptian-style murals dealing with creating mummies and the philosophy of the dead in general.

The Lair

Guardians of the Tomb

The entrance to the tomb is hidden by artificial plants and boulders the mystic created long ago. If the party find the front door, they are confronted by an unusual sight. The double doors are of marble and there is a large gold disc locking the doors that must be broken. Careful study reveals that the golden disc was broken before, but seems to have been replaced and carefully melted back into shape. The PCs must cause 25 points of physical or magical damage to the disc before it will break.

Once the disc is broken, the doors fling themselves open and the party is faced with two huge, black-skinned hairless dogs. The beasts do not attack unless attacked themselves. The dogs are on pedestals and appear as statues unless the party tries a magical or physical attack. If the dogs are left alone, they wait until the party is dealing with the second encounter and then they come down the stairs

and attack from behind.

Mummy Dogs (2): AC 3; Move 15"; HD 4 + 3; hp 30; #AT 1; Dmg 1d12 plus disease; THACO 15; SA *fear* (as a mummy, but only when they attack—it causes a save vs. magic or be paralyzed for 1d4 melee rounds, because of the unusual nature of these dogs, saves are at a +2 penalty and humans get a +4 penalty to their saves); touching the dogs causes a rotting disease that is fatal in 1d6 months; the disease negates all cure *wound* spells; SD only harmed by magical weapons and these only do one-half damage (round up); immune to *sleep*, *charm*, *hold*, and cold-based spells; poison or paralysis do no harm; holy water causes 2d4; creatures killed by mummies rot and cannot be raised unless a *cure disease* or *raise dead* are cast within six turns; AL LE

The rear of the alcove has a narrow set of stone stairs leading down into darkness.

As the party moves single file down the stairs, they are confronted with an awful stench from below. It should remind them of bodies that have lain out in the sun for months. There are 333 steps and they end in a dimly glowing chamber of great size.

Chamber of Twos

The stairs end in a huge chamber where hundreds of creatures stand in pairs. The viewer sees many monsters standing right alongside more mundane creatures. Immediately by the door are a pair of frost giants, a pair of polar bears, a pair of winter wolves, and a pair of snowy haired elk. The frost giants are unusual in that they do not have a bit of hair on their bodies. Other pairs can be seen as the party advances down the hall, including the following: black bears, golden bears, and cave bears; mammoths, elephants, and mastodons; and the list continues through 111 pairs of creatures.

The source of the horrible smell is a set of nine piles of rotting matter in the wide path between the two groups of creatures. These are apparently the rotting remains of a set of adventurers. The material includes useless adventurer supplies, moldy armor, and weapons that give off an aura of magic, but are so pitted and rusty as to be useless.

The Giants

If the party despoils any of the stuffed pairs, uses magic in the area, or touches the giants, they are attacked by the giants.

Mummy Frost Giants (2): AC 4; Move 12"; HD 8; hp 51; #AT 1; Dmg 4d6; THACO 13; SA *fear* (as a mummy, but only when they attack—it causes a save vs. magic or be paralyzed for 1d4 melee rounds; touching the mummy causes a rotting disease that is fatal in

1d6 months; the disease negates all cure *wound* spells; SD only harmed by magical weapons and these only do one-half damage (round up); immune to *sleep*, *charm*, *hold*, and cold-based spells; poison or paralysis do no harm; holy water causes 2d4; creatures killed by mummies rot and cannot be raised unless a *cure disease* or *raise dead* are cast within six turns; AL LE

The Mystic's Resting Place

If by luck or skill the party rips off the plaster of the alcove and finds the secret door to the mystic's chamber, they open it and discover a wonder. The chamber is lit by a *continual light* spell and is only 30 feet long on a side, but it has a tremendous ceiling. The ceiling is needed because at the foot of the sarcophagus stands a huge apple tree in full bloom. The sweet fragrance of apple blossoms fills the outer area as the secret door is opened. If the party enters or uses magic in the small chamber, the mummy tree attacks.

Mummy Treant Apple Tree: AC 0; Move 12"; HD 6; hp 40; #AT 2; Dmg 3d6; THACO 15; SA *fear* (as a mummy, but only when it attacks—it causes a save vs. magic or be paralyzed for 1d4 melee rounds; touching the mummy causes a rotting disease that is fatal in 1d6 months; the disease negates all cure *wound* spells; SD only harmed by magical weapons and these only do one-half damage (round up); immune to *sleep*, *charm*, *hold*, and cold-based spells; poison or paralysis do no harm; holy water causes 2d4; creatures killed by mummies rot and cannot be raised unless a *cure disease* or *raise dead* are cast within six turns; AL LE

The sarcophagus holds the form of the mystic and naturally he attacks if his resting place is opened.

Mummy Mystic: AC -3 (magical protections); Move 12"; HD 6 + 3; hp 51; #AT 1; Dmg 1d12 ; THACO 13; SA *fear* (as a mummy, but only when it attacks—it causes a save vs. magic or be paralyzed for 1d4 melee rounds; touching the mummy causes a rotting disease that is fatal in 1d6 months; the disease negates all cure *wound* spells; SD only harmed by magical weapons and these only do one-half damage (round up); immune to *sleep*, *charm*, *hold*, and cold-based spells; poison or paralysis do no harm; holy water causes 2d4; creatures killed by mummies rot and cannot be raised unless a *cure disease* or *raise dead* are used within six turns; AL LE

This mummy is wearing the following: *ring of free action*, *ring of protection* (+6 on AC, +1 on saves, making him AC —3), a pale lavender *ioun stone* (absorbs 1st-4th level spells), and a *scarab of protection*.



LARRY
DALL

Brigands (130)

Terrain: Village/Mountains
Total Party Levels: 36 (Average 6th)
Total Magic X.P.: 4,450
Total g.p. X.P.: 9,900
Monster X.P.:

Kill: 11,423 Defeat: 8,567 Retreat: 2,856

Set Up

* The PCs hear a rumor in town that a group of villagers are desperate to hire adventurers. The villagers await interested parties in the central square of the town.

* The PCs are approached by several villagers who need help to defend their village from brigands. They can offer no reward but the honor of defending the helpless (though they do mention that the brigands might have a hoard from raiding villages).

The villagers tell the PCs that a group of brigands has been preying on their village for years. The brigands descend upon the village at harvest time and take all the foodstuffs they want. The villagers have always been too afraid to fight back, but this year's harvest is going to be the worst it has been since the brigands arrived. If the brigands steal their usual share, the villagers will starve. Faced with starvation, the village elders decided they might as well fight if they were going to die either way. Thus they sent out trusted men to find brave and honorable adventurers who would help them defend their village.

The Village

The village the PCs are asked to defend is three days' travel from where the PCs meet the villagers. Once there, the PCs find a small farming community of about 200 people. It consists of about 40 huts, as well as a grist mill and storage barn for the villagers' crops. The village is bounded by dense forests to the north and west and by fields to the south and east. A shallow stream in a deep bed runs between the village and the fields. A 10-foot-wide dirt road runs through the village and into the forest and fields. A three-foot-high stone wall surrounds the village proper, with gaps on the north and south for the road.

The villagers say that the crop is due in three weeks and the brigands always come right after the crop is brought in. There are 70 able-bodied men in the village who can be formed into a crude militia of 0th-level fighters. Peasants (70): AC 7; Move 12"; hp 5; #AT 1; Dmg 1d6; THACO 20; ALLG

There are also 30 old men and women who can wield short bows and free up the younger men for melee defense.

Women and old men (30): AC 9; Move

12"; hp 3; #AT 1; Dmg 1d6 (short bows); THACO 20; ALLG

No one in the village knows where the brigands live. All they can tell the PCs is that the brigands always come on the road through the forest to the north of the village. If the PCs want to attack the brigands in their home base, the village elders try to talk them out of it, saying that it might be best if they fortified the village and trapped the brigands as they rode into the village. The brigands would certainly be surprised and would be in a much more vulnerable position here than in their stronghold. If the PCs insist on finding the brigands' lair, the villagers point out that they are virtually defenseless without the PCs and beg the PCs to reconsider or at least to help them formulate plans for defense before going to the brigands' hideaway. If the players decide to go to the brigands' stronghold, see the Brigands' Lair section.

If the PCs decide to fight in the village, they find that the villagers have quite a lot of weapons. The villagers bring out 30 short bows with 300 arrows, 60 spears, 10 javelins, 20 swords, 50 shields, and 20 set of leather armor. They are untrained in the use of all but the shortbows.

The PCs have three weeks to train the men to fight and to fortify the village. The village elders sit down with the PCs to discuss ideas for fortifying the village. Show the players the map of the village during this discussion (you may also want to make a larger version of this map for play during the actual battle). The village elders want the PCs to come up with defenses they can erect to stop or slow down the brigands. After the PCs give their ideas, the elders have the following suggestions for improving the village defenses (if the PCs do not suggest these themselves).

* The stone wall that encloses most of the village can be built up to be higher and deeper.

* A log barricade can be erected along the inner bank of the stream and across the southern road. If the brigands attack from that side they would have to dismount and climb the barricade, presenting easy targets as they climbed.

* The road through the forest can be trapped with concealed pitfalls. Spikes at the bottoms of the pitfalls would increase the damage to the victims.

* Barricades can be erected across the forest road as it enters the village. Movable sections would enable the villagers to pour out from behind the barricade and then close it behind them if they need to retreat.

* Barricades can be built alongside the road through the village. This way the brigands can

be confined if they break through the outer barricade. They are then easier targets for village bowmen. These barricades can open up in the center of the village where villagers with spears and javelins will await any brigands who get through.

With these preparations underway, the villagers feel better about the PCs reconnoitering the brigands' hideaway, if they still insist upon doing so.

The Brigands' Lair

The PCs travel for two days before coming to the brigands' camp. It is located at the end of a narrow valley in low mountains. A 500-foot-long, 20-foot-high circular wooden wall surrounds the encampment. The camp consists of about 10 large huts surrounding an even larger central hut. At the far end of the camp is a corral that contains about two hundred horses.

The inhabitants of the camp are humans of all ages and both sexes. The PCs see many children playing within the camp walls, as well as a large number of women. There are approximately 400 people in the camp, split about equally between men, women, and children. Alert guards with crossbows and swords stand on a walkway along the inside of the fence at about 20-foot intervals. (At night the guards are also equipped with torches mounted against parabolic mirrors to light the ground for 300 feet around the camp.)

The composition of the brigands' home force is as follows (30 of the 2d-level brigands remain in the camp while the rest raid):

Brigands (130): AC 5; Move 12"; HD 2; hp 11; #AT 1; Dmg 1d6; THACO 20; AL CE)

Brigands (6): AC 4; Move 12"; HD 3; hp 17; #AT 1; Dmg 1d8; THACO 18; AL CE)

Brigands (4): AC 3; Move 12"; HD 4; hp 22; #AT 1; Dmg 1d8; THACO 18; AL CE)

Brigands (3): AC 2; Move 12"; HD 5; hp 28; #AT 1; Dmg 1d8; THACO 16; AL CE)

Brigands (2): AC 2; Move 12"; HD 6; hp 34; #AT 1; Dmg 1d8 + 1 (16 Strength); THACO 16; AL CE)

Brigand Lieutenant (1): AC 1 (plate mail and *shield* +1); Move 12"; HD 7; hp 41; #AT 3/2; Dmg 1d8; + 2 (ST 17 and *sword* + 1); THACO 12; AL CE)

Brigand Leader: AC -1 (plate mail +2, *shield* +1); Move 12"; HD 9; hp 55; #AT 3/2; Dmg 1d8 + 6 (ST 18/76 and *sword* +2); THACO 8; AL CE)

In addition to these forces, the brigands also have two captive clerics who are forced to heal wounded brigands.

Cleric (5th level): WS 17; CN 15; AC 2; Move 12"; HD 5; hp 32; #AT 0; AL N

Spells: *bless*, *cure light wounds* (x4), *slow poison* (x 5), *animate dead* (x 2)

Cleric (3d level): WS 12; AC 2; Move 12"; HD 3; hp 15; #AT 0; AL N

Spells: *cure light wounds* (x 2), *slowpoison*

The higher level cleric has created 30 zombies that accompany the brigands by use of his *animate dead* spell on peasants killed by the brigands. The brigands' leader forces the cleric to create them and send them against the villages the brigands rob.

Zombies (30): AC 8; Move 6"; HD 2; hp 12; #AT 1; Dmg 1d8; THACO 16; AL N

Both clerics are kept near the leader at all times. If the PCs have time to study their opponents, they note that the leader always keeps his sword at the throat of one of the clerics (the 5th-level cleric). If the leader is engaged in melee or otherwise removed from this guard duty, the cleric immediately sends his zombies against the brigands while both clerics run for the safety of the village. There they explain that they were captives, forced to aid the brigands. They beg the PCs to protect them and pledge their spells and zombies to the PCs' cause.

The 2d-level brigands are equipped with longswords and short bows. The rest of the brigands are equipped with longswords and crossbows.

The PCs should get the impression that an attack on the brigands' camp would not only be very risky, but also would almost certainly kill women and children—an action not to be taken lightly by good or neutral characters.

The Brigands' Treasure

The brigands' treasure horde is kept in the large central hut and contains the following: 9,000 gp, 8,000 sp, 10,000 cp, and many standard weapons of all types.

The Battle for the Village

If the PCs decide to battle the brigands at the village, the DM is going to have a large-scale battle on his hands. To simplify the DM's task, the battle can be thought of as two separate battles: one between the PCs and the high-level brigands and one between the peasants and the low-level brigands. The PCs' first task is to eliminate the higher level brigands in an area while the peasants battle the lower level brigands (the higher level brigands attack the PCs as they seem to be the leaders of the defense). Once the PCs have taken care of the high-level brigands in their area, then they can help the peasants hold off the other brigands.

To give the players the impression that their PCs are leading the peasant force in the de-

fense, the DM has to supply a lot of the "feel" of a large conflict. There is quite a lot of opportunity for role playing before, during, and after the attacks. Allow the players to interact with the villagers, to see villagers being cut down next to them, to see and hear successful attacks from the brigands, etc.

As an alternative to the above method, the DM could be run using the BATTLESYSTEM™ rules. The units will all be on the 10:1 scale and the DM can create a playing field using the accompanying map as a guide. The BATTLESYSTEM rules are not necessary to play this adventure, however.

Before the brigands attack, the village elders and the PCs sit down and plan where to best allocate their manpower resources. There should be a group of defenders along each of the four sides of the village, as well as a group in the center of the village to shore up weak spots along the perimeter and to defend against brigands who break through the barricades. A few bowmen should be with each group of defenders, but the majority of them can stay near the village center to take care of breakthroughs. Once the battle begins, the village elders leave it up to the PCs to assign defenders to trouble spots and rearrange the defenses.

The general course of the attacks on the village are outlined below. Provide the players with vague information about attacks occurring in other areas of the village (e.g., PCs defending on the north side might hear battle sounds on the south side and then screams and fighting in the center of the village if an attack breaks through the south barricade. The DM must also adjust the listed result for the presence of PCs and any clever stratagems they think of. Spells may also significantly alter the outcome of an attack (but the brigands are not stupid; once they see a spell caster with the defenders, they spread out more and the spell caster finds himself to be the target of 1d4 + 1 arrows each round.

The peasants' actions listed below assume no guidance or commands from the PCs. The DM should use the listed actions to tell the players what the peasants want to do (or what they seem about to do) and then let the players decide whether to allow that or to give them new orders.

The attacks occur in several waves, waves. Each wave comes 10 minutes (one turn) after the previous one. If the result of an attack calls for more casualties than can be filled, then that side is wiped out in the attack (e.g., if an attack result lists 12 peasant casualties and there are only eight peasants present, then the peasants are wiped out there and the brigands clamber over the wall and into the village).

In these attacks, the first few ranks of brigands are 2d-level fighters as the brigand leaders believe strongly in leading from the rear. The 3d-level fighters attack the PCs first, then the 4th-level fighters attack once all the 3d levels are dead, the 5th-level brigands attack when the 4th levels are dead, etc. The 2d-level brigands automatically run away if there are no brigands above 2d level left in an attack. In all attacks, brigands in back are lofting arrows at any peasants and PCs not engaged in melee. PC spell casters find 1d4 + 1 arrows per round fired at them (bowmen have THACOs of 20).

After an attack has been repulsed, the brigands involved retreat out of sight into the forest to regroup. Five 2d-level bowmen guard against attacks from the village while the brigands regroup.

While the brigands are regrouping, the defenders have time to assess the weak points in the defense, reassign villagers and PCs to the most likely attack points, remove the dead and wounded, and generally react to the last attack.

First Wave

The entire brigand force (100 2d levels, six 3d levels, four 4th levels, three 5th levels, two 6th levels, one 7th level, and the 9th-level leader) attacks down the forest road, riding horses, in two columns. The peasants charge out at them with spears (unless the PCs give them other orders). Several stay back and fire their longbows at the brigands; the brigands farther back fire their shortbows at the peasants. Four 3d-level brigands charge any PCs present. The brigands above 4th level hang back and assess the unexpected resistance of the villagers (and identify the PCs as the leaders). The brigands withdraw (brigand bowmen provide covering fire) after five rounds. Four brigands are dead (plus any the PCs kill) as are three peasants.

Second Wave

After the brigands are repulsed, they prepare for battle in earnest. There are three simultaneous attacks in this wave.

1) Another attack down the road, this time 35 2d-level brigands led by the remaining 3d-level brigands plus a 5th-level brigand. If there are no PCs here (or if the PCs are defeated) then four peasants and eight brigands die and the attack breaks through the barricade in five rounds. Eight brigands get through and kill seven more peasants before being killed near the center of the village. If at least one PC remains fighting at the barricade, then there is no breakthrough and the brigands withdraw after seven rounds, leaving 10

brigands (plus any killed by PCs) and six peasants dead.

2) Attack across stream on east side of village. Thirty-five 2d-level brigands, two 4th-level brigands, one 5th-level brigand, and one 6th-level brigand attack here. The PCs are attacked by the higher level brigands while the peasants and 2d-level brigands clash. If there are less than two PCs here, 10 brigands swarm over the barricade and attack into the village. Without at least two PCs, nine brigands (plus any killed by a PC) and six peasants die at the barricade (in four rounds of fighting) and 10 more brigands and eight more peasants die in seven rounds of fighting in the village. With two or more PCs, the brigands do not break through the barricade and add the PCs' kills to the nine brigands the peasants kill (four peasants die). PCs in the center of the village cut the peasants' losses in half if the brigands break through into the center.

3) This attack occurs across the stream on the south side of the village. The force consists of the 30 zombies, 20 brigands, the cleric, and the leader. The brigands and leader hang back while the zombies are sent to test the defenses. The zombies attack until they are all dead (again). If the zombies break through, they ramble into the village and the brigands charge in after them. The brigands withdraw if all the zombies die without breaking through the outer defenses (each round, three zombies and two peasants die, in addition to any casualties the PCs inflict).

Third Wave

The remaining brigands are split into three equal forces (spread those above 2d level as evenly as possible). This time the 7th-level lieutenant attacks with the brigands across the southern stream and the 9th-level leader attacks with the force along the forest road. Remember that the brigands in any attack run if there is no one above 2d level attacking with them.

1) The highest level fighters in the leader's force all attack PCs, doubling up against them where possible. If the cleric is still with the brigands, then the remaining zombies also attack here. The leader guards the 5th-level cleric. Unless the PCs stated that they were removing the bodies after the first attack, there are at least seven bodies here. The cleric does not have to concentrate on his zombies, so he casts *animate dead* on the first round of the combat. Five of the bodies (two peasants and three brigands) rise up and attack the defenders. Roll a save vs. petrification for each peasant in the defending force. Those who fail drop their weapons and flee in fear for 1d4 rounds (they flee toward the center of the vil-

lage and return after the 1d4 rounds are up).

If less than two PCs are here, then the attack breaks through the barricade in five rounds (eight peasants and 10 brigands die) and 10 2d-level brigands break into the village. They kill 10 villagers (including three women who took up long bows and killed three brigands) in seven rounds before they are all killed. If the PCs at the barricade are all eliminated, then the rest of that brigand force is also in the village (one peasant and one 2d-level brigand die each round, the higher level brigands last for a number of rounds equal to their level and kill a number of peasants equal to their level. If any PCs are present, they take on the higher levels. The leader cannot be killed by the peasants, kills a peasant per round unless fighting PCs, and retreats if all the other brigands die).

2) This attack across the south side of the stream is identical in tactics and results to attack #2 of the second wave, except that the 7th-level brigand is present and must be engaged by a PC or the attack swarms over the barricade, killing seven peasants and six brigands. The rest of the force charges into the village (see attack #1 of this wave for results). If a PC repulses or kills the 7th-level brigand, then the attack is stopped at the barricade with seven peasants and 12 brigands dead.

3) This attack is through the woods to the north of the village and begins five rounds after the other two attacks. If no PCs are defending this side of the village, the attack breaks through, killing eight peasants and six brigands. The remaining brigands charge through the village. If a PC is here and stays up for six rounds, the attack is repulsed and three villagers and eight brigands are dead.

Final Wave

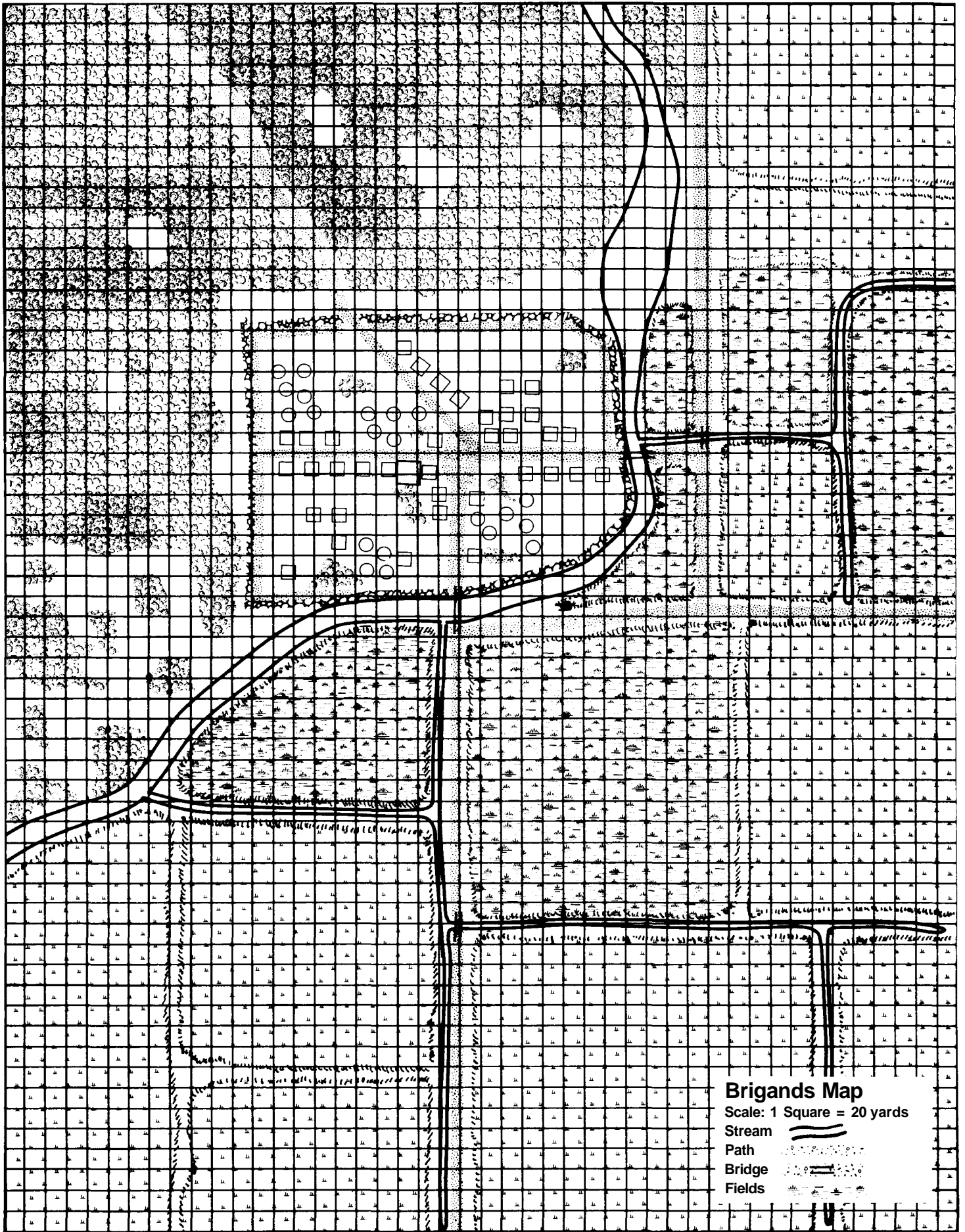
The brigands regroup in the forest once more. If there are no brigands of 4th level or higher, the brigands retreat to their stronghold in disarray. Otherwise, they split up into two equal groups and make a final round of attacks.

1) This attack occurs across the east side of the stream. The brigands charge the barricade, leaders attacking any PCs here. Without PCs, the peasants are overwhelmed and the brigands take the barricade in five rounds. All defending villagers here and half the brigands die. The rest of the brigands charge into the village. If at least one PC is here, the brigands are held off as long as a PC keeps fighting. If they have not broken through in seven rounds, the brigands retreat leaving half their number dead (plus the casualties inflicted by PCs) and half the villagers dead.

2) This attack occurs across the south side of


the stream. The tactics and results are the same as in attack #1 above.

If both the final wave attacks are repulsed (or if all brigands who break through the barricades are killed), the brigands retreat in disarray toward their stronghold. The PCs can talk the remaining peasants into following the brigands if they point out that they can end this menace once and for all. If the PCs follow the brigands, they find that the brigands reach their camp before the PCs can catch up (unless the PCs use a magical means of travel). If the PCs attack the camp, remember that there are 30 brigands who remained behind to guard the camp, in addition to the brigands who raided the village.

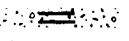


Brigands Map

Scale: 1 Square = 20 yards

Stream 

Path 

Bridge 

Fields 

Rock Reptiles (4)

Terrain: Mountains
Total Party Levels: 42 (Average 7th)
Total Magic X.P.: 2,800
Total g.p. X.P.: 2,500
Monster X.P.:
Kill: 4,252 Defeat: 3,189
Retreat: 1,063

Set Up

* This encounter can occur as the PCs are traveling through any rocky or mountainous area.

The Lair

Two adult rock reptiles and four of their young live in a lair deep beneath the path that the party now walks. Generations of these creatures have carved an intricate lattice of narrow, winding tunnels and small grottoes in the rock. The main tunnel contains many side tunnels that branch off and lead to dead ends. All of these tunnels are between two and three feet wide. The main tunnel eventually leads to the chamber that is the primary living area for the reptiles. The only other exit from this chamber is a very well concealed emergency exit that leads to the surface far from the main entrance, which exits right next to the path.

Over the generations, this family of rock reptiles has developed a method of catching prey with little danger to themselves.

The Lair Entrance

The entrance to the lair is at ground level and is very well concealed amongst a jumble of boulders right next to the path. An adult reptile waits inside the entrance for prey to wander along the path. The reptile is so well hidden that it surprises on a 1-5. When a group of creatures passes by, the reptile waits until the last one passes and then jumps it and drags it back into the tunnel.

If the reptile fails to surprise its quarry, it still drags the victim back into the tunnel, but the victim gets one attack on the reptile.

Rock reptile: AC 3; Move 6" ; HD 5 + 12; hp 44; #AT 1; Dmg 1d4 + 12; THACO 13; SA surprises on a 1-3; SD chameleon-like powers; AL N

The last character to pass by the entrance gets attacked by the rock reptile (roll randomly if there is more than one character in the last rank). The character is surprised on a 1-5 and the rock reptile automatically has initiative even if the character is not surprised. The reptile bites the character's leg (1d4 + 12 points of damage), holds on, and drags the character back through the lair entrance. (The character gets no shield or Dexterity bonuses to his Armor Class. Any attack roll but a 1

means the reptile has successfully grabbed the character's leg.)

Whether or not the attacked character is surprised, all the rest of the party knows is that their companion let out a shriek and was last seen being dragged backwards into a hole beneath some boulders. The other characters cannot see the rock reptile since it was behind the victim and already in the hole when the others turned around to look. The creature's charge was a double speed and everything happened too fast for the party to react. The victim must roll a successful Strength Check to hang onto any items he had in his hands.

The victim sustains no hit point damage after the initial bite, as the reptile drags the character after it down the tunnel toward the lair. The character's position (dragged by the leg through a two- to three-foot-wide tunnel) prevents him from attacking the reptile by any means. Also, there is a 20% chance per round that the character's head strikes a protruding knob of rock and the character is knocked unconscious for 1d10 rounds.

The rock reptile drags its dinner through 30 feet of tunnel before entering a small cave. This cave is about six feet wide, but unexpectedly high (12 feet). Clinging to the ceiling is the other rock reptile. It will drop on the captured character if he is struggling (automatic hit, 1d6 points of damage and the character is knocked unconscious for 1d10 rounds). The second reptile then climbs back up to the ceiling to wait for any pursuers from the surface. If the captive is not struggling, the second reptile stays on the ceiling and awaits any would-be rescuers.

The victim is dragged through 60 more feet of tunnels before the reptile reaches its lair (see "The Lair Chamber" for a description). Once there, the rock reptile throws the captive into a corner where four young rock reptiles are waiting.

Young rock reptiles (4): AC 3; Move 6"; HD 2 + 4; hp 18; #AT 1; Dmg 1d4; THACO 16; SD chameleonlike powers; AL N

The young want to play with their food before dinner. They make mock charges at the character and tunnel into the trash beneath his feet to pop up under him and knock him down. (A captive spellcaster would not have time to concentrate on a spell because he is constantly being knocked down and charged into.) The adult reptile watches to ensure that the young are not hurt. The character is in no immediate danger (though it may not appear this way to him) unless he harms one of the reptiles. Then the young attack in earnest and the adult joins in.

If the captive looks for escape routes, he notices a narrow ledge on the cave wall, six feet

above the surface of the trash. He can climb up there and be out of the reach of the young (but not the adult). If the character stays up there for more than five rounds, the adult comes over and drags him down (1d6 points of damage) for the young to play with. He cannot find the reptiles' emergency exit as it is well buried under the trash at the far end of the chamber.

The adult remains near the tunnel entrance, listening for signs of pursuit. It will leave its post (to drag the captive down from the ledge or protect its young against the character) only if it hears no rescuers within 30 feet of the chamber.

The Pursuit

If the other PCs decide to rescue their comrade, keep in mind the restrictive environment they are venturing into. Any character without infravision needs a light if he is to see at all. These tunnels are so narrow (and the characters take up so much room in them) that a character who is more than 10 feet from a light is unable to see anything. Characters (even dwarves and halflings) have to crawl through the tunnels, limiting movement to 3" per round. The small tunnels also limit most attacks to short stabs and swings, thus the characters' attacks all suffer a -5 penalty to their attack rolls. Weapons such as longbows, broad swords, and battleaxes cannot be used here.

Human-sized characters in armor will have some tight squeezes in the tunnels (make them sweat a bit—roll some dice and announce that they made it through, this time).

About 15 feet down the tunnel, the party runs into a colony of giant ants. This consists of 35 workers and seven warriors.

Worker giant ants (35): AC 3; Move 18"; HD 2; hp 14; #AT 1; Dmg 1d6; THACO 16; AL N

Warrior giant ants (7): AC 3; Move 18"; HD 3; hp 22; #AT 1; Dmg 2d4; THACO 16; SA if mandible attack hits, will try to sting for 3d6 points of damage and poison (save vs. poison or too sick to attack for 1d4 rounds); AL N

The ants were stirred up by the passage of the rock reptile and its victim. As the characters bang and scrape their way past the ants' nest, the insects swarm out of their side tunnel and attack. The ants attack all the party members in equal numbers.

A torch may be used as a weapon (1d3 points of clubbing damage plus 1d6 points of burn damage), but each time the torch scores a hit, there is a 20% cumulative chance that it goes out.

If the characters explore the tunnel the ants

came from, they find that it twists for about 15 feet before ending. In a heap at the end, the characters find three gems (100 gp each).

The Ambush

Fifteen feet farther down the main tunnel, the characters enter the small cave with the second rock reptile clinging to the ceiling. The reptile drops on the first character to enter the cave (surprises on 1-5, if not surprised, roll a Dexterity Check with a -3 to avoid the reptile, if hit then 1d6 points of damage and victim is stunned for 1d10 rounds). The reptile drops directly in front of the tunnel entrance so as to prevent any more than one character from entering the cave. If the lead character was hit, then the reptile crouches on top of him, preventing him from getting up or attacking. The character must roll two consecutive successful Strength Checks to throw the reptile off (takes at least two rounds). Meanwhile, the reptile is attacking the second character in line and preventing him from entering the cave.

Once the rock reptile is down to 15 hit points or less, it scrambles for the other exit from this cave and disappears down into the tunnel. The characters will see it again if they make it to the rock reptiles' lair chamber.

As the party crawls farther down, they notice many strange sounds, some the echoes of their noisy passage through the tunnel. Several side tunnels open off to either side. As they pass a particular side tunnel about 30 feet below the cave of the ambush, check to see if

either of the last two characters in line hears a noise coming from the side tunnel. If they both fail their hearing checks, roll again three rounds later for every member of the party. The noise is a revoltingly squishy, oozy sound. A black pudding has been attracted by the characters' invasion of its home and has come to investigate. This black pudding completely blocks the passageway.

Black pudding: AC 6; Move 6"; HD 10; hp 59; #AT 1; Dmg 3d8; THACO 10; SA dissolve wood and metal; SD unharmed by blows, cold, and lightning; AL N

If the PCs do not hear the pudding until the second set of checks, then it is now behind them, blocking the exit to the surface. It is 20 feet away from the last PC in line and catches up to him in one round. If struck with a melee weapon, the pudding splits into two five-HD, 40-hit point puddings, each of which can attack (THACO 15) and can be split in half struck again. A torch or other source of fire causes normal damage, no splitting, and forces the pudding to retreat five feet. The black pudding follows the characters if they retreat from it, even going as far as to enter the reptiles' lair, if the characters retreat there.

The Lair Chamber

Thirty feet farther down, the tunnel ends in a large cave that serves as the rock reptiles' lair. The reptiles (and their ancestors) have been here a very long time, as evidenced by the trash and refuse that covers the floor of the cave to a depth of three feet (character move-

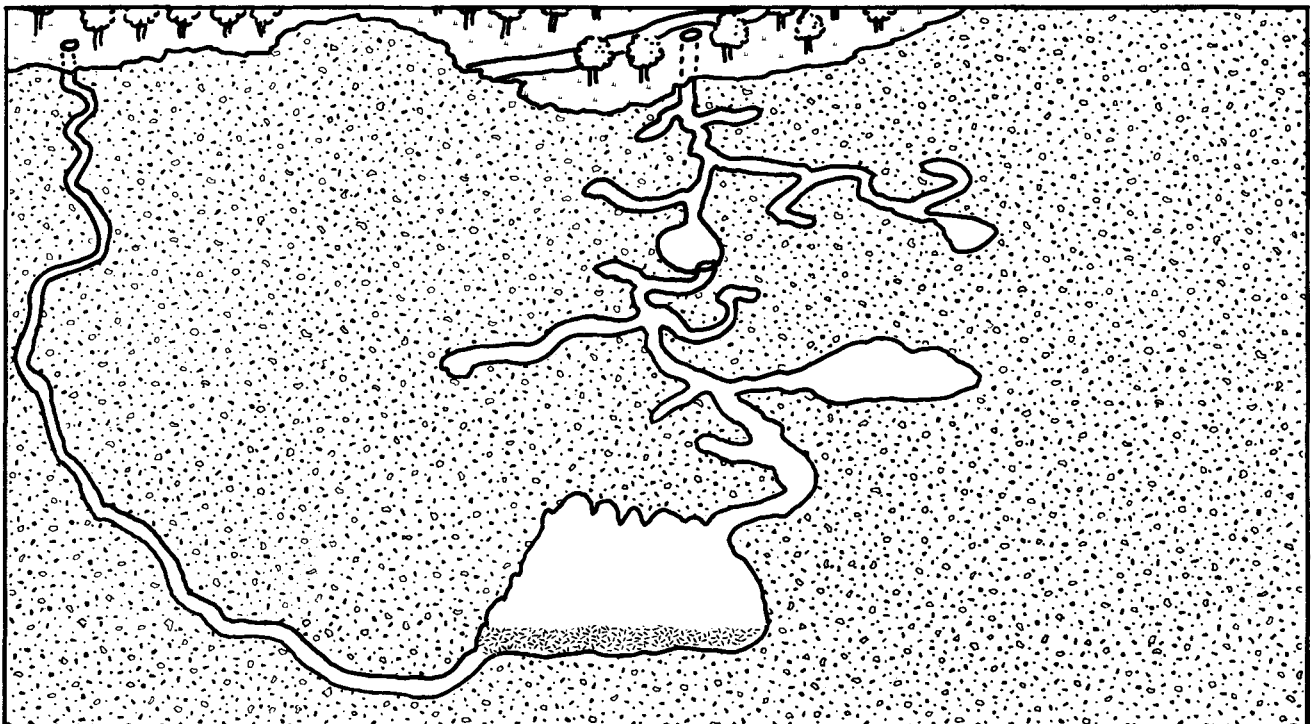
ment is half normal). The cave is roughly circular and about 30 feet across and 10 feet high (three feet of which is filled by trash). The trash contains several sets of buried armor and weapons as well as much mud, dirt, loose rock, branches, bones, etc.

Once the adult hears the characters within 30 feet of the cave, it hisses and the young begin to attack the captive in earnest, if they can reach him.

The adult reptile (or reptiles if the ambushing reptile made it back) attacks the first character who tries to enter the cave. It tries to keep the characters bottled up in the tunnel, but backs off two feet each time the character inflicts 5 points of damage on it.

If the adult is forced away from the entrance, the young leave the captive alone and burrow into the trash. A young rock reptile will surface under each of up to four characters one round after they enter the chamber (surprise on a 1-3, character knocked down if surprised and 50% chance of dropping weapon). Weapons dropped in this cave take 1d6 rounds to find again. The adult reptile fights to the death, but the young try to flee by burrowing into the trash and entering the escape tunnel if there are no adults left alive. The tunnel is buried under the trash and will take 2d10 rounds for the PCs to locate. It is 150 feet long, three feet wide, and leads directly to the surface.

The characters must spend two hours to search the trash. They find the following: 1,500 gp, two jewels (1,000 gp each), a *battleaxe* +2, a set of *plate mail* +2, and a *shield* +1.



Sylph (1)

Terrain: Mountains
Total Party Levels: 42 (Average 7th)
Total Magic X.P.: None
Total g.p.X.P.: 500
Monster X.P.:
Kill: 351 Defeat: 268 Retreat: 89

Set Up

* The PCs meet villagers who are fleeing with all their possessions down the road. They tell the PCs to turn back, for a terrible monster is destroying their village and killing their friends. If the PCs insist upon continuing, the villagers ask them to aid their friends, if they can.

* The PCs come upon a deserted village in the mountains. There are many dead bodies lying throughout the village and the buildings seem to have been smashed and torn to pieces. They hear a soft moan and discover a man still alive. He tells the PCs that a whirlwind entered his village and killed the villagers and smashed down the buildings. It seemed to know where the people were, because it veered about and headed right for the places where the villagers were hiding. As far as he knows, he is the only survivor. He says that there were rumors of many other villages that were destroyed in the same way. If the PCs do not heal him within 10 rounds of finding him, the man dies.

The Lair

The problem in this adventure is a sylph that has been placed under a *geas* by an evil magic-user. This *geas*, cast on a whim from a desire to do evil, constrains the sylph to lay waste to all the villages within 25 miles of her lair. Each week for the past month, the sylph has *conjured* an air elemental, accompanied it to a nearby village (remaining *invisible* in the woods nearby), and commanded it to destroy the village and its inhabitants. Four of the 10 local villages have been demolished thus far.

Sylph: AC 9; Move 12"/36"; HD 3; hp 22; #AT 0 Dmg 0; SA 7th-level magical ability (see "Spells" below), *conjure* air elemental once per week; SD *invisibility* at will; MR 50%; AL N

Spells: 4 1st, 3 2d, 2 3d, and 1 4th
Suggested: *charm person*, *sleep*, *magic missile*, *shield*, *mirror image*, *stinking cloud*, *web*; *fireball*, *slow*; *ice storm*

Air elemental: AC 2; Move 36"; HD 16; hp 100; #AT 1; Dmg 2d10; THACO 7; SA +1 to hit and +2 to damage in aerial combat, 16-foot-high whirlwind for one round—kills all under three HD and inflicts 2d8 points of damage on those above three HD; SD +2 or better weapon to hit; AL N

Whether or not the PCs decide to help the rest of the villages repel this threat, the PCs encounter a group of 20 elderly villagers within one hour of the time they first hear of the troubles. These are the elders of the remaining villages and they have come to plead for the PCs to help them. The PCs were spotted as they entered the area and the villagers feel that such stalwart adventurers as these may be their only hope against the evil that has descended upon them. They beg the PCs to help them, but they have little to offer as reward. They pledge that if the PCs vanquish the evil, each PC will have the service of five of the villages' hardest young men as retainers and fighters for three years (the villagers are desperate enough to promise the PCs anything).

If the PCs agree to help, the elders tell them all they know about the evil forces. The PCs find out that the attacks come once per week, that a few villagers were never found after the whirlwind leveled their villages, and that the next attack is expected tomorrow. The elders have no idea which village will be the target. The only way for the PCs to find out is by spell casting (a *commune* spell, for example).

The Eye of the Storm

The next day, another village is attacked at dawn. If the PCs are concentrated in one or two villages, the attack occurs in a village 15 miles away and is over before the PCs arrive. If there is at least one PC in each village, randomly pick the village that suffers the attack.

If a PC is in the village that is attacked, he sees a whirlwind suddenly appear in the village and smash through buildings for one melee round (killing 2d10 villagers in the process). Then the whirlwind dissipates and reveals a cloudy, seemingly insubstantial creature. If the PC has seen air elementals before, then he recognizes this creature. If not, then he may still be able to guess what it is. The elemental rampages through the village, smashing buildings and hurling people through the air. If the PC runs away, the elemental ignores him and continues demolishing the village and its inhabitants. If the PC attacks, the elemental concentrates its fury on the puny human who dared defy it. If the elemental has trouble with the PC, then the sylph casts a *web* spell against the PC (and then *fireball* and *ice storm* if they are needed to end the PC's interference). The sylph remains concealed in the woods around the village and stays *invisible* when not casting a spell or fighting. If the battle goes badly for the elemental, the sylph flies away *invisible* after casting her spells (after all, she can always *conjure* up another air elemental next week).

If the village attacked has no PCs protecting it, then the PCs learn of the attack when a frightened villager runs up to the elders and tells them that yet another village has been razed. If the PCs wish to go there, the elders lend them horses (unless they have their own) and a guide leads them to the crumbled remains of the village. It looks like the other leveled villages with bodies and buildings strewn over the surrounding countryside. The PCs find no unusual tracks in the village, but the ground has been swept free of all loose dirt and leaves. They also note that no looting occurred as there are some coins and semi-valuable trinkets scattered throughout the devastation. If the PCs check the woods, they find several sets of small, shallow humanoid footprints, all apparently made by the same being.

If the PCs try to find the monster's lair, they must locate it by magical means as the *invisible sylph* traveled through the air and thus left no trail (the elemental is dismissed once it has razed the village). None saw her unless a PC was there and could see or detect *invisible* creatures. If the PCs cannot locate the sylph's lair, skip to the paragraph beginning "If the PCs do not find" on the following page for the sylph's next attack.

If the PCs have the means to locate the sylph's lair, they find it in a cave 600 feet up a steep mountainside. It takes the PCs five hours to reach the mountain. Unless they can *fly* or otherwise magically ascend the slope, the PCs must climb up the treacherous mountainside to attack the sylph. If you have the *Dungeon's Survival Guide* rule book, refer to the climbing (and falling) rules on pages 14-16, 19-20 to judge the success of the PCs' attempt to scale these formidable heights. The mountainside should be considered a slightly slippery surface with ledges. If you do not have the *DSG* rule book, use the following guidelines:

1) All the PCs can try to climb the mountainside.

2) Thieves climb at 12 feet per round, other characters climb at half that rate.

3) Every 200 feet, each player rolls a Dexterity Check for his PC (roll against *climb walls* percentage for thieves). Those who fail slide 20 feet down the mountainside, suffer 1d6 points of damage, and roll another Dexterity Check. Success means that the PC has grabbed hold of something and stopped his fall. Failure means he keeps sliding—this time 40 feet farther and he receives 2d6 points of damage. The player keeps rolling Dexterity Checks until the PC dies, reaches the bottom of the slope, or a successful check is made. Each successive time a check is failed, the PC

falls twice as far and suffers twice as much damage as in the preceding check. For example, a player who fails three checks in a row finds that his PC has fallen 140 feet (20 feet for the first check, 40 feet for the second, then 80 feet for the third) and has suffered 7d6 points of damage (1d6 plus 2d6 plus 4d6).

4) If the PCs are roped together, and at least one PC does not fall at each check point, then the farthest any PC can fall is 60 feet from the sure-footed character (all PCs are stopped after failing two Dexterity Checks and receiving 6d6 points of damage). If all characters fall at the check point, then they fall until someone succeeds at his check and then the others fall no more than two more checks.

5) As per the *Dungeons Survival Guide* rules (page 30), the PCs suffer a -2 penalty to all their attack, damage, and save rolls while on the mountainside.

The sylph hears the PCs when they are 150 feet below her cave. She first casts *sleep*. Treat any PC who succumbs to the spell as if he had failed two Dexterity Checks while falling (i.e., slides 60 feet down the slope, suffers 6d6 points of damage, then rolls a check to halt his fall or he receives 8d6 more points of damage and slides another 80 feet, rolls another check, etc.) unless the PCs are roped together, in which case the PC only falls 10 feet and suffers 1d6 points of damage before the rope halts his fall.

If the PCs have taken a week since the last attack to find the sylph's lair, then the sylph next *conjures* an air elemental and sets it against the PCs. Use the D5G rules on fight-

ing on sheer surfaces (page 30) or assume that a successful hit by the elemental is treated as if the PC failed a Dexterity Check and fell. The PCs are also at a -2 penalty to their attack and damage rolls.

Next, the sylph casts an *ice storm* spell. Unless the PCs are very spread out, the spell affects all of them (the spell has a 60-foot radius and she casts it in the center of the party). In addition to the 3d10 points of damage (no saving throw) from the spell, each PC may also be knocked down the mountainside by the buffeting (roll Dexterity Checks with a -6 penalty. Those who fail slide 40 feet, receive 4d6 points of damage, and roll another check for twice the distance and damage.). The sylph tries any method available to keep the PCs from climbing to her lair. If she has no useful spells left, she pushes small boulders down on the PCs as they climb (2d4 points of damage, she needs a 14 to hit), one rock per three rounds.

If the PCs fight through to the cave and the sylph has no helpful spells remaining, she covers in the back of the small cave and begs the PCs to free her from her bondage. She tells them (if they let her) that an evil wizard cast a *geas* spell upon her which forced her to wreak this horrible evil on the villagers. She begs the PCs to take her to a powerful magic-user, as a *wish* or *remove geas* is the only way to negate the *geas*. It is obvious to the PCs that it required great effort on her part to tell them this and she seemed to visibly weaken as she spoke.

If the PCs spare her and agree to take her to where she can be cured, she points out that

the villagers would not be so magnanimous and that it would be best if the party just left—the villagers will know the PCs succeeded because the attacks stopped. The sylph does nothing to arouse the PCs' suspicions, but she is still under the *geas* and tries to destroy the party as soon as a week has passed. At that time she waits until nightfall, then *conjures* an air elemental and commands it to attack the PCs while she flies away (if she is bound, she first has the elemental release her). She then returns to her lair and resumes her ways once she can *conjure* another elemental.

If the PCs do not find the sylph's lair before a week is up, the sylph again *conjures* an air elemental to ravage another village. This time the village is on that is watched by the PCs. Roll randomly if the PCs are guarding more than one village. The actions of the elemental and the sylph are the same as on the previous page if a PC tries to interfere with the elemental's mission. The elemental fights to the death, but the sylph remains concealed (and *invisible* as much as possible), casting spells and then fleeing when it looks like the elemental only has a few more rounds of life.

The only treasure in this adventure is 500 gp the villagers manage to come up with from the possessions of those killed by the sylph. There are also the five retainers that each PC receives (1st-level fighters, swords, leather armor, and shield).

The experience listed under "Monster X.P." is only for the sylph. The PCs also receive 6,900 XP per air elemental killed.



Basilisks (6)

Terrain: High Mountains

Total Party Levels: 48 (Average 8th)

Total Magic X.P.: None

Total g.p. X.P.: 21,000

Monster X.P.:

Kill: 8,072 Defeat: 6,054 Retreat: 2,018

Set Up

* The most famous stone cutters have all gone to the crystal caves to study the statues found there.

* Legends handed down from father to son have long mentioned the wealth found behind the crystals of the Cave of Mirrors high in the mountains.

* A treasure map tells of the Cave of Mirrors and the fabulous gems that can be found there.

The Lair

A huge underground system of tunnels and chambers honeycombs a set of mountains. The largest entrance to the area is a set of caves filled with growing crystals. These crystals are mirror-like and grow quickly in the damp air of the caverns. They grow unusually fast over the openings of caverns and there are many such areas that lead down into the caverns below. There are underground lairs of many types of creatures in these mountains, but the basilisks live closest to the surface by these crystal caves. They are kept from leaving to the lower areas by the creatures found below and they cannot get any higher because of the mirror finishes of the crystals up above.

There are three sections of caverns in this adventure: the first is filled with statues and shattered crystals; the second has quickly growing crystals and several tunnels to lower areas of the mountain; the last section contains the lair of the basilisks and entrances deeper into the caverns.

The Statues of the Basilisks

The sides of the entrance to this area are covered in mica chips that reflect the light of the sun or moon and make the area seem to glow. Whatever light source the party uses in these chambers is greatly magnified by the reflective powers of all the crystals in the chamber. Even a bullseye lantern brightly lights the cavern as its light bounces off thousands of crystal facets and mica chips.

The entrance is quite large and opens into a 20-foot-long cavern. There are 10 humanoid statues in front of 10 exits out of this area. Each of the statues is in the act of chipping stone. There are shards of colored quartz all over the floor, but these are all flawed and rel-

atively worthless. The statues in this chamber are of men and elves in ancient armor and dress. Four of the elven males are in warrior's garb. The statues could be worth taking and selling in a large city.

Each of these statues is a skilled stone cutter or stone mason of some type. If they are rescued from their condition, they will serve their rescuers for a reasonable length of time.

The statues in this chamber have changed the air flow of the cave and inhibited the growth of the crystals. If these statues are moved, the crystals begin to grow again over the entrances to the tunnels.

Each of the 10 exits in this upper chamber leads to a different tunnel that twists and turns for 50 yards and ends in the north end of the next chamber.

Chamber of Growing Crystals

There are four statues of men in this chamber and each is in front of a crystal-blocked exit. There are eight blocked exits and each is filled with a different colored quartz crystal: light yellow, pale rose, dusty grey, lime green, black, deep orange, snowy white, and sky blue. The crystals are fist sized and there are 120 of them per exit. Each one of these crystals has a base value of 10 gold pieces. New crystals form in this cavern at the rate of one per 35 days.

Chipping them out is going to be a difficult process for the untrained stone cutter. There is a 50% chance per crystal that it breaks during chipping. If the cutter is a dwarf, the chance is only 30%. If the cutter is used to working with stone, the chance is only 30%. If the cutter is not concentrating on what he is doing, there is a 90% chance that the crystal breaks.

The following chart reflects the chance of a curious basilisk quietly appearing at the hole and looking at the cutter.

Crystals Taken	% Chance of Basilisk Appearing
10-20	20%
21-35	30%
36-47	50%
48-59	75%
60-75	85%
76-100	95%
101-120	100%

When 76 crystals are gone, the hole is large enough for a basilisk to step through. It sticks its head out, but it will not step through unless all the exits are partially chipped away so that it will not be turned to stone by its glance reflecting off the crystals.

The tunnels the basilisks come down are well lit due to the light sources of the party. If

the group tries to watch for basilisks, they meet the creatures' gaze the first time any of them round a corner. If a basilisk can come into the chamber, it attacks the party.

Basilisks (5): AC4; Move 6"; HD 6+1; hp 42; #AT 1; Dmg 1d10; THACO 13; SA gaze turns to stone, there is at least a 50% chance that a party member attacking a basilisk meets its gaze and then he must save vs. petrification; a basilisk's save vs. its own gaze is a 12; AL N

Dead basilisks that are not turned to stone have 1d10 amber nuggets embedded in their skin. Each nugget has a base value of 100 g.p.

Den of the Basilisks

The main lair of the basilisks is a large set of volcanic vents that twists in and around themselves. Spells like *lightning bolt* and *fireball* are very likely to turn on the thrower in these areas. All of the vents are 10 feet wide and tall. There are six platforms in this area where the basilisks have obviously been living and eating. Each one of these has 1d20 amber nuggets (base value of 150 g.p. each). The rest of the basilisks that did not appear up above are in this area and ready for battle. The largest one comes at the party from behind as it is hiding in a vent above the entrance the party arrives through.

Basilisk (Oldest and Largest One): AC 4; Move 6"; HD 6+1; hp 42; #AT 1; Dmg 1d10; THACO 13; SA gaze turns to stone, there is at least a 50% chance that a party member attacking a basilisk meets its gaze and then he must save vs. petrification; a basilisk's save vs. its own gaze is a 12; AL N

If this creature is killed without being turned to stone, the party can find seven unusually fine amber nuggets, each with a base value of 200 g.p.

Harpies (12)

Terrain: Mountains

Total Party Level: 48 (Average 8th)

Total Magic X.P.: 6,950

Total g.p. X.P.: 3,500

Monster X.P.:

Kill: 16,884 Defeat: 12,663 Retreat: 4,221

Set Up

* The PCs meet a distraught group of pilgrims on a road in the mountains. The pilgrims claim that each night for the last three nights, a member of their group has disappeared without a trace. They beg the PCs to help them find their friends.

* The PCs are camping out near the a mountain range when one of the PCs on guard duty is spirited away in the middle of the night.

The Lair

A group of harpies in these mountains has been raiding the camps of travelers, grabbing someone and flying back to their nest for a feast. If the PCs are drawn into this by the pilgrims, they are given a harpy tail feather and told that it was found near where the lost pilgrims were last seen. Any PC who has fought harpies will recognize the feather.

The Kidnapping

Regardless of whether the PCs meet the pilgrims, their first encounter with the harpies occurs at night as the PCs are camped. The harpies descend on the PCs' camp and grab one of the guards on watch (the harpies prefer to eat humans, otherwise determine which watch and which guard randomly).

Harpies (12): AC 7; Move 6"/15"; HD 3; hp 24; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; SA Singing and *charm* touch; AL CE

The PC receives no warning and is totally surprised by the attack (the harpies fold wings and plummet so fast that even if the PC is looking up, he has no time to do more than shout). The PC is grabbed by four harpies (and suffers 1d4 points of damage in the process) and hoisted up into the air on the same round. The victim must roll a save vs. spell each round. As soon as he fails a saving throw, he is *charmed* and stops shouting for help.

Meanwhile, the remaining eight harpies are singing to distract the other guards. Each guard must roll a save vs. spell with a —4 penalty to the save (-1 for every two harpies singing). Failure on any save means that the guard tries to follow the harpies and the other PCs awaken to find the guard staring bemusedly into the sky (he snaps out of it if spoken to). The guards who were not grabbed can describe what happened and in which direction the harpies flew. The direction is not the way to the harpies' home as they are careful to fly in a different direction until they are out of sight.

If the PCs head off in the direction the guards saw the harpies take, they will not find the harpies' lair. They will, however, see the harpies flying off in the distance at night. The PCs can track the harpies to their mountain lair after one day of travel.

The harpies' lair is a circular, 60-foot-wide nest lodged between boulders near the top of a moderately steep, 500-foot-high hill. The PCs can reach this either by flying or by climbing.

If the PCs fly to the nest, the griffons (see below) challenge them as they reach the 400-foot point. The griffons attack the PCs unless they are somehow assured of the PCs peaceful intentions toward them. If the griffons attack, the harpies wake up (they are usually asleep during the day) and attack any PCs who are free of the griffons (see below for tactics).

The Climb to the Nest

If the PCs decide to climb the hill, it will take them 40 rounds (thieves can climb it in half that time), barring interruptions. If the PCs climb roped together, they have several minor slips and slides on the way up, but no major disasters. If they are not roped together, each PC has a chance of falling at the 200- and 400-foot points. Each player rolls a Dexterity Check for his character(s) when the party reaches 200 feet and 400 feet. Failure means that the PC slides 20 feet down the hillside, suffers 1d6 points of damage, and rolls another check. The PC keeps sliding down the hill and receiving damage until the player makes a successful Dexterity Check or the PC reaches the bottom of the hill. The PC may re-

sume climbing when he stops sliding and need not check again when he reaches the height he fell from.

There are other hazards on the climb besides the PCs' clumsiness. At 100 and 300 feet the PCs encounter two giant constrictor snakes.

Giant constrictors (2): AC 5, Move 9"; HD 6 + 1; hp 45; #AT 2; Dmg 1d4/2d4; THACO 13; SA constriction for 2d4 points of damage against victim every round, takes four characters to loosen snake; AL N

These snakes attack as the lead PC(s) climb onto their ledge.

After the players check for falls at 400 feet, a pair of griffons peer over a ledge at the PCs who remain and screech a warning at them. The griffons leave the PCs alone if they retreat or go around the griffons' nest. The PCs can also try to talk to the griffons. If they do, the griffons tell them to avoid their nest as they will protect their young at any cost.

If the PCs insist on climbing straight up the hillside, 12 adult griffons attack.

Griffons (12): AC 3; Move 12"/30"; HD 7; hp 50; #AT 3; 1d4/1d4/2d8; THACO 13; AL N

The griffons fly into the air and attack as the PCs climb up to their nest, so the PCs are at a distinct disadvantage. Each PC suffers a -2 penalty to his attack, damage, and save rolls. In addition, the PC cannot include his Dexterity or shield bonuses in his Armor Class as he is clinging to the hillside with his weaponless hand. (These rules are from the *Dungeoneer's Survival Guide*, page 30.)

If a climbing PC suffers damage from a griffon attack, that player must roll a Dexterity Check for the PC—failure means that the PC slides 20 feet down, receives 1d6 points of damage, and makes another Dexterity Check (as outlined above).

In the griffon nest are 20 fledgling (non-combatant) griffons.

All this noise arouses the harpies out of their usual daytime torpor. They fly up and survey the situation, staying out of the fight until the griffons lose half their numbers. Then the harpies join the battle, concentrating on PCs who have no griffon opponents. The harpies hover about 30 feet away from the

hill and sing to the free PCs. Any PCs not in melee with griffons must save vs. spell. Those who fail fall 20 feet down the hill (they fall because they try to reach the harpies and cannot), suffer 1d6 points of damage, and then roll a Dexterity Check to stop themselves. Those who fail again slide 20 more feet, receive 1d6 points of damage, and repeat this process until they finally succeed on a Dexterity Check, die, or reach the bottom of the hill.

The PCs left are meleed by the harpies. PCs struck by a harpy must successfully roll a save vs. spell or become *charmed*. *Charmed* PCs step off the hillside and fall 20 feet down the hill (see previous paragraph for falling PCs).

If the PCs get past the griffons peacefully, they are undetected until they reach the harpies' nest. The harpies hear them climbing the last few feet and vault into the air out of reach, but now the PCs can climb into the nest and not suffer the penalties associated with fighting while clinging to a sheer surface. The harpies' tactics and the effects on the PCs are the same as in the previous paragraph, but here the PCs can help each other resist the ef-

fects of the singing and *charm*. Unaffected PCs can hit those who are *charmed* or entranced by the singing (treat these PCs as AC 10). The blow causes 1d3 points of damage, but the harpies' spell is broken. While the PCs are in the nest, the harpies screech at them, saying things like, "Just you wait 'til our mother gets here!"

In the nest the PCs discover the partially eaten remains of several bodies—none of which appear to be that of their kidnapped comrade. If a PC spends three rounds searching the nest, he finds the missing PC, all trussed up and unconscious (shaking him will wake him up), none the worse for the experience except for a terrible fear of flying.

The harpies fight until only two are left (this is their home after all), but there is another surprise in store for the PCs. Ten rounds after the harpies begin fighting, a roc shows up and attacks the PCs furiously. This is the harpies' "mother." The harpies' true mothers long ago destroyed the roc's real eggs while the bird was out feeding and replaced the eggs with baby harpies. The roc was none the wiser

and raised the greedy little harpies as her own. Since the harpies of course never reached full adolescent roc size, the roc has never made them leave the nest. The harpies have thrived under her protection.

What this means for the PCs is that the roc fights as if defending her young. It has a +2 bonus for all attack and damage rolls.

Roc: AC 4; Move 3" /30" ; HD 18; hp 140; #AT 2 or 1; Dmg 3d6/3d6 or 4d6; AL N

If the roc hits the same victim with both of its claws, it grabs the PC, flies off to the side, and drops him (20d6 of damage from the 500-foot fall unless magical means are used to save him). This takes three rounds.

The Harpies' Treasure

If the PCs kill the roc, the harpies fly away if there are less than six of them left. The PCs can now explore the nest and find the missing PC (if they have not already). Rooting through the refuse in the nest, the PCs find the following: 3,000 gp; 1,000 ep; a *sword* +3; a *broom offlying*; a human-sized suit of *plate mail* +3; a *shield* +3.



Trolls (12)

Terrain: Mountains

Total Party Levels: 48 (Average 8th)

Total Magic X.P.: 2,750

Total g.p. X.P.: 9,300

Monster X.P.:

Kill: 9,642 Defeat: 7,231 Retreat: 2,410

Set Up

* The PCs enter a village where the villagers warn them about the bridge that leads out the other side of town. They say it is a "toll bridge" and that those who venture over it are never seen again.

* The PCs chance upon a bridge in the wilderness. A sign next to the bridge states that those who cross the bridge must pay a toll.

The Lair

The bridge is an uncovered, 10-foot-wide, wooden bridge. It is 100 feet long with a railing on both sides. The bridge crosses a 30-foot-deep chasm at the bottom of which runs a small river. The sign reads (in very bad common): "Those who cross must pay the Tolls. Pay 5 gp each into the box before crossing." If the PCs inspect the box, they see that a small chute extends from the bottom of the box and disappears under the bridge. The bridge appears to be a normal wooden bridge the likes of which the PCs have seen many times in their travels. This particular bridge happens to be the livelihood of a clan of 12 trolls and their 50 kobold servants.

Trolls (12): AC 4; Move 12"; HD 6 + 6; hp 52; #AT 3; Dmg 1d4 + 4/1d4 + 4/2d6; THACO 13; SA can fight three opponents at once; SD regenerate 3 points per round, starting on third round after damage occurs; AL CE

Kobolds (50): AC 7; Move 6"; HD 1/2; hp 4; #AT 1; Dmg 1d4; THACO 20; AL LE

The trolls are waiting for travelers at the center of the bridge. They cannot be seen if the PCs look under the bridge as the trolls are hidden on a platform that is made to look like part of the bridge and is enclosed enough that nothing on the platform can be seen from either side of the chasm.

Only a character who *flies* or *levitates* to within 10 feet of the bridge can detect the

trolls. Any PC who does so is leapt upon by a troll. Roll to see if the character is surprised by this attack. If he is, then the troll grabs on to the character (1d4 points of damage) and begins biting. If the character is not surprised, roll a Dexterity Check. Success means that the troll misses and plummets howling into the stream below (suffering 6d6 points of damage that it *regenerates* starting in three rounds). Failure indicates that the troll grapples the character with the results given above. The great weight of the troll may cause both to crash into the river and suffer the falling damage.

The trolls plan to spring their ambush when the PCs are halfway across, whether or not the PCs pay the toll.

If the PCs decide to cross the bridge on foot, ask the players for the marching order and the spacing between PCs (or use their standard marching order unless they decide to change it). The bridge is 10 feet wide so the columns of the marching order cannot be farther apart than about nine feet.

When the middle of the party is at the center of the bridge, the PCs see 20 kobolds climb up from under the bridge and take up positions at either end of the bridge. They start charging at the PCs. At the same time, a huge, misshapen hand reaches up from underneath the bridge, grabs the left railing near a post, and pulls out. A 10-foot-long section of railing sweeps across the bridge in a complete circle. All PCs within 10 feet of the middle of the party must roll Dexterity Checks. Those PCs within this area who are in front of the middle of the party have —2 penalties to their Dexterity as the railing is striking them from behind. A failed check means that the PC has been knocked down by the railing (and suffers 1d3 points of damage). In addition, of the PCs attacked, the PC on the front right side of the party and the PC on the back left side of the party are knocked off the bridge if they fail their checks (6d6 points of damage, halved if they succeed on a second Dexterity Check). The water is five feet deep under the bridge.

The next round, the kobolds continue charging and four hands reach up from under the bridge. One hand tries to grab each of the

two PCs in the front of the party and the two in the rear (an attack roll of 15 or greater indicates a successful grab). Each PC gets one attack at the hand grabbing him. If the attack hits (consider the hand AC 8), the hand misses the PC and the troll climbs the rail onto the bridge. If the PC's attack misses then the PC is yanked off his feet and pulled toward the nearest edge of the bridge. Ask the player if he wants to drop whatever is in his hands and grab for the railing or if he wants to hold on to his weapon and grab for the railing with one hand. If he grabs with both hands he gets a Strength Check with a +4 bonus to hold on and not go over the edge. If he grabs with just one hand he gets an unmodified Strength Check to hold on, but he can attack the hand or other opponents with his weapon. Those who fail their checks get tossed into the river below.

These four trolls climb onto the bridge if they fail to grab a PC. They also climb up if they successfully pull a PC off the bridge.

Any PC or troll who survives a fall into the stream may climb the walls of the chasm to get back onto the bridge. It takes a PC three rounds to climb the 30 feet to the bridge (thieves take two rounds). The walls are non-slippery, rough surfaces with ledges as per the climbing rules in the *Dungeoneer's Survival Guide*. Non-thief PCs must roll a Climbing Check (or a Dexterity Check if you do not have the *DSG* rule book) when they are halfway up the wall—failure means they fall back down (3d6 points of damage). The trolls can climb the walls in two rounds.

While all this is going, any PCs who are not otherwise occupied see four more trolls climb over the railing on either side of the party (eight trolls total). Any PC not knocked down or being pulled off the bridge can run up and attack the trolls as they climb up. A successful hit means that the troll is knocked off the bridge and suffers a fall into the water (the trolls do not receive Dexterity Checks for half damage). After this round, the trolls are on the bridge and cannot be knocked off so easily.

The trolls are not interested in attacking the PCs so much as grabbing them and tossing them off the bridge. Each troll tries to grab a

PC and heave him over. If the PC hits the troll, the troll misses on the grab and has to try again next round. If the PC misses, the troll hoists the PC into the air and the PC gets one last attack (with a -2 penalty) in the next round. If the attack succeeds, the troll drops the PC on the bridge; if it fails, the PC goes over (but he gets a Strength Check with a -4 penalty—if it succeeds, the PC manages to drag the troll down with him.).

The kobolds also trot up and try to heave PCs overboard. A successful attack on a kobold knocks the kobold off the bridge to his death. The PCs can also kick kobolds off the bridge while attacking another opponent with their weapons (they see a troll do this accidentally while it is battling a PC). The kick is resolved as a separate attack and a result of 12 or greater is needed to boot a kobold off the bridge.

If four kobolds gang up on a PC, and the character misses on his attack, the kobolds toss the PC off (but he drags two kobolds down with him).

If all the PCs are off the bridge, any trolls

remaining on the bridge look for live PCs to dive upon. If they spot any, each troll dives on a PC. Roll 1d20. If the result is 13 or more, the troll hits the PC and both suffer 6d6 points of damage (half damage for the PC if he rolls a successful Dexterity Check). If the attack roll is 12 or less, the troll makes a tremendous splash and receives 6d6 points of damage.

PCs climbing the far wall of the chasm notice the entrance to the troll's cave (hidden under the far end of the bridge) as they near the top of the wall. Ten more kobolds are guarding the cave against intruders. Any PC who tries to climb into the cave from below is automatically knocked off the chasm wall (falls the full 30 feet). A PC who drops in from above the cave entrance gets in but must face the mighty kobold guardians (armed with short swords).

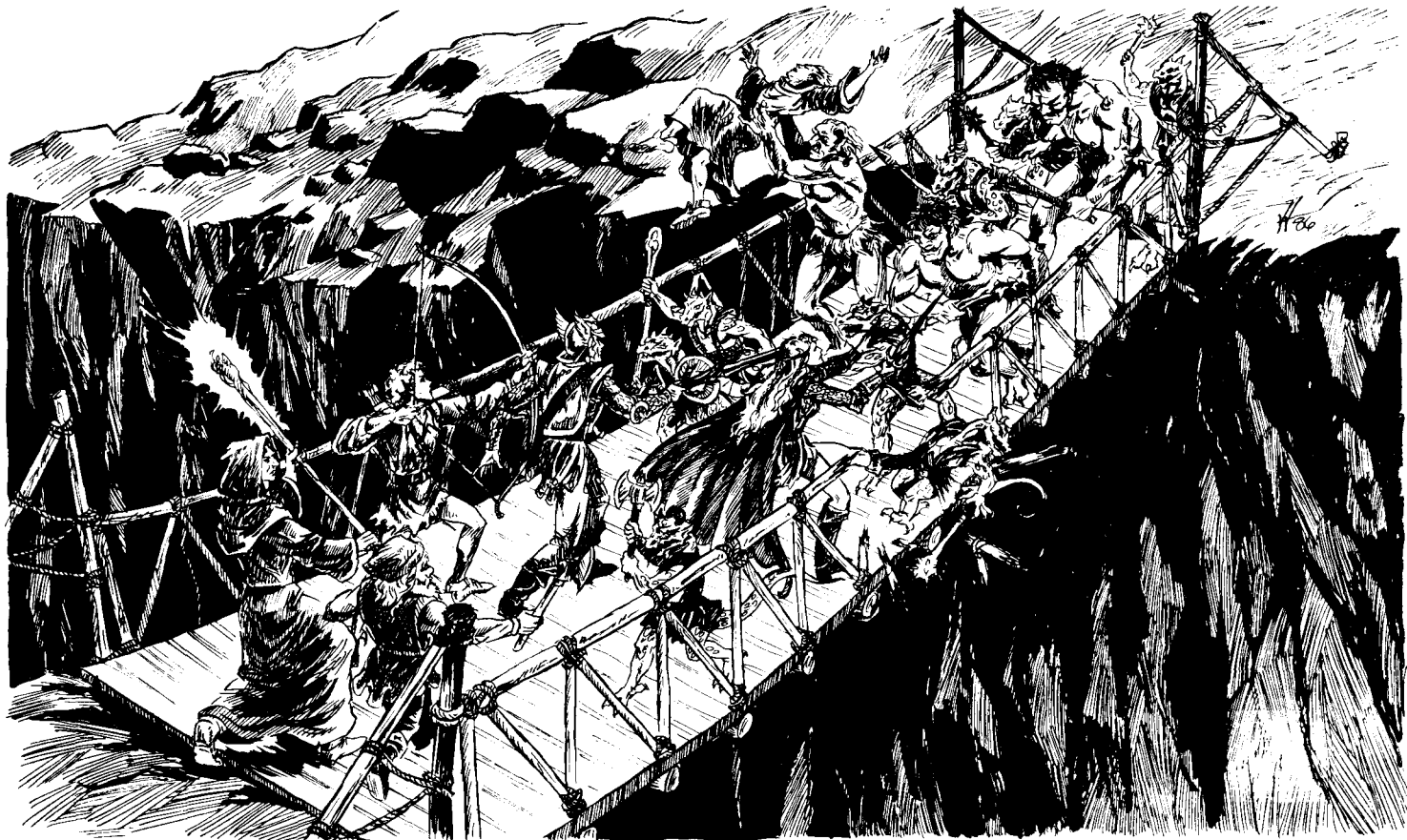
The cave entrance is 15 feet wide, narrowing to a 10-foot-wide, 15-foot-high natural tunnel that winds its way into the rock for about 40 feet before opening into a 50-foot-wide roughly circular chamber.

If the attack is going badly for the trolls and

kobolds, they stage a fighting retreat to the far end of the bridge and climb down the cliff into the cave. The kobolds scramble up onto deep ledges out of easy reach of the PCs. There they grab crude buckets of water and douse first any sources of fire the PCs have, then water down the trolls (the ledges are 10 feet off the ground). The kobolds also jump on the PCs whenever the PCs are not paying attention (they need to roll an 18 or higher on the attack to knock down a PC; otherwise they just inflict 1 to 2 points of damage on themselves).

The trolls fight until only three of them are left alive. Then they drop to their knees and beg mercy, promising to leave and never bother honest travelers again if the PCs let them live. And surprisingly they mean it. They have learned their lesson and have decided that the troll bridge business is a dying tradition (so to speak).

In the cave the PCs find a trove of treasure: 9,000 gp, 3,000 sp, a dwarf-sized set of *plate mail +2*, *gauntlets of ogre power*, and a *bag of devouring*.



Dinosaurs (34)

Terrain: Mountains

Total Party Levels: 54 (Average 9th)

Total Magic X.P.: None

Total g.p. X.P.: 11,275

Monster X.P.:

Kill:40,612 Defeat:30,459 Retreat: 10,153

Set Up

* A small village settlement on the edge of volcanic mountains constantly talks about a monster glen where the treasures are said to lie on the ground for the taking.

* A young fighter wishes to prove his courage by facing a monster of some type and he wants a party of brave souls to back him up if there are other monsters about.

* The PCs have acquired a map to a huge vein of gold just lying out in the open, but it is deep within a dangerous swamp.

These encounter areas are filled with dinosaurs. The encounters here should be the most dangerous the group faces in this valley, but feel free to add some others as they move about in this steamy swamp. The valley is so filled with plant and animal life that there are many more than the usual number of creatures roaming about.

The Lair

There is a huge, triangular-shaped valley surrounded by three dormant volcanoes. Through the centuries these volcanoes dumped rich ash into this valley as well as other unusual elements from the bowels of the earth. A large river slows to form a vast swamp in the center of the valley. The creatures that live here are all abnormally large and throwbacks to their remote ancestors.

Near the foot of each volcano is an enormous volcanic vent forming a handy cave. In each cave lives the toughest monster around. The best dinosaur and its brood live there. Also in or near every cave is a large vein of some valuable mineral.

Ornitholestes

The area the party is moving through is a swamp with huge ferns and overly large trees that restrict vision to 30 yards. The large river that cuts through the swamp is the easiest way to move through the area, but the PCs can see several huge creatures slowly swimming beneath the surface of the water. Still, moving along its banks is easier than moving through the swampy jungle. The three large volcanoes are constantly belching forth smoke and flames. Each has a small stream of lava flowing down its side and into the valley. These mountains are visible day or night.

Creatures that track by scent do well in this jungle and an ornitholestes pack has found the scent of the party and is trailing them. As soon as the party stops for any reason, the pack attacks.

Ornitholestes (12): AC 4; Move 24"; HD 2; hp 16 (x 6), 14 (x 6), #AT 1; Dmg 2d4; THACO 15; AL N

These are fast carnivores standing seven feet tall and moving in packs. They maneuver themselves so that each creature gets an attack on the PCs.

Each of these creatures runs away when it falls below five hit points.

Deinonychus

The first volcano the PCs reach is the oldest and has the most vegetation growing on its sides. There are several large volcanic cave vents facing the valley, but only one is large enough for the deinonychus to live inside. This largest opening is rimmed by numerous quartz formations. There is enough gray, yellow, and blue smoky quartz to make it worth the party's while to chip it away. This rough quartz is worth the following (cut and polished): 10 gray stones (50 g.p. each), 11 yellow stones (25 g.p. each), and 22 blue stones (50 g.p. each). The party must spend 100 man-turns chipping away to garner all these stones (two characters would spend 50 turns to free all the stones, four characters would spend 25 turns, etc.).

The cave is huge and all of the deinonychus are sleeping in various pans of it. If the PCs enter or begin chipping away at the stone, all the monsters awaken and they attack.

Deinonychus (12): AC 4; Move 21"; HD 4 + 1; hp 33 (x4), 29 (x 4), 21 (x 4); #AT 3; Dmg 1d2/1d2/2d4; THACO 15; SA first attack is a rake of talons attacking at +2 and inflicting 2d6/2d6; AL N

These creatures are 12 feet tall and always hungry. They are sleeping far enough apart from each other that area-effect spells can get only two at once.

Paleoscincus

The second volcanic mountain has only one huge vent opening. There is fresh ash all over this mountainside as if it just erupted. The paleoscincus inside this cave are covered with the ash and look just like the surrounding rocks. At the back of this 400-foot-deep cave is a huge vein of platinum. The party can easily take out the equivalent of 5,000 g.p. without digging. Mining the vein would take out a further 100,000 g.p. (this would require 200 man-weeks at 500 g.p. per man-week, as per the D5G rules for a Quality 8 gold mine, page 51). Naturally the inhabitants of the cave

would have something to say about this.

Paleoscincus (8): AC -3; Move 3"; HD 9; hp 72 (x 2), 68 (x 2), 61 (x 2), 59 (x 2); #AT 1, Dmg 2d6; THACO 12; SD biting it causes 3d4 points of damage; AL N

Each beast is 20 feet long and its hide is covered in leathery spikes of solid flesh.

Tyrannosaurus Rex

The last cave has broken bones lying all over the area. There are several types of small dinosaurs picking at these bones, but they all run at the sight of the party. In the cave is a resting tyrannosaurus rex that appears to very hungry. If the battle lasts more than two melee rounds, the mate to the first beast comes out of the jungle and joins the fight.

Tyrannosaurus Rex (2): AC 5; Move 15"; HD 18; hp 144, 140; #AT 3; Dmg 1d6/1d6/5d8; THACO 7; SA swallows man-sized creatures whole on an attack roll of 18 or better; AL N

Each beast stands 20 feet high.

If the party takes the time to sift through the bones in the middle of the cave, they discover a vein of diamonds beneath the pile. Twenty man-turns of work yields 10 gems in the rough, each worth 600 g.p. before being cut and polished. Determined mining in this area gains them another 100 such gems over a period of 50 man-weeks.

Sixteen-Headed Hydra (1)

Terrain: Subterranean
Total Party Levels: 54 (Average 9th)
Total Magic X.P.: 21,500
Total g.p. X.P.: None
Monster X.P.:
Kill: 6,210 Defeat: 4,657
Retreat: 1,552

Set Up

* There is a huge hydra living in a cave up in the mountains above the town. Everyone knows about it, but no one is brave enough to rid the town of this menace.

* An old sage tells of the wonderful rejuvenation powers of the teeth of the creature that lives up in a cave several days' ride away. If a hero could get some of the teeth, the sage would greatly reward him.

* For centuries, great kings have sent their third sons to a special cave in the mountains. Legend has it that if a son returns with the head of the monster of that special cave, he will become the king of a thousand years and be respected far longer than he lives. So far no son has returned.

The Lair

The spirits of creation decided to make the perfect hydra and placed it in a special cave in the mountains. They gave it the power of *regeneration* and a Constitution that allows it to live for centuries in its cave.

The hydra's lair is divided into three areas. The first area has holes in the floor that the hydra's heads can emerge from and attack. The second area of the cavern slopes steeply down from the first area and it has openings in the sides of the walls through which the hydra can attack the party. The last section of the cavern is a lava area where it will be difficult to face the hydra in a group, but the creature is able to attack with ease.

Entrance to the Hydra's Cave

From over five miles away, the PCs can see the entrance to the hydra's cave nestled in the mountains. The cliff face around the opening seems to form the head of a hydra and its nostrils appear to breath smoke and fire. This cave is on the side of the only active volcano in the area. There is a well-worn path to the front of the cave and villagers from below have left flowers, meat, and skins of wine as offerings. No one has ever dared to steal these things. When the PCs get within 50 feet of the cave mouth, they can smell the brimstone and smoke. They can also hear something roaring in the cave, but it could just be the volcanic action of the mountain.

The party can see holes in the floor of the

cave where the smoke and mist come from and once in a while they catch the glint of metal deeper in the cave.

These holes are just large enough for the *regenerating* hydra to stick its heads through, but not large enough for any humanoid-sized being to crawl through.

As the party enters the cave they instantly notice old parts of armor lying about the cave. There is a shield here, a helmet there, a bronze legging in another part of the cave, etc.

Every time the PCs look down into a hole, a blast of smoke or nondamaging steam comes up the opening. Suddenly they are attacked from the holes by five of the hydra's heads. Blasting the holes with *fireballs* and *lightning bolts* results in 75% of the damage bouncing back at the party.

The Hydra: AC 5; Move 9"; HD 16; hp 8 (each head); #AT 5; Dmg 2d6 (each head); THACO 7; SD victims are at a -2 penalty on their attack rolls because of constant smoke and steam; the hydra only gets up to four attacks on a single opponent; the *regenerating* aspect of the hydra is not apparent to the party as the creature *regenerates* a new head every other melee round (and the PCs cannot see all the heads yet); the magic of the hydra allows only part of it of it to be affected by *paralyze* or *hold* spells so that until the party sees the entire body, they are unable to *hold* more than a single head if the creature does not make its saving throw; do not tell the party what the monster's THACO or damage potential is—you do not want to give away the fact that they are facing a much larger creature than they think; the hydra is so slimy that grabbing a head is impossible; AL N

Five heads keep attacking for the first 75 feet of the cave (the same heads, as far the PCs can tell) and then the cave below narrows and the hydra cannot fit. At this point, the hydra moves to the next area and *regenerates*. The same thing happens if the heads are killed—the hydra moves to the next point of attack.

The party finds several valuable items if they have *detect magic* spells or are taking the time to look over the items at the back of the cave. The cave itself narrows to allow only one man to pass at a time. The items on the floor of this area are of higher quality than those in the first area.

Among the bits of equipment are the following: a *shield* +2 with an octopus design on the front, a *short sword* +1 handle shaped in the form of a leaping wolf, and an equipment belt with *two potions of extra healing* in small metal flasks. There are also several other weapons and backpacks with normal adventurer equipment in them.

The Side Cave of the Hydra

The party must move down a sloping passage that twists and turns. All the while they are blasted by volcanic smoke and hear the roaring that could be a hydra or the volcano. Then they come into a wider passage and there are holes on both sides of the walls, much like the holes they saw on the floor up above. The hydra is on one side or the other of the cave and attacks the first party member who enters the area (eight heads attack this time).

There is equipment of a different sort in this lower area. Clerical and magic-user items can be found lying on the floor. There are ripped robes from both groups. There are several holy symbols with *continual light* spells on them. If the group has a *detect magic* spell, they find a 19-charge *wand of frost* and a skeletal hand with a *ring of free action* on one finger. There are also several backpacks filled with spell components and clerical things like vials of holy water, scrolls of nonmagical clerical information, and amulets and holy symbols used by several orders.

The Lava Cave of the Hydra

The party moves still deeper into the cave, which is now a narrow twisting path. The heat of the area should tell the PCs that they are close to the main lava vent. They have traveled long enough for the hydra to have *regenerated* all of its heads.

The path opens out into a wide cavern with pools of bubbling lava scattered about. The smoke and steam are a constant hindrance to the group. A wide path moves through the middle of the lava pools and as the party moves along it, the hydra attacks out of the mist with all 16 heads. The creature fills the path and only three party members can attack because of the lava pools to either side. The ceiling is 70 feet high and the party sees through the mists that the cavern is about 200 feet long.

Stuck in the body of the hydra is a neutral *two-handed sword*, +2, +3 vs. *regenerating creatures*. A 28-charge *staff of power* is lying off on a small side path in the cavern that the hydra could not fit in.

As the party explores further, they find wide tunnels that lead to the areas where the hydra attacked them earlier.

Hu Hsien (6) (Oriental Adventures)

Terrain: Mountains
Total Party Levels: 60 (Average 10th)
Total Magic X.P.: 3,000
Total g.p. X.P.: 60,000
Monster X.P.:
Kill: 36,818 Defeat: 27,614
Retreat: 9,204

Set Up

* The PCs come upon a burned and deserted village. There are many bodies lying about on the streets—they appear to have been dead for about two weeks. As the PCs examine the village, a small boy crawls out of the bushes and calls to them. The boy tells them that he is the sole survivor of his village. All the others were either killed or taken away by the monsters that destroyed the village. The boy only remembers many bakemono and a few oni among the raiders.

* A small boy runs into a town in which the PCs are staying. He heads for the PCs and asks them if they will please help him rescue his family from evil monsters that destroyed his village, killed most of the inhabitants, and carried away the rest. The boy overheard the raiders talking about the rich treasures they had accumulated in their raids.

The Lair

This small boy is actually a hu hsien *polymorphed* into the form of an eight-year-old to lure would-be rescuers to their doom. His form and mannerisms are copied from those of a captured village boy and he has no trouble playing the part of a dutiful son desperate to rescue his family. If the PCs seem reluctant to undertake this mission, the "boy" mentions the honor, respect, and treasure to be gained on this quest. If questioned, the boy says he was fishing in a nearby stream and hid when the monsters attacked.

Hu hsien: AC 7; Move 15"; HD 6; hp 38; #AT 1; Dmg 1d6; THACO 13; SA *polymorph self, hypnotism, read magic, comprehend languages, possess, servant horde, major creation, reward, ancient curse, ventriloquism, apparition, ESP, and hypnotic pattern*; SD *become invisible, disguise, chameleon, know history, shapeshifting*; AL CE

The inhabitants of this village have been rounded up to help an enterprising group of monsters build a castle in the mountains as a base from which to launch raids on human lands. The PCs will encounter difficulties in reaching this mountain fastness as the monsters are well-organized and have the approaches well guarded. Six hu hsien have gathered together many bakemono, goblin rats, and oni with promises of riches and re-

venge upon the hated humans. The hu hsien are the masterminds of this group and are well prepared to deal with rescuers.

The boy knows the way to the monsters' base (the trail is easy to find and follow as the monsters feared no pursuit). He says he overheard some bakemono grumbling that the base was four hours march from the village. The boy eagerly leads the PCs down a path leading into the forest to the west of the village.

The Forest

The path runs for five miles through the dark, thickly overgrown forest. Midway through the forest, a group of bakemono and giant spiders ambush the PCs.

Giant spiders (12): AC 4; Move 3"*12"; HD 4+4; hp 24; #AT 1; Dmg 2d4; THACO 15; SA web (trapped creature needs 18 — Strength score rounds to break free), poison (save vs. poison or comatose for 1d10 rounds); AL CE

Bakemono (20): AC 6; Move 6"; HD 1-1; hp 5; #AT 1; Dmg 1d10 (katana), 1-2 (man-catchers); AL CE

Four of the spiders spring out from the woods to either side of the PCs, while the other four drop down from the trees above. The attack has a 1-3 chance on 1d6 of surprising the PCs. The bakemono wait until the PCs are occupied before they spring out from the bushes, attacking from behind wherever possible. Five of the bakemono are armed with man-catchers. They try to pin PCs down for the giant spiders to poison.

The bakemono were instructed to attack any PCs who stood back from the fighting and cast spells. Any spell-casting PCs find themselves attacked by five bakemono apiece (including one with a man-catcher). One of the bakemono sounds a signal horn before leaping into battle (this alerts the sentries farther down the trail).

The Ravine

The path leaves the forest and enters a ravine that runs between two high, steep-walled cliffs on either side. The path is about 20 yards wide; the cliffs rise up for about 10 yards. Boulders and rubble are strewn about the ravine. The ground bears the prints of many feet heading down the ravine. About a mile into the ravine, a second ambush awaits the PCs.

Twenty bakemono (15 armed with katana, five with tetsubo) and 20 goblin rats (in rat form) attack the PCs. There is a bakemono on top of either cliff (50% cover, +4 bonus to armor class). They begin the attack by rolling a boulder apiece onto the PCs (two side-by-side PCs are attacked with each boulder, Dexterity

Check to avoid, 5d6 points of damage if struck). They each have two more boulders to roll whenever a PC is not engaged with monsters. The rest of the monsters spring out from crevices to melee the PCs.

Bakemono (20): all stats are as previously given except that the five with tetsubo inflict 1d8 points of damage

Goblin rats (20): AC 7; Move 9"; HD 3; hp 18; #AT 1; Dmg 1d8; THACO 16; SD *shapexchange*; ALLE

The Castle

Two miles past the ravine, the PCs come upon a partially constructed castle in a small rocky valley. When the PCs get within 50 yards of the castle, 50 bakemono (same stats as above but all wield katana) charge out at them. Along with this group are 20 common oni that are *flying* and *invisible*. The oni wait until the PCs are busy with the bakemono before attacking. They automatically attack from behind unless the PCs detect them somehow.

Common oni (20): AC 4; Move 9"; HD 8; hp 50; #AT 2; Dmg 3-10/3-10; THACO 12; SA *polymorph self, fly, become invisible, cloud trapeze, and cause fear*, AL LE

These monsters attack until half of the oni or 35 of the bakemono are killed. They then run off into the mountains.

Once inside the castle grounds, the PCs note that the buildings look like they were only recently started. The sole complete structure is a fenced-in pen in the center of the compound. Lying on the ground inside the pen are the bodies of 10 villagers that appear to have been recently killed. These are actually five hu hsien and five common oni (all stats are as given previously) *polymorphed* into the forms of villagers. Five more oni are *invisible* and hiding near the pen.

There is a scrap of parchment next to the body of one of the villagers. If the PCs investigate, the paper turns out to be blank, but the hu hsien and oni attack as the PCs come into the pen. The "boy" reveals his true nature and attacks the PCs as well. The monsters flee for good once four of the hu hsien or seven of the oni are dead.

The fight triggers pounding from the ground beneath the pen. If the PCs open the trap door they find there, 187 villagers come out from the monsters' underground prison.

The monsters' treasure is found in a locked cell in the underground prison. It consists of 7,500 ch'ien, 25,000 tael, four statuettes worth a total of 6,000 ch'ien, a *kote* +2, *ninja-to* +3, and a *naginata* +2.

Cave Bears (4)

Terrain: Hills

Total Party Levels: 24 (Average 4th)

Total Magic X.P.: None

Total g.p. X.P.: 9,641

Monster X.P.:

Kill: 3,428 Defeat: 2,571 Retreat: 857

Set Up

* There is a tower in the hills that is said to be filled with a terrible evil force. Some of the folk in the area whisper of vampires and undead and avoid those lands.

* All of the inns in the area speak of the long-lost treasure of the black tower. Many say that a great lord buried a fabulous treasure in his tower just before it was destroyed by his enemies. Everyone knows it was never recovered.

* A goat herder maintains that a band of stone giants have taken over the ruins of the tower on the high hill and are planning on building a huge giant fort as a base to pillage the land nearby.

The Lair

A tower was built centuries ago as an outer line of defense for a kingdom now long gone. It has fallen into ruin and only a shell remains. A pair of unusually large cave bears found shelter there for the winter and have now made it their lair.

There is a small area in front of the ruins that is partially fenced in by a wall of tumbled stones. Inside the tower there are three chambers on the ground floor. All of the walls are thick stone, but there are beams and stones that can easily fall without too much effort. An earth-covered well is found at the side of the tower. The bears have sensed and avoided it, but a party of adventurers could easily miss its location until too late.

These bears only speak the bear language and react with animal intelligence to all situations.

The Cubs at Play

The party can hear the roar of bears as they approach the tower on the high hill. The brush and trees keep them from catching more than short glimpses of the tower as they climb the hill. When they arrive within 100 feet of the ruins, the tree cover opens into a clearing and they can see the ruins of a black stone tower.

The front of the tower is a tumbled collection of stonework with a barely discernable shell of the ancient structure left standing. There is a broken wall forming a small compound of sorts in front of the tower. In this area there are two smallish cave bears playing

and ripping at a haunch of meat.

Going Around The Tower

The party can ignore the cubs and search around the tower. They discover that the only opening to the lower area of the tower is through that compound. All of the remaining tower walls are at least 20 feet tall. As they search the area, there is a chance that a party member falls in the concealed well near the wall behind the tower. Roll 1d6 for each member walking near the well. The first 6 rolled means that party member falls in the well and suffers 1d20 points of damage from the sides of the well plus 3d6 points of damage from the 20-foot fall. The PC is now in water over his head. If he is in plate mail, he sinks 10 feet to the bottom and will drown in a number of rounds equal to his Constitution score divided by three (round up) unless his friends rescue him.

The fall alerts the cubs to the party's presence. They come over to investigate. They are hungry and attack the party.

If any battle with the cubs lasts for more than two melee rounds or makes a lot of noise (as in a *fireball* explosion or the like) the she bear from the second encounter storms out to defend her cubs.

Cave Bear Cubs (2): AC 6; Move 12"; HD 6+6; hp 32; #AT 3; Dmg 1d8/1d8/1d12; THACO 13; SA if a bear scores an 18 or better with a claw, it also gets an automatic hug for 2d8 points of damage; SD cave bears fight for 1d4 melee rounds after reaching 0 to —8 hit points; AL N

If the cubs suffer more than half their hit points in wounds, they run for the tower.

If the party has the ability to communicate with these cubs, they discover only that the cubs are hungry and young and that mom and dad are sleeping in the den.

Fighting in the Ruins

The ruins are falling down all over the place and there are several large beams and stones just on the brink of falling. In battle the cave bears thrash around with no concern for what they bang into. The party could also knock over a support in the heat of melee. To simulate this, the DM should roll 1d6 every other melee round. On a 6, one of the combatants has knocked something and it falls down on a random member of the battle, inflicting 2d6 in damage.

The Outer Tower Chamber

If the party quickly eliminates the cubs or just goes around them and enters the tower, they will discover the den of a huge cave bear. She is just inside the door munching on a

bone (check normally for surprise). She is larger than usual, as is her mate. Both stand 18 feet tall when erect and are stronger and healthier in proportion to other cave bears.

Female Cave Bear: AC 6; Move 12" ; HD 7; hp 56; other statistics as already listed.

Two melee rounds after she begins fighting, the male charges out of a side chamber of the ruin and wades into battle.

If the party talks to the bears, they discover that the bears are very hungry and all of their rations are required to appease them even for a short time. The cave bears attack if they discover that the PCs have harmed their cubs. These bears are only interested in food and can tell the party little of the surrounding countryside. They do know the location of a local trout river and they have killed several hunters in the past week and found them to be delicious.

The Male Cave Bear

The male is deeply asleep in a side chamber and only wakes up if attacked or if it hears the female in battle. It has just eaten a wild pig and does not want to be bothered. Under the sleeping area of this bear is the corner of a chest that just sticks out of the earthen floor. Inside is the following: 2,198 silver coins, 532 gold coins, and a large piece of platinum jewelry studded with emeralds (total value is 9,000 g.p.).

Male Cave Bear: AC 6; HD 10 (it is a huge specimen); hp 78; THACO 10; other statistics as listed above.

The rest of the tower is in ruin and there are signs of a fire that happened long ago. There is nothing useful among the stones save for the chest mentioned above.

Goblins (80)

Terrain: Hills

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 2,000

Total g.p. X.P.: 30,929

Monster X.P.:

Kill: 1,245 Defeat: 934 Retreat: 311

Set Up

* Hordes of goblins have been streaming out of the hills and attacking merchant caravans in the night. Several of the more powerful merchants have begun assembling a force to strike back.

* Several fighters tell of seeing a sleeping red dragon in front of its cave. They also think they noticed what must have been goblin slaves taking care of the dragon.

The Lair

Long ago, a wizard turned a red dragon into stone at the entrance to the dragon's cave. The wizard left with the dragon's treasures. The goblins came along and took over the cavern complex. In the decades since, they have discovered that the dragon statue helped a great deal in scaring off dangerous visitors. The goblins added to the original tunnels, but have only used this cave complex as an outpost. They feel it is too near to elven forests and hill giant hills to make a permanent home.

The cave complex is quite long with two large caverns that the goblins have modified to fit their purpose. The front entrance of the area has the sleeping red dragon statue. There is a long tunnel behind the dragon that the goblins have filled with traps and other devices. This tunnel leads to a large living area for the goblins.

Another, smaller tunnel leads to a chamber the goblins use for storage. There is a small alcove, separated by a door from the rest of the cavern, that contains the treasures of the goblins.

All of the tunnels have several roughly made secret doors that even a human has a 1 in 1d6 chance of seeing (elves have a 50% chance of noticing these doors).

The Red Dragon

From a distance, the party sees an ancient, huge red dragon resting in front of its cave. There is smoke coming out of its mouth and its dark red scales shine in the sun. The creature looks ancient and highly dangerous.

To keep up the pretense of a dangerous dragon guarding its cave, the goblins have painted it red, shined the scales to a mirror brightness, and maintain a fire in its mouth. If the party comes closer, they will eventually realize that the dragon is a statue. There is just enough room to crawl around the sides of the

dragon into the cave. As the party does so, each of them is the target of four arrow shots from goblin guards (THACO 20, dmg 1d6). An alarm begins to sound. The party does not see the archers (they fired once each and ran away). Return attacks find no targets.

The Archery Tunnel of the Goblins

When the party enters the cave, they discover a stone tunnel about six feet wide, nine feet tall, and extending for 100 feet. This is a special trap of the goblins. Along the sides and ceiling of this tunnel are archer slits spaced four feet apart. There are 55 goblins firing on the party from the sides and ceiling as they travel the tunnel. Ten goblins fire at any given time as others move to cover the advance or retreat of the party

Goblins (55): AC 6; Move 6"; HD 1; hp 4; #AT 1; Dmg 1d6 (arrow), 1d6 (short sword); THACO 20; ALLE

There are three covered pits along this tunnel. The 30-foot drop inflicts 6d6 to the lead PCs unless they sense the traps (made more difficult than usual because of the goblins firing at the party).

The tunnel makes two right-angle turns and the attacks continue for the entire length of the tunnel. If the party is only using normal sources, one of the attacks is a bucket of water to drench the light sources. If the party gives the goblins more than four full turns to prepare, the goblins are able to make boiling oil to be splashed on the party just before they enter the living area of the goblins. The oil inflicts 3d20 points of damage to each victim. These goblins can have the oil ready for the party when they try to leave.

If fewer than 10 of these goblins are left alive, they flee through a tunnel into the final encounter area and join their leaders.

Living Chamber of the Goblins

The party comes out into a huge cavern lit by several large fires. There is a pool in the center of the chamber and the walls are filled with small alcoves—the dens of the goblins. There is ledge 30 feet above floor of the chamber and there are 20 goblins (5 hp each, other statistics same as goblins above) spread all around the cavern on this higher ledge and all are shooting short bows at the party at the rate of two arrows a melee round (THACO 20, dmg 1d6). The ladders to this upper area have all been pulled up.

When there are only 10 goblins left alive, they flee into the final encounter area and take up positions in the blockhouse.

Inspection of this area shows normal goblin living areas and lots of trash. There are several extremely narrow tunnels that the human-

sized party members will have difficulty moving through. The PCs can crawl through these three-foot-high tunnels at half speed (halfings and dwarves are unaffected). Man-sized PCs suffer a -5 penalty to their attack rolls if they engage in combat while in the tunnels. They lose all Dexterity and shield bonuses to their AC. Also, weapons such as longbows, broadswords, and battleaxes cannot be wielded in these confined spaces. (See the *Dungeoneer's Survival Guide*, page 20 for complete rules on crawling in small spaces).

These tunnels lead to the sides and ceiling area of the archery tunnel and the 55 goblins that are waiting there for the return of the party.

There is a large tunnel entrance to the other side of the cavern. This can be seen by the party only when they have advanced more than half way into the cavern. It is the only tunnel more than three feet high.

If the party enters this short tunnel, they are fired upon by three spear-throwing catapults. Three large spears are fired simultaneously from each catapult (THACO 10, dmg 1d6 + 9). The tunnel is 40 feet long and 10 feet wide and opens into a huge storage chamber. This area is lit only by the light sources the party brings in.

The catapults are facing the party atop a stone blockhouse 30 feet into the chamber. There are three sets of arrow slits on each wall of this blockhouse. The structure is a cube 10 feet on a side and has a solid stone door on the back side. The goblins inside have a large supply of arrows and other equipment. They fire on the PCs until they are all severely wounded or the PCs are dead or have fled the area. There is even an escape tunnel hidden in the floor so that the wounded goblins can escape.

Goblin Leaders (5): AC 4; Move 6"; HD 1; hp 7; #AT 2 with short bows; Dmg 1d6 (arrow), 1d6 (short sword); THACO 19; ALLE

The chamber is roughly 100 feet wide by 200 feet long. It is filled with the supplies a small horde of goblins needs to live and mine on a day-to-day basis. Items like digging tools, sacks of grain, and barrels of dried meat stacked along the walls, etc. There are kegs of beer and ale and several small casks of expensive wines. On the far side of the cavern is a large door shut with several sturdy locks. Within is a small alcove filled with the true treasure of the goblins.

Treasure

12,922 copper pieces in leather sacks, 5,333 silver coins in barrels, 3,999 electrum coins in stone chests, three small chalices each worth 9,000 g.p., a *broom offlying*, and a *helm of opposite alignment*.

Wights (9)

Terrain: Hills

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 2,000

Total gp X.P.: 20,000

Monster X.P.:

Kill: 6,039 Defeat: 4,529 Retreat: 1,510

Set Up

* There has been a general call for clerics in this area. It seems a force of undead creatures is roaming the roads at night, attacking all they discover.

* Legends and old texts speak of a brave king buried among the nearby hills in a crypt filled with treasure. There is said to be a *curse* on those who would rob his treasure mound.

The Lair

A powerful and noble king fell in battle centuries ago and was buried in the hills with his four bravest knights. A wizard placed a *curse* on the tomb: if it was opened the king and his knights would rise up and slay the intruder. Centuries later, an earthquake opened the tomb and the wizard's magic created five wights out of the bodies. Finding no enemy in their tomb, they began roaming the nearby road, killing all they met.

The burial mound is easy to find, but very difficult to enter. The earthquake collapsed the entrance and created a small crawl space into the mound. The tomb entrance is a collapsed tunnel that leads to a treasure chamber containing items the king held dear. Connected to the treasure chamber is a set of narrow stone stairs leading down to a flooded chamber. That in turn connects to a caved-in tunnel with another narrow passage that leads to the king's burial chamber.

Entering the Mound

The surrounding hills are forested and rocky. The King's Road is several hundred yards from the mound entrance and there are three large campsites in the area, all of them close to a good-sized stream of clear water. It seems this location is a perfect place for travelers to rest during their journey.

The entrance to the burial mound is easy to find. It is on a barren hillside and is marked by two fallen columns of red marble. The characters know this area of cracked earth is the place of the wights because of the clear trail of gnawed bones and equipment tossed about leading right up to the mound entrance.

The party can see the fallen stones from any of the campsites on the King's Road. These stones are scribed with weather-worn carvings that tell of the glory of the king buried in the hill. A large split in the earth leads right up to

the cracked stone door that once sealed the mound.

The entrance is a hole barely large enough for a man to crawl through. Only human-sized or smaller beings with no armor or other encumbrance can fit into that hole in the rock. Inside this entrance is a collapsed tunnel clogged with boulders. There is a visible crawlspace twisting into the darkness.

The PCs cannot dog into the mound because the surrounding ground is solid granite.

The Lesser Wights

Characters can crawl the twisted length of the tunnel. It winds 75 yards into the hill and takes several turns before opening into a 10-foot-wide by 40-foot-long chamber. The first character who sticks his head into the treasure vault is attacked by one of the half-strength wights that are waiting here.

Wights (4): AC 5; Move 12" ; HD 4 + 3; hp 19; #AT 1; Dmg 1d4 + energy drain; THACO 15; SA energy drain; SD immune to *sleep*, *charm*, *hold*, and cold-based spells, as well as poison and *paralyzation* attacks; holy water does 2d4; a *raise dead* spell destroys a wight; ALLE

These wights receive a +2 bonus to hit those who are crawling out of the collapsed tunnel (the crawler does not receive his Dexterity or shield bonuses).

These creatures attack and will follow if the intruder retreats into the narrow tunnel. They do not leave the tunnel during the day, but they will come out at night to continue a fight. These are the humans the original wights caught and drained of their life forces. If more humans are caught, they are placed in the treasure vault after being drained of their life energies. These half-wights are not allowed to leave their chamber unless so instructed by their more powerful masters or unless involved in an ongoing battle. The original wights bring the half-wights if they need to make a large raid on the more powerful caravans.

The treasure chamber holds the objects the king valued most in life. There is a small coffer of rare teak; inside is a set of nine scrolls of poetry. In the lid is a secret compartment with a map to a hidden treasure horde of the kings (see the Guardian Naga Encounter). The compartment is part of the lid but difficult to detect. The map is a flat sheet and another board of teak hides it. There is a brass chest with 10,000 gold pieces. There are several racks of high-quality weapons: spears, halberds, several types of swords, a large two-handed sword with a shark-skin handle hiding a huge blue-white diamond in the pommel (5,000 g.p. value). There is also a war chariot well stocked

with weapons and equipment.

The only other exit out of this area is a set of stairs that leads down into the rocky hillside. Water completely fills the stairwell. There are several sets of wet boot prints that lead into the water. None of the half-wights are wearing boots. These prints should be used to motivate the party to continue deeper into the complex.

The stairs lead to a hall that once had murals on its walls telling of the brave deeds of the king. The hall is now filled with water and the murals have long since vanished.

The players have to figure out a way to traverse the 50 yards of water-filled tunnel to reach the next portion of the tomb. The other end of the mural hall has a set of stairs leading up into another mural-lined tunnel. The original wights placed several large stones at the entrance to this tunnel to give the impression that the tunnel has caved in. This is not the case and if the PCs take some time, they can remove the rocks and enter the short chamber that leads to the final burial area. Naturally the wights hear the moving rocks and come to punish the violators of their tomb.

The Final Unresting Place

The burial chamber of the king has five large stone coffins carved in the likenesses of the heroes they held.

Wights (5): AC four of the wights wear chain mail (AC 5), while the king wears golden, magical chain mail (AC 2); Move 12"; HD4 + 3; hp 35; #AT 2 (these fight unusually well for their kind); Dmg 1d4 + energy drain or 1d8 (sword); THACO 15; SA energy drain; SD immune to *sleep*, *charm*, *hold*, and cold-based spells, as well as poison or *paralyzation* attacks; holy water does 2d4; a *raise dead* spell destroys a wight; ALLE

When battling clerics, the five position themselves so as not to be all *turned* at once. The wights retain their knightly heritage and challenge male warriors to single combat. If the challenge is refused, all of the wights attack the coward. In such challenge battles, the single wight warrior strikes twice per melee turn with its sword (1d8).

The earthquake opened up a narrow passage from this chamber to the outside. This passage comes out under the water into a small stream near the King's Road. The wights leave every night and first roam around the front entrance to their lair looking for characters who are lying in wait for them (the wights surprise characters on a 1-4 on 1d6). If they fail to find any prey there, the wights roam up and down the King's Road looking for rich victims.

Ogres (20)

Terrain: Hills

Total Party Levels: 36 (Average 6th)

Total Magic X.P.: None

Total g.p. X.P.: 17,073

Monster X.P.:

Kill: 11,070 Defeat: 8,302 Retreat: 2,768

Set Up

* A merchant had his caravan robbed by ogres last month and wants to get a party together to rid the area of this menace and recover his merchandise.

* Legends say that somewhere in the hills is a magical fountain that restores the health of any who partake of its waters.

The Lair

Two decades ago, a band of ogres found this cave in the hills. Inside they discovered a magical spring with healing properties. They have guarded it from others and now use it as a treasure storage area. Because they must constantly defend this cave, they have hired the services of an ogre mage. The mage stays hidden in a middle chamber in the cave as a surprise for those who would rob the ogres.

The cave complex is a series of three large, interconnected chambers. The first chamber is where the ogres that are on guard duty for that month live. The second chamber is where the ogre mage works on making armor for the ogres. The last chamber contains the spring, the treasures the ogres have collected, and the toughest ogres.

The Entrance

In the side of a forested hill the PCs see a large cave opening. Resting around the opening are nine ogres in unusually fine armor with two-handed swords at their sides. If the party does not attack first, the ogres talk to them.

The ogres maintain they are living in the cave and extract a toll from all who pass by. If the party each pays 1,000 gold or its equivalent, they can depart in peace. Otherwise the ogres will just have to take it from them. The leader of the ogres does not want to fight and tries to avoid it by making deals if possible.

If battle erupts, any ogre that drops to fewer than 10 hit points runs into the cave and is met again (fully healed) in the final chamber.

Ogres (9): AC 4 (unusually fine armor); Move 9"; HD 4 + 1; hp 25 (x 8), 32; #AT 1; Dmg 1d10; THACO 15 (for standard ogres), THACO 14 (leaders); AL CE

The Outer Cave of the Ogres

Entering the cave, the party sees that it is obviously a living area for the ogres. There are

bed-furs off to one side, bones and ogre food in another corner, and a glowing pool of water in another section (not the magical pool of healing). The pool has a *continual light* gem in its waters, but the party cannot find this out until a PC dives in and searches around. There are also eight more ogres in hiding, ready to attack the party. The ogres, with the help of the ogre mage, have been specially preparing this cave for over 10 years. It has the best traps they have been able to devise (DMs should feel free to add a few of their own to the mix).

1) Two ogres stand in an alcove 20 feet above the entrance and drop large rocks (THACO 15, Dmg 2d10). They do this until the party is along the sides or into the middle of the chamber and then they leap down and help in the attack.

2) There are three covered pit traps along the direct route to the next chamber. Party members who fall in these suffer 6d6 points of damage from the 30-foot fall.

3) Three more ogres throw javelins at the party (THACO 12, dmg 1d6 + 6). These ogres are behind large stone mantlets on one side of the cave. They do not care if they hit members of their own group. Their orders are to keep throwing until they are meleed or there are no other ogres in the chamber, in which case they come out and fight.

4) Two ogres and their larger leader leap out in front of the entrance to the second chamber ready to fight those who try to enter. They also have javelins they hurl at the party prior to melee. (THACO 12 for the two ogres and THACO 10 for the leader, Dmg 1d6 + 6).

9 Ogres (10): hp 27 (x 9), 33; other statistics as list above

When these ogres fall below 10 hit points, they run outside to set an ambush for any PCs that leave the cavern complex.

The Ogre Mage Cave

The party finds a chamber of an ogre mage blacksmith. There are ogre-sized weapons and bits of armor all over. The forge is lit and there are many types of crafting tools and tables placed randomly about the area. A huge door of stone is in the back of the cave and a well-worn path leads right up to it. When the party gets to this chamber, they find the ogre mage in chain mail and shield ready for them. It does not really want to fight, but sees the party as an opportunity for itself. It would like to take over this cave complex and gain the benefit of the healing waters, but up until now it did not have a chance to take out all the ogres. The ogre mage will deal with the party if they agree to deed the cave and the ogre mage's pick of three items to it for its help. If the party agrees, the ogre mage tells them

what waits in the next chamber; otherwise he remains silent and lets them go past without trouble. (He plans to attack whichever side wins the battle or try to wring some concessions out of the winners if he thinks they are too powerful for him to handle.)

The ogre mage never mentions the power of the magical spring.

Ogre Mage: AC 4; Move 9(1M)/15"; HD 5 + 2; hp 34; #AT 1; Dmg 1d12; THACO 15; SA spell effects, cause *darkness*, *charm person*, *sleep*, *ray of cold* (8d8); SD spell effects, *fly*, *invisibility*, *polymorph* to humanoid, *regenerate* 1 point per melee round, assume *gaseous form*; AL LE

Enchanted Spring of the Ogre Caves

This last section is a large chamber lit by torches. On one side is a spring and pool of water. On the other side is a messy pile of ogre treasure. All the ogres who were hurt in the previous battles and fled here are all healed and they attack the PCs from all sides. There are also three *invisible* ogre leaders waiting until the party is in melee and then they will attack from behind.

Ogres (3): AC 1 (unusually fine armor); hp 33; other statistics from above

Remember that these ogres are invisible until they strike.

Ogre Treasures

1) In several iron-bound chests is a total of 1,327 gold pieces.

2) Several huge jars hold the following: 8,127 copper pieces, 6,821 silver pieces, and 999 electrum pieces.

3) In a delicately carved teak chest are 821 platinum pieces.

4) There are seven large chalices each worth 1,000 g.p. and they hold the following: 44 gems—11 with a base value of 10 g.p., 11 with a base value of 50 g.p., 11 with a base value of 100 g.p., and 11 with a base value of 500 g.p.

5) In an ebony scroll tube is a map to the Orc Lair (see page 34)

The Enchanted Pool

Those who drink from it once in 24 hours are cured of all ills (the three ogre leaders have not tasted these waters yet, but will if badly wounded). Those who take a second drink within 24 hours of the first drink must save vs. poison to benefit from the healing or they are driven mad for 2d6 days. This madness takes many forms:

1) Uncontrollable desire to laugh and giggle

2) Sleep for 1d6 hours

3) Dazed and confused

4) Attack allies instantly

Leopards (4)

Terrain: Forest

Total Party Levels: 18 (Average 3d)

Total Magic X.P.: 4,400

Total g.p. X.P.: Pelt price 30 g.p.

Monster X.P.:

Kill: 1,020 Defeat: 765 Retreat: 255

Set Up

* All the talk of the small town deals with a strange creature that only attacks at night and has been stalking the land killing horses.

* The mayor of a small village is willing to pay in gold for some brave souls to go into the nearby forest and hunt out the night creature.

* The son of a magic-user wants to hire a party to look for his dad. The father went into the forest to hunt several days ago and never came back.

The Lair

A huge willow tree grows by a shallow stream. There are other willows in the area, but this one is unusually large for its species. The tree hangs over the stream from bank to bank and hides a makeshift platform of thick willow branches extending out just above the water.

The area around the lair is part jungle and part forest. It is unremarkable and holds the usual animal runs and wildlife. Hunters in the area are drawn to the willow because it is such a landmark and it sticks out above the normal tree line. Because of its thick branches, it is impossible to see into the shaded area underneath unless these branches are parted.

The leopard has made a den of sorts on the branches of the willow primarily because it is impossible to see the creature and its kittens when it is eating and resting there. Instinctively the leopard drags kills through the water, leaving no trail to the tree.

Night Stalker

The male leopard hunts every night and brings back part of its kill. No matter where the PCs have camped that night, they are found by the male. The creature is interested in the horses or other mounts of the party. It approaches downwind of the camp and almost invisible as its black hide matches the inky blackness of the night. It gains a surprise attack on one horse and frightens the others into madness.

Male Leopard: AC 6; Move 12" ; HD 3 +2; hp 26; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; SA rake attacks with rear claws (1d4/1d4) if the front claws both hit; SD surprised only on a 1; AL N

It is a silent killer and if there is only one beast with the PCs, it is very possible the cat

could kill the animal and drag it away without being heard. The feline stands four feet tall at the shoulders.

If attacked, the beast defends itself and tries to scare away its attackers. If this does not work, the beast runs away to join its mate in the lair.

The Cubs at Play

The party eventually finds the huge willow tree and as they approach they hear the sounds of two leopards roaring. These are two female kittens, but they have grown larger than their father and look like adults to an uninformed watcher. They are tugging on the body of a dead horse their mother brought for them.

If the party kills them in one round, the kittens do not wake the mother sleeping in the willow. If they allow the felines to howl in pain or escape to the willow den, the party also faces their mother (see her statistics in the next encounter).

Female Leopard Kittens: AC 6; Move 12" ; HD 3 +2; hp 20, 19; other statistics as in Encounter 1.

Given the chance, these two run into the willow tree to hide high in its branches. They howl and scream for help unless they are dropped by the party's first shots.

Den of the Leopards

The female leopard is a giant of its species, standing five feet tall at the shoulders. She is sleeping in the willow, but can be expected to hear the howls of pain from her kittens and attack at once. If the party has quietly taken out the kittens, she is surprised on a 1 or 2 on a 1d6.

If the PCs blunder through the willow, the cat awakens, but moving along the stream into the tree surprises the cat every time. It is sleeping on the platform of thick willow branches. The bones of several past meals lie about, stuck between the branches.

The area under the outer branches of the willow is large and filled with twisting branches. The cats are at home in this area and if PCs follow them up into the branches of the willow, they are surprised every other melee round by the cats bounding at them from unexpected directions.

Everything is moist, making burning the tree difficult. When the cats fall below 10 hit points, they run from the battle.

Mother Leopard: AC 6; Move 12" ; HD 6; hp 40; #AT 3; Dmg 1d6 + 2/1d6 + 2/1d10 + 2 (plusses due to unusual physical strength); THACO 13; SA when both its front claws strike it gets two rear claw attacks (1d6 + 2/1d6 + 2), if the female is attacking those who have hurt her kittens, she receives a +3 to hit

and inflicts maximum damage for the entire battle; SD this cat is wise to the tricks of hunters and the like and is not intimidated by torches, pits and snares cannot capture the cat unless great care is taken to mask the scent of the trap preparer; AL N

This leopard has a silver scar along her back from a lightning bolt that caught her recently. Her dark green eyes, as well as those of eyes of her mate and kittens, reflect light sources and in the darkness it appears as if they are floating orbs as their pelts blend in with the night.

Lair Treasure

There is nothing in the willow for searchers to find. But anyone looking down into the water with a light source sees the glint of metal shimmering in the stream. There are 12 saddles lying at the bottom along with three saddle bags. All of the equipment found in the bags is badly rusted. One of them contains a *potion of extra healing*. There is the usual adventurer equipment, now all rotted and useless, in the bags.

This appears to be all, but if the discoverers think to sift in the silt along the bank they discover a rotted cloak covered in magical symbols. Inside the cloak is a large hidden pocket with a *wand of lightning* (19 charges). The cloak and wand are all that is left of the magic-user who went hunting in the woods.

Orcs (80)

Terrain: Forest

Total Party Levels: 24 (Average 4th)

Total Magic X.P.: None

Total g.p. X.P.: 10,355

Monster X.P.:

Kill: 1,500 Defeat: 1,125 Retreat: 375

Set Up

* A ranger is talking among friends at an inn about the sudden appearance of large orc bands in the nearby forests. He would like to get a band of warriors together to end this menace.

* The party is walking through a forest when they are rushed by a saddled horse fleeing in panic. They discover several orcish arrows in the animal and the saddle is of fine quality. The horse is lathered and must have been running for a long time.

* A magic user is worried about the arrival of his daughter. She was supposed to be with a merchant caravan coming to town last week and they still have not arrived. He wants to hire a party to search along the path of the caravan for her.

The Lair

This clan of Dripping Blade orcs has been ordered down into the forest to set up an outpost and begin scouting the area. The clan leaders want to begin large-scale raids in this region and they want to find out how a small group of orcs will fare against the competition of the forest.

The orcs are quickly clearing a large section of forest of the most dangerous creatures. They have also realized the opportunities presented by the river and forest road that cut through their new lands. Several bands of orcs are roaming these thoroughfares, looking for easy prey, while others are setting ambushes to catch those groups the raiding parties miss. Their fort is only partially built, but already it has a fair amount of treasure and prisoners brought in by the orcs. The orcs will have a tendency to take slaves and ask for surrender rather than killing. They want to do as little work as possible on their fort.

The River Ambush

The party is traveling along a tree-lined river flowing through the forest. They can be moving along the shore because it is easier than moving through the dense woods away from the river, or they can be in boats and moving on the river. In any event, they run into a band of 30 orcs hiding in the trees. These creatures want to ambush anyone who moves down the river. If the party contains at least one ranger or elf, there is a 33% chance

that the ambush is noticed before it is sprung. Otherwise the party should roll for surprise normally and the attack begins.

Orcs (30): AC 6; Move 9"; HD 1; hp 8, 5 (x 29); #AT 1; Dmg 1d6 (quarrel), 1d8 (axe); THACO 19 (includes -1 penalty for daylight); AL LE

If more than 20 orcs are killed in battle, the rest run back to the fort and are met again when the PCs get there.

Two volleys of quarrels arc out at the party and the orc leader shouts for the group to surrender. He is willing to enter into a dialogue with the group because he does not really want to fight. He tries to get the party to surrender or at least hand over most of their weapons and valuables before the orcs let them go. If the party is too troublesome, the missile attacks begin again.

The orcs single out the spell casters as the targets of their quarrel volleys. If the party seems to be getting away, the orc leader charges into melee with 15 of his band. They give chase if the PCs are out on the river beyond melee range. The other orcs keep firing their quarrels and will send a runner to report back to the fort on the progress of the attack (if the attack goes poorly, 20 reinforcements come from the fort in five rounds).

These orcs each have three gold pieces and a five silver pieces. The orc leader has a large gold bracelet (worth 99 g.p.). Their armor and weapons are unusually fine for orcs and bear the Dripping Blade emblem.

The Forest Road

Long ago, a wide road was cut through the forest and up until now it has been maintained by the merchants who use it.

As the party walks down the road, they hear the sound of frightened mules and horses. If they investigate, they soon come upon the scene of 12 orcs capturing a small caravan. Only three men and a young girl are left alive from a band of 10 humans. All the rest and several of the horses were killed by orc quarrels. The orcs seem to be engrossed in checking out the loot they have captured.

Unknown to the party, they have been detected by an orc leader and his group of 21 orcs. They have remained in the forest. If the party attacks or tries to set up their own ambush, they will be surprised in turn by this band of orcs. The orcs with the caravan will be completely surprised by the party. If the party contains at least one ranger or elf, there is a 33% chance that they detect the orcs' ambush.

Orcs (22): hp 8, 4 (x 21); the rest of the statistics are given in the first encounter.

These orcs run back to the fort after losing

12 of their number.

There are 12 orcs raiding the caravan and they have the same statistics, but no leader.

The caravan leader is very grateful for being rescued. He pays each surviving party member 100 gold and offers to arrange to heal any wounded when they get to town. He wants the party to help him get the remains of the caravan through the forest. The merchant even goes so far as to offer a portion of his goods for the protection the party can provide.

The Forest Fort of the Orcs

Orcs (28): hp 8 (x 3), 6 (x 25); the rest of the statistics are taken from the first encounter.

The remaining orc troops from the first two encounters are here as well.

The fort is completely shaded by some of the largest trees in the forest and there is no penalty on the orcs' attack rolls. Those within 60 feet of a leader receive a bonus of +1 on their attack rolls because they are fighting near the standard of the clan; the orcs only run from the fort when all of their leaders are dead.

The fort is three-quarters finished. A force of 10 orcs hides in the trees at all times. These act when the fort is attacked and try to surprise the attackers from behind. There are 30 human slaves who are helping to build the fort. They are constantly watched by five orcs. These humans are placed on the walls of the fort and used as shields when the orcs fight.

Even from a distance, the party can see a corral of horses and mules that must have been taken from several caravan attacks.

If the party makes a frontal assault, they see several catapults ready to fire. These are only half built however and can do no damage now.

The most notable feature of the fort is a large stone building at its center. This is the storage area for the fort and holds the following: 2,922 copper coins, 11,911 silver bits, 122 gold coins, 99 bolts of expensive cloth (50 g.p. each), several hundred assorted weapons, smoked meats, and barrels of wine, beer, and ale. This area is constantly guarded by five orcs.

The greatest treasure of the orcs is their human captives. Several of them are rich merchants or come from rich merchant families. They are willing to pay highly for their safe return. The party could stand to earn as much as 75,000 gold from these groups. If the orcs get desperate, they will threaten to kill the captives unless the PCs halt their attack. The orcs point out how much reward money there might be for the captives and try to trade the humans for a cease fire.

Apes, Carnivorous (8)

Terrain: Forest

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 3,650

Total g.p.X.P.: 2,300

Monster X.P.:

Kill: 7,708 Defeat: 5,781 Retreat: 1,927

Set Up

* The PCs are encamped in a dense forest anywhere when this encounter occurs. It happens at night, during one of the watches.

The Lair

The dense, noisy jungle the PCs are traversing is home to many dangerous inhabitants. Among the more dangerous, because of their ferocity and cunning, are the great carnivorous apes. These giant primates hunger for human flesh and will go to great lengths to feast on this favored delicacy.

The PCs' travels through this forest have aroused the senses of a clan of carnivorous apes that resides in a crude village high up in the branches of the towering trees that surround the PCs. These apes became aware of the PCs long before the latter ever reached the trees supporting the apes' vast nest of interwoven branches. The apes have been very discreetly following the PCs for much of the past day. They will wait for nightfall, when they know humans are most vulnerable to attack.

Any rangers in the party sense the presence of watching eyes several times during the day. Neither physical nor magical searches discover anything but the normal (and mainly harmless) denizens that inhabit any woodland.

The Abduction

That night, during either the second or third watch (determine randomly), the carnivorous apes launch their attack.

Carnivorous apes (8): AC 6; Move 12"; HD 5; hp 37; #AT 3; Dmg 1d4/1d4/1d8; THACO 15; SA rend for an additional 1d8 points of damage if both claws hit; AL N

The apes launch separate, simultaneous attacks on each PC on watch. Two apes swing down from the overhanging trees onto each PC (surprise on a 1 - 4 on 1d6, roll separately for each PC on watch). One ape drops to the ground and attacks the PC with its teeth and both of its claws, while the other hangs onto the tree and grabs the PC with its feet. If there are fewer than four PCs on watch, the unoccupied apes drop down onto the sleeping party members and inflict one round of claw and teeth attacks and then leap into the trees before the groggy PCs can awaken and react.

Each PC on watch must roll a Strength Check with a - 4 penalty (—6 penalty if the

PC is surprised). Success means that the PC is able to wrench free of the ape's feet. Failure indicates that the PC is taken into the trees by the ape and disappears into the night (except for occasional screams).

The PCs who are grabbed and hoisted aloft cannot fight back as their arms are held in the vise-like lock of the apes' powerful feet. The violent motion of the apes through the trees and the constant crashing into branches prevent the captured PCs from taking any action to free themselves.

Each PC who was surprised by the apes' attack stands a 50% chance of dropping his readied weapon or item in the shock of the abduction. The PCs may shriek and yell as much as they like, for the great apes are not concerned about pursuit from the rest of the party (in fact, that is what they are hoping will happen).

The unencumbered apes move up through the tightly clustered branches at a rate of 12" per round (360 feet per round). The apes carrying the PCs move at half that rate. If the need to descend the tree branches arises, these arboreal primates move at twice the above rates.

The Pursuit Through the Trees

If the other PCs decide to climb after their friends, allow thieves to climb the trees at a rate of 20 feet per round and other characters to climb at a rate of 10 feet per round (this information is from the *Dungeoneer's Survival Guide*, pages 14-16. The climbing rate is for slippery tree surfaces.). Have the players roll a Dexterity Check for their characters at 100 feet (roll checks against the *climb walls* percentage for thieves); failure means that the PC crashes through the branches for 10 feet and suffers 1d6 points of damage. Roll Dexterity Checks for each falling PC until he succeeds. Each failed check means another 10 feet of falling and 1d6 more points of damage. If the need arises for the PCs to climb down the trees, they move at half their climbing-up speed (the PCs were not born in the treetops like the apes, so climbing down is trickier than climbing up for the PCs).

The apes' tree-nest lair is about 200 feet up in the trees (about 50 feet below the tops of the trees and unnoticeable from above) and about 250 feet west of where the PCs' camp was, so the total straight-line distance to reach the nest is about 350 feet (one round for unencumbered apes, two rounds for those carrying PCs).

If the abducted PCs insist on struggling as they are dragged into the heights of the trees, roll a Dexterity Check (with a —8 penalty to Dexterity) at the 100- and 200-foot points for

each PC struggling. A roll below the PC's Dexterity minus 8 indicates that the PC wriggles free of his captor's grasp and falls through the trees. Because they are not holding onto a tree when they begin falling, these characters have a difficult time breaking their falls.

Each escaped PC rolls a Dexterity Check with a -4 penalty for every 20 feet fallen. Each check means the PC suffers 2d6 points of damage. A failed check means the PC falls another 20 feet, suffers 2d6 more points of damage, and rolls another check. This continues until the PC succeeds at a check (catches himself on a branch), hits the ground, or dies.

When a PC escapes, the two apes who captured him descend after him and try to grab him once he stops falling. The PC has one round to prepare a weapon or item before the apes are on him. If he defends himself with a weapon, see below for the mechanics of PCs fighting while in the trees. The apes again try to grab him as their attacks and the PC has the same chance of evading them as he did in camp (although he cannot be surprised this time).

If an escaped PC dies in the fall, the apes descend and gather up his body, unless the remaining PCs reach the bodies first. Note that if a PC falls from the 100-foot height, he lands about 125 feet west of the PCs' campsite and the apes may be able to reach him first because they move faster through the trees than the PCs move on the ground. A PC falling from 200 feet lands about 250 feet west of the PCs' camp.

If the apes reach their nest with at least two PCs, they are content with the night's catch and bind the PCs to ensure that they stay for dinner. If fewer than two PCs are brought to the nest, the female apes screech their disappointment at the males' poor hunting skills and the males toss the PC into the waiting arms of the females and head back down to grab some more PCs. The females easily overpower the PC and tie him up, prodding him mercilessly to see if he is worth eating (they decide that he is).

If the returning apes find the PCs in the trees, they attack and try to dislodge the PCs from their precarious hand- and footholds. The PCs suffer the following penalties to attacks and defense while in the trees (from the D5G, page 30): no Dexterity or shield bonuses to AC; -2 penalty to all attack, damage, and save rolls. The apes attack with no penalties. If a PC is struck twice or more in one round (by attacks from one or more apes), the player must roll a Dexterity Check for his PC. Failure means that the PC falls with the same results and repeat checks as if he had failed the Dexterity Check at the 100-foot point in the

climb (see above).

If the apes find the PCs on the ground, they remain in hiding until the PCs climb into the trees (the apes wait until the PCs are 50 feet up) or until the PCs set up new watches and settle in (the apes then attack only the sentries while carefully watching the other PCs so as not to be caught in a trap).

If the apes bring at least two PCs to their lair, they are content to wait for the PCs to struggle up to them.

Many creatures besides the carnivorous apes reside in these leafy reaches. Some are harmless, but others resent any intrusion into their territory and they have the wherewithal to make their resentment felt.

About 50 feet above the ground, climbing PCs will run into a small clan of gorillas (common apes). These are usually peaceful animals, but they do not tolerate this noisy invasion of their home. (They defer to the more powerful carnivorous apes at all times, however.)

Apes (4): AC 6; Move 12" ; HD 4 + 1; hp 25; #AT 3; Dmg 1d3/1d3/1d6; THACO 15; SA rend for an additional 1d6 if both claw attacks hit; AL N

Female apes (6): all statistics the same as males except: HD 3; hp 18; Dmg 1d3/1d3/1d4; THACO 16; SA rend for 1d4

The young and infants (five of each) are noncombatants.

These apes employ the same attacking and dislodging tactics as the carnivorous apes, ex-

cept that the gorillas are content to drive the intruders away and will not chase them. The PCs can move 20 feet farther away from the gorillas' home and receive only warning screeches as they climb.

About 125 feet off the ground, the PCs stumble upon two boa constrictors that have been attracted by all the commotion. The giant snakes drop down on the PCs from above and surprise them on a 1 - 4 on 1d6.

Boa constrictors (2): AC 5; Move 9" ; HD 6 + 1; hp 45; #AT 2; Dmg 1d4/2d4; THACO 13; SA second attack is constriction—victim is AC 10, constriction automatically continues each round following first successful hit, 2d4 per round, minimum of 64 Strength points needed to pull off live constrictor; AL N

The Defense of the Nest

Once the PCs are past the gorillas and boa constrictors, the carnivorous apes are the only remaining foes. The apes have lookouts watching the other battles and reporting back on the PCs' progress. The apes wait until the battle with the snakes is decided; then they descend to 175 feet above the ground and await the PCs. When the PCs reach this level, the eight male apes drop down among the party and again attempt to dislodge the PCs. The males fight to the death defending their territory.

Once the PCs have killed all the males, they must deal with the females in the nest. When the females see the last of the males die, half

of them (six of 12) swarm over the edge of the nest to battle the PCs, while the rest of the females remain in the nest as a last-ditch protection of the young and baby apes.

Female carnivorous apes (12): same statistics as males except for: AC 4; HD 4; hp 23; Dmg 1d3/1d3/1d6; THACO 13; SA rends for 1d6

Young and babies (10 of each) are noncombatants.

All the females fight with +2 bonuses to their ACs and attack rolls because they are defending their young (these bonuses are included in the above statistics).

The females that charged out of the nest fight to the death. If the PCs kill them and climb onto the sturdy nest, they find the rest of the females and young cowering fearfully at the other end of the nest. Any move or hostile gesture toward the apes sends them scurrying over the side of the nest to disappear into the thick branches below. The apes quickly move far away and are never seen by the PCs again.

The Apes' Treasure

If the PCs thoroughly search the wide, woven-branch nest, they find several items hidden in the refuse that covers the bottom of the nest.

The PCs find the following: 2,000 gp, 3,000 sp, a human-sized *plate mail* +2, a *sword* +3, and a *shield* +2.



Bear (1)

Terrain: Forest

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 3,200

Total g.p. X.P.: 2,200

Monster X.P.:

Kill: 2,054 Defeat: 1,542 Retreat: 514

Set Up

* The PCs notice a poster offering a 1,000 gp reward for killing a large animal that has been raiding local farms and villages.

* The PCs are camped in the woods one night when they are attacked by a bear (they inadvertently wandered into its territory).

The Lair

This bear has been wreaking havoc throughout the surrounding countryside. No matter how the PCs hear about the bear, their first encounter with it occurs at night when they camp somewhere in the woods. This is an old, wily, brown bear that is protecting its territory (and its two cubs) against the ever-encroaching tide of humanity.

Brown bear: AC 4; Move 12"; HD 7 + 7; hp 60; #AT 3 (claw/claw/bite); Dmg 1d6/1d6/1d8; THACO 12; SA hugs for 2d6 if either claw hits on an 18 or better; SD its senses of hearing and smell enable it to detect hidden and *invisible* creatures with 100% accuracy; AL N

This bear is not only an especially large and nimble member of its species, but it is also very cunning and aggressive. It senses when it has the upper hand and pushes its attacks as long as it is safe, then it disappears to attack again when the PCs least expect it. That will be the pattern of its attacks on the PCs: quick strikes, then melting into the woods only to reappear later somewhere else. Only the PC attacked can get a melee attack against the bear—it moves very quickly and is gone before anyone else can move within melee range. Anyone with a missile weapon ready who is not surprised by the attack and is within 20 feet of the bear's victim can fire one round of missile fire at the bear, but if they miss the bear they must roll to see if they hit their comrade.

The bear has learned to be extremely quiet

when hunting humans and their companions—not even a thief or elf can hear the bear moving. Whenever it makes a sneak attack, it has a 1-4 chance on 1d6 of surprising the victim (1-3 chance if the victim is a ranger or a barbarian). The bear can also detect traps or surprises that involve altering the natural habitat of the bear. These set off subliminal warnings that alert the bear that something is not quite as it seems.

The bear will not attack in the daytime unless the PCs manage to follow it to its lair.

The Bear Strikes

The first encounter occurs after the PCs have made camp and all but the watch has gone to sleep. The bear attacks the first human on guard duty (roll randomly if more than one human on that watch). If there are no humans in the party then the bear attacks a character chosen randomly from the first watch. The bear sneaks up on the PC and attacks when he has his back turned. The bear surprises the sentry on a roll of 1-4 on 1d6 (1-3 if the PC is a ranger or a barbarian) and receives a +2 bonus for attacking from behind if it achieves surprise. The bear makes two rounds of attacks (claw/claw/bite and hug, if applicable) if the PC was surprised, but only one round if the PC was not surprised. Then it crashes off into the woods.

The woods that the bear frequents are very overgrown (the characters can only see about 20 feet even with good light) and the PCs movement is only 1/2 normal (the bear moves at 9" through the woods). After its attack, the bear makes lots of noise as it runs through the woods (though the echoes confuse the direction somewhat). After about 100 yards, the bear stops and listens to see what the PCs are doing. If they are following, the bear takes off noisily once more, leaving an easily followed trail. If the PCs are not following it, the bear quietly circles back to the other side of the camp to wait for things to settle down again, at which point the bear will launch another surprise attack against a guard.

The Dangers of the Chase

If the PCs do follow the bear, it noisily leads them through the forest until it comes to a

bear trap. This is a large trap that consists of two jaws spread apart on the ground. The jaws have jagged edges and are held apart by a locking mechanism. When a creature steps on the release in the center of the trap, the lock is released and the jaws are slammed shut by springs. The trap is entirely covered by leaves, twigs, and dirt. The party has no chance to detect this unless a character has been checking for traps along the trail.

The bear has known about this trap for months. It crashes over the trap, continues into the woods for a few rounds, then quietly and carefully circles back past the trap to hide and wait near its track for the PCs. When the PCs come trooping by, each PC following the track has a 25 % chance of stepping in the hidden bear trap (roll for the first PC in line first, then in order until the trap is sprung). The trap inflicts 4d6 points of damage (halved if a successful Dexterity Check is rolled). When the trap goes off, the bear takes advantage of the confusion to attack the last character in line (same chance of surprise), but it only makes one round of attacks before crashing off into the woods again.

The bear rumbles through the woods for about 500 yards (making sure to leave an easy-to-follow trail) before quietly sneaking back to the PCs and making another ambush attack on the last character in line, once again with the same chance of surprise and only one round of attacks before crashing back through the woods.

If the PCs ever give up on the chase, the bear comes quietly back and attacks the rearmost character for one round (1-4 chance of surprise, 1-3 if character is a ranger of a barbarian) before crashing back into the underbrush. The bear's purpose is to goad the PCs into following it. It is always on the alert for traps and surprises the PCs may set, however.

The bear's next trick is to lead the PCs past a hidden giant badger lair. There are four giant badgers here: two adults and two young.

Adult giant badgers (2): AC 4; Move 6" (3"); HD 3; hp 22; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; AL N

Young giant badgers (2): AC 4; Move 6" (3"); HD 2; hp 12; #AT 3; Dmg 1/1/1d3; THACO 16; AL N

Each PC has a 10% chance of stepping into the hole (1 point of damage). There is also a 10% cumulative chance that the badgers attack for each PC who walks by (i.e., the first PC has a 10% chance of being attacked, the second has a 20% chance, etc.). The badgers automatically attack if someone steps in their hole. The bear waits until the badgers attack someone and then it ambushes the leading PC (or the end PC if the lead PC was attacked by the badgers). If no one triggers a badger attack, the bear attacks the last character in line, which gets the badgers irritated enough to attack also. The bear attacks for two rounds before running away, while the badgers attack until one of the adults is dead and then the rest retreat into their hole.

After this latest attack, the bear ambles noisily toward its lair (leading its cubs' next meals to the table, so to speak). It circles back to make sure the PCs are following it and attacks some more if they are giving up. Another 20 minutes of chase brings the PCs to the lair.

The Lair of the Bear

The bear lives in a cave 30 feet up a sheer cliff. Forty feet from the cave is a huge oak tree. One of the tree's lower limbs reaches to

the cave and then climbs above it along the cliff face. The bear climbs the tree and walks along the two-foot-wide limb to reach its lair. It climbs up there now and hides inside the cave to wait for the PCs.

The PCs can climb to the tree limb in three rounds (two for thieves). Walking along the tree limb requires a Dexterity Check midway along the 40-foot length of the limb (failure means the PC plummets 30 feet to the ground and receives 6d6 points of damage). Any PC who fights on the tree limb does so with a -2 penalty to his attack and damage rolls. A PC fighting on the limb must also roll a Dexterity Check before each of his attacks and after any successful attack by the bear on that PC. Failure means the PC falls from the limb and suffers 6d6 points of falling damage. A PC who fights while clinging to the vertical surface of the tree suffers a penalty of -2 to his attack and damage rolls and must roll a Dexterity Check after each successful attack by the bear (he also loses all Dexterity and shield bonuses to his AC).

If the PCs try to climb the tree, the bear waits until the lead PC is midway out on the limb and then the bear charges into the lead PC. The bear automatically hits the first PC and knocks him off during the first round of

the charge—1d6 points of damage plus 6d6 points of falling damage—but the PC gets an attack with a -4 penalty as he falls. Any other PCs on the limb are knocked off on the next round unless the bear is killed in the first round. The bear then knocks off any PCs who were climbing the tree. Once it has cleared the tree of intruders, the bear runs back to the cave and awaits the next assault. If the bear reaches 15 hit points, it immediately runs back to the cave and will not come out.

The bear's lair is a twisting, six-foot-wide tunnel that extends for about 30 feet before opening up into a 30-foot-wide cavern that is home to the bear and its two cubs. The bear fights at +2 to hit and damage while in the tunnel and cavern. The mother bear defends its cubs to the death. The cubs fight if the PCs enter the cavern.

Bear cubs (2): AC 6; Move 9"; HD 3 + 3; hp 18; #AT 3; Dmg 1d3/1d3/1d4; AL N

The Bear's Treasure

If the PCs explore the cavern (after defeating the bear and cubs) they find several useful items spread throughout the leaves and detritus that litter the floor: 1,500 gp, 200 ep, 100 pp, 1,000 sp, a *mace* +2, *shield* +2, and a *crossbow of accuracy*.



Buckawns (5)

Terrain: Forest

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 9,050

Total g.p. X.P.: 12,100

Monster X.P.:

On Glory Road:

Kill: 6,540 Defeat: 4,905 Retreat: 1,635

On Treasure Trail:

Kill: 5,270 Defeat: 3,952 Retreat: 1,318

Set Up

* Everyone in the human settlement knows the southern woods are filled with buckawns. It has been said that they grant wishes if you do them a service.

* The talk of the town is the small ship with a dead buckawn that floated past the town. The bad omens this presents has frightened the villages and they want a party to investigate.

* It has been a hard winter and the wolves came down from the hills. There are large bounties for their pelts paid by the surrounding villages.

The Lair

Buckawns in Trouble

The party has gone several miles into the woods when they hear the sound of wolves attacking in the distance. They should be encouraged to check it out. When they investigate, the PCs see a group of five buckawns fighting back to back in a small clearing. Two of their number have fallen and the rest are fending off the attentions of seven ravenous wolves. It should be clearly indicated to the party that the wolves will quickly kill the small humanoids unless the PCs pitch in and help.

Worgs (7): AC 6; Move 18"; HD 4 +4; hp 32, 28 (x 3), 15 (x 3); #AT 1; Dmg 2d4; THACO 15; SD in this encounter, the wolves move in and out so much that an area-effect spell only affects two of them; AL NE

Once the party attacks, the wolves ignore the buckawns in favor of attacking the PCs. Each worg runs when reduced to less than 10 hit points.

When the buckawns are safe, they communicate their gratitude to the PCs. The buckawns insist on helping the group and ask them if the adventurers want glory or treasure. The buckawns will not be side tracked with requests for details and insist that the party as a group take a choice between glory and treasure. If the party refuses to choose, the buckawns silently lead them safely out of their forest and appear to be very disappointed.

The Glory Road

The PCs have chosen the glory path without being given information about the encounter from the buckawns. One of these small creatures leads the party into a hilly forested region and the group comes upon a large road through the wilderness. Above that road is a large cave with a roaring fire in front of it. Beside the fire is the bound and gagged form of a human male. There is a large portion of a horse on a spit over the fire.

Before the party can do a thing, the buckawn says, "Here is your chance for glory. Your names will live forever if you perform this deed." The creature then hurls rocks into the cave and becomes *invisible* while three of the largest hill giants the PCs have ever seen come out and thump down the cliff toward the PCs.

Hill Giants (3): AC 4; Move 12"; HD 8 + 1-2; hp 66, 65, 64; #AT 1; Dmg 2d8; THACO 12; SA their first attack is hurling rocks for 2d8; SD they can catch hurled objects 30% of the time; AL CE

The buckawn is not idle while the giants attack. It only wants the party to earn their glory. If one of the party members is near death and still wishes to fight, the buckawn uses its considerable powers to help in the battle, but only to hinder attacks on badly wounded PCs. The buckawn can use the following against the giants: *audible glamor*, *dancing lights*, *entangle*, *summon insects*, and *trip*. After these effects are exhausted, the buckawn uses specially poisoned darts against the giants (Dmg 1d2; THACO 20; SA the dart's poison slows the giant by 50% if it fails its poison save, but the darts no longer work on a giant once he successfully makes a saving throw against the poison).

If the giants are defeated, the party discovers that they have saved a 10th-level bard from being eaten. The bard says he will dedicate his life to singing the praises of the party for all the world to hear.

In the cave of the giants are three large sacks. Each is filled with 1,200 silver pieces. (The DM should add on the 180 experience points for the treasure, this has not been done in the experience listed at the beginning.)

The Treasure Trail

The party has chosen the path of great treasure and are led by the largest buckawn deep into the forest and finally along a slowly widening ravine. The PCs notice that all of the largest trees have been pulled up in this area and then they see the cave. The buckawn has led the PCs to the side of the area and hidden the party among uprooted trees. It then sneaks a little distance into the ravine and created a strangely glowing creature. This

magical-light creature strides up to the cave and the party can hear a shout from inside. Out comes a huge firbolg giant waving its sword through the light creature. The buckawn looks at the group and says, "Your task awaits," and then vanishes.

The party gets one free melee round and then a roll for initiative must be taken if they wish to continue to attack the giant.

Firbolg: AC 2; Move 15"; HD 13 + 2-7; hp 90; #AT 1; 2d20 + 10 (very large two-handed sword); SD can catch or bat away missiles twice per round (75 % chance); once per day it may cast the following: *detect magic*, *diminution*, *fools gold*, *forget*, and *alter self*, MR 15%; AL N

The buckawn is not idle while the giant attacks. It only wants the party to earn their treasure. If one of the party members is near death and still wishes to fight, the buckawn uses its considerable powers to help in the battle, but only to hinder attacks on badly wounded PCs. The buckawn can cast the following against the giant: *audible glamor*, *entangle*, *summon insects*, and *trip*. After these effects are exhausted, the buckawn fires specially poisoned darts against the giant (Dmg 1d2; THACO 20; SA the dart's poison slows the giant by 50% if it fails its save vs. poison, but the darts are no longer effective once the giant successfully saves against the poison).

If the party defeats the creature, they may explore the giant's lair and its treasure. The buckawn has left for the forest. The party finds the following:

In a small ermine bag are 12 gems, each with a base value of 100 g.p.: two deep purple amethysts, two red garnets, three deep green spinels, and three golden yellow topaz. A magical *pearl of wisdom* lies with another normal pearl (150 g.p.).

An old knapsack filled with rocks was used as a pillow for this giant. This sack is actually a *bag of holding* (60-pound limit).

Lying among a pile of 50 human-sized swords of every description is a magical *two-handed sword +1, +3 vs regenerating creatures with a Neutral alignment*.

There is a large heap of boulders at the back of the cave and under the boulders is a solid block of melted gold worth 12,000 g.p.

Among some bones is a bone scroll tube with a map to the Ogre Mage lair (page 6).

Centaurs (50)

Terrain: Forest

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 5,500

Total g.p. X.P.: 3,250

Monster X.P.:

Kill: 7,272 Defeat: 5,454 Retreat: 1,818

Set Up

* The PCs are traveling through a pleasant woodland when they encounter a group of three male centaurs. The centaurs tell the PCs that great evil has descended upon their tribe and they beg the PCs to help them (see below for details).

* The PCs are in a town when three male centaurs approach them and ask for their help. The centaurs explain that a disaster has befallen their tribe and the aid of a group of brave adventurers is the only thing that can save them (see below for details).

This tribe of centaurs has lived for centuries in a small glen deep in the heart of a quiet forest. Several months ago, an evil wizard happened upon this glen and decided that he would bring terror and evil into this happy place. He waited until the Revered Leader of the centaurs went off into the woods alone. Then he cast a *flesh to stone* spell on the Revered Leader and waited for the other centaurs to find the statue.

When the statue was discovered, panic arose in the glen. Such a thing had never happened in the long years of the tribe. That it happened to the Revered Leader, the king and wisest member of the tribe, made it many times worse. In the ensuing confusion, the magic-user cast several *charm monster* spells and soon controlled the Revered Leader's four lieutenants. The wizard stayed hidden from the centaurs, but through the lieutenants he instituted a repressive regime that controlled all aspects of the tribe's existence. Centaurs who wished for power over others were given positions of authority under the *charmed* leaders. Most of the others were bullied into obeying orders. Those who protested the new regime were killed or beaten severely and driven from the tribe. The three who met the PCs are some of the luckier ones.

In the time since these three centaurs were driven away, ever-harsher strictures have been placed on the centaur tribe. The centaur leaders decide where and when the tribe can eat, to whom they can speak, when they can eat, etc. Two weeks after he caused all this evil, the wizard grew bored and left to seek new amusement elsewhere. The *charmed* leaders came out from under the spells over the course of the following weeks, but they discovered that they enjoy the positions of absolute power

they now hold and have no desire to return to the old ways.

The centaurs do not really know what happened to their Revered Leader. All they can tell the PCs is what they saw—their Revered Leader walked into the woods one day and did not return. When others went looking for him, they found a stone statue of him where he was last seen. The statue was identical to the Revered Leader in every detail. He has never been seen since that day.

The Lair

The centaur lair now resembles a military camp. Armed patrols of hard-eyed male centaurs patrol the woods around the glen, guarding against both escapes from within and attacks from without. Two guards are maintained around the Revered Leader's statue at all times. The centaur leaders mean to prevent anyone from getting near it and trying to free the Revered Leader.

They are afraid to destroy the statue because the attempt might free the Revered Leader. They have told the rest of the tribe that they are the guardians of the tribe until the glorious day on which the Revered Leader returns (a day they fervently hope never arrives). The leaders maintain that they are only doing what the Revered Leader would have done in a time of internal unrest and external threat. The leaders tell the centaurs that the patrols regularly turn back evil creatures who would otherwise cause great harm to their community.

This is the situation of the centaur tribe when the PCs are asked to help. The three ousted centaurs assure the PCs that most of the tribe will rise against their oppressors once they know that rescuers have arrived. They also suggest that the best way to overcome the new leaders would be to free the Revered Leader from his imprisonment. Then the usurpers may flee with little or no bloodshed.

A Journey into Danger

It is a three-day trek westward through the woods to the centaurs' glen. The three centaurs insist on coming along to guide the PCs and aid in the freeing of their friends. When the PCs are within one day of the glen, the centaurs notice that the forest is quieter than it used to be. That last day, there is a 15% chance per turn that the party is discovered by a centaur patrol. Once the PCs meet the first patrol, they are within eight turns of the camp. Each patrol consists of the following:

Five centaurs: AC 4; Move 18"; HD 4; hp 24; #AT 1; Dmg 1d8 (clubs), 1d6 (composite bows, THACO 13); THACO 15; AL NE

These centaurs are encountered at a distance of 1d6 x 10 yards in the thick woods. They fire their bows as they charge at the party, switching to clubs as they get within melee range. When all but two centaurs are dead or downed, the survivors try to flee back to the glen to bring news of the invaders. Even if the PCs do manage to kill or restrain all members of the patrols they encounter, the alarm is raised at the glen two hours (12 turns) after the first patrol encounter (the centaur leaders get very nervous when a patrol fails to return to camp). All members of these patrols are loyal to the new regime and cannot be coerced into switching sides.

Once the alarm has gone up, all patrols are recalled and the guard on the Revered Leader's statue is doubled (to four centaurs). The females (83 of them), young, and 11 males who are suspected of disloyalty to the new regime are pushed into a small cave and a large boulder is rolled against the entrance to seal them in. The rest of the centaurs run into the surrounding woods and await the intruders. There are 40 of these centaurs and their statistics and weapons are the same as those in the patrols.

The three centaurs with the party urge the PCs to free the Revered Leader before they go after his former lieutenants. They feel this will cause less bloodshed. If the PCs heed this advice, continue on to the next paragraph. If they ignore the centaurs' advice, skip down to the paragraph beginning "If the PCs enter the glen without...."

The Rescue of the Revered Leader

To free the Revered Leader, the PCs must first find the statue and overcome its guards. The three centaurs know the way to the statue. The two guards (four if the PCs do not reach the statue before the alarm is given) are hidden in the brush within 20 feet of the statue. Each centaur with the party has a 5% chance of noticing the guards, while the PCs only have a chance if they have special abilities or spells that enable them to see hidden or *invisible* creatures. Once the guards spot the PCs (or realize that the PCs have spotted them), they fire arrows at the party until the PCs' party charges into melee. The centaur guards are in 50% cover (+4 bonus to AC and saving throws).

Centaur guards (2 or 4): AC 5; Move 18"; HD 4; hp 26; #AT 1; Dmg 1d8 (clubs), 1d6 (composite bows, THACO 13); THACO 15; AL N

If the fighting lasts longer than four rounds, someone in the glen hears the noise and 10 centaurs are sent to investigate. They arrive in three rounds. Once the party has di

patched the guards (and any others who come to investigate), they can attempt to free the Revered Leader.

The only way to free the Revered Leader is for a PC to cast a *stone to flesh* spell (if they somehow have access to one) which would be sure to negate the original spell.

The Revered Leader's Constitution score is 18 and he has a 99% chance of surviving the spells (roll retroactively for the original spell and again for the PCs' spell).

If the PCs fail to revive the Revered Leader, but still wish to free the centaurs from this cruel tyranny, skip to the next page and the paragraph beginning, "If the party enters the glen without...."

The Final Battle

If the party enters the glen with the Revered Leader, roll 3d10. This is the number of hidden centaurs who repent their ways and rush out of the woods acclaiming the Revered Leader. They surround him and prepare to defend him. The rest of the centaurs take a round to get over the shock of seeing the Revered Leader alive again, but then they fire one round of arrows at the party and reformed centaurs before charging into melee. These centaurs break and run once there are less than seven of them left (unless they outnumber their opponents). The Revered Leader does not participate in this internecine combat unless his supporters are outnumbered. He is very reluctant to shed centaur blood, but he sees this as a lesser evil than returning his people to the tyranny of his former lieutenants' regime.

Centaur: AC 4; Move 18"; HD 4; hp 24; #AT 1; Dmg 1d8 (clubs), 1d6 (composite bows, THACO 13); THACO 15; AL N

Centaur leaders (4); AC 4; Move 18"; HD 4; hp 29; #AT 1; Dmg 1d8 (clubs), 1d6 (composite bows, THACO 13); THACO 15; AL N(E)

Three rounds after the fighting erupts, a mighty crash sounds from the cave as the boulder blocking the entrance is pushed over. The 11 male centaurs come charging out, calling the Revered Leader's name, and enter the fray.

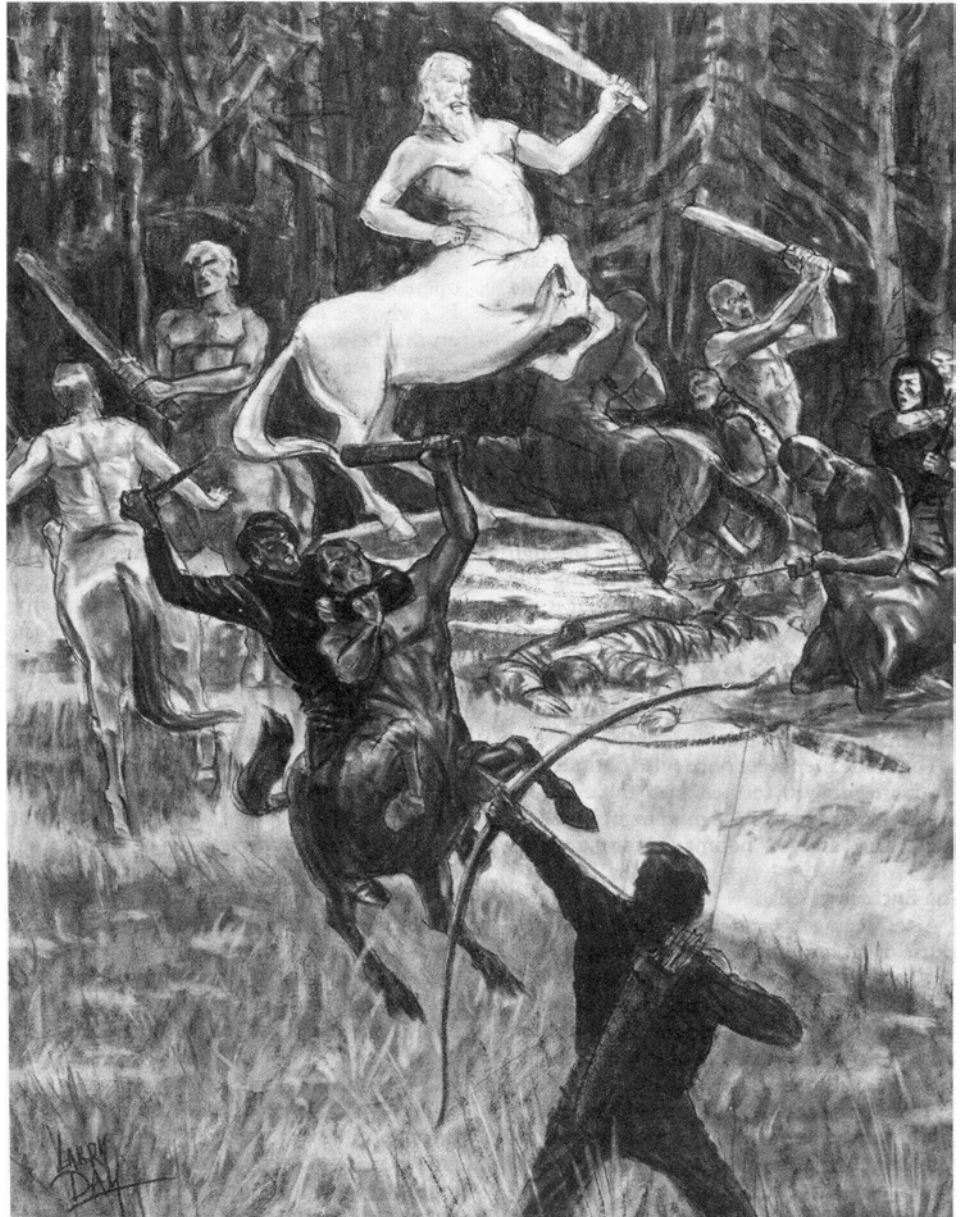
If the party enters the glen without the Revered Leader, all 40 of the centaurs fire a volley of bow fire at the party and then charge into melee with their clubs (the three centaurs with the party each have a 5% chance of noticing the hidden centaurs before entering the glen, while the PCs can only detect them if they have appropriate special abilities or magical means. If the party suspects a trap, of course, they may take special precautions that enable them to detect the hidden centaurs.).

Five rounds after the fighting begins, the boulder blocking the cave entrance is pushed aside and the 11 male centaurs within join the battle on the PCs' side.

The Centaurs' Treasure

When all is over and the usurpers and their supporters have fled (assuming the PCs' side wins), the Revered Leader turns to the PCs and offers his thanks for their tremendous

bravery in this venture. He takes them to his personal cave and removes several stones from the wall to reveal a secret treasure chamber. He then gives them rewards for their endeavors. He presents the PCs with 3,000 gp, 500 ep, a *ring of shooting stars*, two *javelins of lightning*, and a *crossbow of accuracy*. The Revered Leader and his people swear eternal friendship with the PCs and offer their aid in any difficulties the PCs may ever encounter.



Faerie Dragon (1)

Terrain: Forest

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 3,500

Total g.p. X.P.: None

Monster X.P.:

Kill: 344 Defeat: 182 Retreat: 86

Set Up

* The PCs can encounter this mischievous fellow in any peaceful woods.

* The PCs can have this adventure if they completed the Dryad adventure (on page 86) and are attempting to recover her treasure.

The Lair

The PCs are about to meet the faerie dragon that inhabits these woods. This particular faerie dragon lives in a nearby cave that the PCs will be led to, if they prove sufficiently amusing, in a series of strange encounters.

Faerie dragon: AC 1 (always *invisible*); Move 6"/24"; HD 4; hp 16; #AT 1 Dmg 1-2; THACO 15; SA all druidical spells, two-foot-diameter euphoria cloud breath weapon, save vs, breath weapon or wander blissfully for 3d4 rounds; SD *invisibility*; MR 96%; AL CG

This is an ancient, purple faerie dragon—the equivalent of a 14th-level druid for spell-casting purposes.

The faerie dragon can cast any druidical spell, but keep in mind that these should not cause harm to the PCs. The creature's intent is humorous, not hostile.

The first hints of the unusual are the odd stone formations that the PCs notice through the trees every now and then. Leaving the path to examine one, the PCs find that it is a stone man, closely resembling a snowman made out of stone. There is no sign of carving—it appears to be a natural formation. All the stone men are unremarkable except for their shapes (they are nonmagical).

The stone men were once piles of mud that the faerie dragon formed into these shapes and then cast a *transmute mud to rock* spell on them. They are now nonmagical stone men.

The Enchanted Glade

After seeing several stone men over the course of an hour or so, the PCs come upon a small glade, about 30 feet across, surrounded by tall, pleasant-looking oak trees. Scattered about this cozy glade are four of the stone men (also nonmagical). In the center of the glade is a two-foot-high moss-covered mound.

As soon as the PCs enter the glade, the faerie dragon (*invisible* and hidden in the underbrush even when casting spells) casts *plant growth* on the surrounding undergrowth, creating an impenetrable hedge of brush and

trees. During the next round, the dragon casts *animate rock* and the stone men begin to twirl on their bases and chase after the PCs. They strike as 4th-level fighters (AC 2; THACO 18), but their blows cause no damage. When they hit, the PC is knocked down unless a successful Dexterity Check is rolled for him (no damage from the fall onto the soft turf). The stone men can take 50 points of damage before they are knocked to pieces. The stone men whirl about at a speed of 12" and chase the nearest PC until knocked to pieces.

A gap appears in the hedge with a path leading through into the woods beyond. The path runs through more ultradense brush for about 100 feet. As the PCs walk down the path, those in back notice that the path disappears behind them—only a tangled mass of vegetation can be seen behind them (any druids in the party recognize this as *hallucinatory forest*, but the rest of the party cannot see this).

The Meadow of the Wind

As the PCs near the end of the path (it opens up onto a small meadow), one of the PCs who has nonmagical metal armor discovers that his armor has turned into wood! (If all the PCs' metal armor is magical, then the least magical armor is the subject of the *metal to wood* spell, but magical armor has only a 10% chance of being affected by the spell). Armor so affected splinters and cracks as the PC moves and it must be removed as it is now useless and it begins to slow the PC down.

The meadow is completely surrounded by the impenetrable forest except at the far end of the meadow. The PCs see a path there that leads into the forest. As the PCs step off the path that led them here, it disappears and trees and impassable underbrush now stand where the path was seconds ago. At the same time, a powerful wind springs up and threatens to knock the PCs over. Suddenly the wind begins swirling and the PCs are sent whirling about the glade by the wind, always on the verge of being knocked down or swept headlong into the brush to be cut to ribbons. That never quite happens and the PCs find themselves being spun every which way around the meadow. Finally they are pushed onto the path and collapse on the ground, dizzy and disoriented from their unexpected ride, but really none the worse for the experience.

The Cave of the Beast

This path is a narrow, rocky walkway through more of the incredibly dense undergrowth. After several hundred feet of twisting, the path opens onto a small shelf of rocky ground in the middle of this dense forest. Di-

rectly across from the PCs is a low hill with a 10-foot-high cave entrance facing the PCs. The sound of vast, rhythmic breathing echoes through the cave.

This sound is an audible *illusion* of a huge monster asleep in the cave, an *illusion* cast by several pixies who are with the faerie dragon. The faerie dragon and pixies are all *invisible* and hidden up in trees off to the side of the path.

If the PCs turn to leave, they find to their dismay that the path vanished just like the other one and has been replaced by more impenetrable growth.

About the only thing the PCs can do is venture into the cave. Just as they are about to step in, the rock they are standing on turns to mud and all the PCs sink up to their necks in the mud (no saving throw). As their feet finally touch solid rock, the mud solidifies about them, changing back to rock, and trapping them in it with only their necks above the rock surface. Worse yet, the PCs hear the breathing change rhythm and a loud snort resounds through the cave. There are sounds as if an enormous animal is stirring and stretching. Ponderous footsteps are heard coming closer and closer to the PCs, but still they see nothing. Another snort resounds, then there is a flash of light and a giggling pixie stands before the PCs, telling them that they should see the looks on their faces.

More giggles peal from behind the PCs and the faerie dragon and several more pixies fly into view in front of the PCs. The faerie dragon waits a few moments for the pixies' laughter to quiet, then it addresses the PCs quite solemnly (for a faerie dragon). It apologizes to them for the minor pranks it and its friends have been playing on the PCs. They felt it was necessary to test the PCs before asking them to embark on a dangerous mission. The faerie dragon tells the PCs that they have passed with flying colors and asks that they forgive it for its pranks.

If the PCs say they forgive the dragon, it turns the rock back to mud and the pixies and faerie dragon help drag the PCs out of the mud. The faerie dragon excuses itself for a moment and disappears into its cave. It reappears with a set of *plate mail* +4 for the PC who had his armor turned to wood.

The pixies and faerie dragon can give the PCs any general information about the hobgoblins' base (see the Hobgoblin Adventure, page 48). After the PCs' questions have been answered, the faerie dragon and pixies point the way to the hobgoblins camp (the *hallucinatory forest* has been dispelled and now a clear path leads westward toward the hobgoblins' lair.

Kobolds (120)

Terrain: Ancient Forest
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 2,500
Total gp X.P.: 1,167
Monster X.P.:
Kill: 2,172 Defeat: 1,629 Retreat: 543

Set Up

* The entire town is talking about the huge war band of kobolds that has settled into the old forest to the south of town.

* A young druid comes into town battered and bleeding. He was attacked by a horde of kobolds and thrown out of his grove. He needs help getting his lands back.

* A merchant wants to hire extra help to take his caravan through the forest. He has heard some disturbing rumors about bandit bands.

The Lair

Population pressure has forced a small band of kobolds to leave their homeland and enter this aged forest. They want to see if they can hold it and make a living here.

The war band has set up a group of circles around the druid grove they took over. These circles are designed to quickly concentrate their forces at the spot of invasion. Nets are used in the outer circle to try to trap the intruders. Archers in trees and hidden pits on the ground are the perils of the second circle. Kobolds erupt from hiding after deadfall traps are sprung by the party as they enter the third circle. The druid's grove has its own protection of wild boars and there is a small contingent of hardy kobolds hiding about the grove.

Kobold Nets and Stealing Hands

The party encounters a huge forest of oak and maple trees. The trees get taller and taller and the floor of the forest gets darker and darker as the party moves into the woods. (The DM should find out what weapons are being carried in hand, what magical devices are ready to use, and what items are loose in packs and pouches and the like.)

The unusually thick underbrush has been cleared away except for the leafy floor of the forest. As the party comes into this area they are attacked by net-throwing kobolds. Three pairs of kobolds throw nets at each member of the party. At the same time, five kobolds erupt from the leaves of the forest floor and rush each party member. Each of these five kobolds will try to climb the netted body of the party member and steal a specific item from the body. Each pair of net throwers has a THACO of 20 to hit. If the net hits, that party

member is trapped for 1d6 melee rounds (successful Dexterity Check to avoid the net) and their mount falls to the ground. This gives the five ground kobolds time to grab things as their hands can easily get through the spaces in the net. If a ground kobold makes its attack roll, it succeeds in stealing what it was after. Each kobold makes two grab attacks and runs for its life. The kobolds are after the following things: main weapon, secondary weapon, top item in a backpack, pouch on a belt, bracelet or bracer type object. If a kobold gets something, it runs for the druid grove.

The party members that are not netted are attacked by the five kobolds that run up to them.

Kobolds (5 to each PC): AC 7; Move 6"; HD ½; hp 2; #AT 1; Dmg 1d6 (short sword); THACO 20; ALLE

These groups of five leave after two melee rounds. The net throwers in the trees have already gone to the druid grove to wait.

Kobold Archers in the Trees

The party moves into the forest because all of the attacking kobolds have run away. They soon encounter a meadow with over 100 black kobold arrows sticking in the ground. Then they see several bow-carrying kobolds step out of the forest on the other side of the meadow (90 feet away). They shout to the party in the common tongue: "We know you are powerful, but can you survive 100 kobold archers shooting from all of these trees?" As the party looks around, they see several kobolds half hidden in the trees. If the party stays and talks, they must fight through 40 kobold archers. If they battle right away, only 10 archers are on the scene ready to shoot. The kobolds on the other side of the meadow try to stall so that their other troops can get into position in the trees around the area (this takes five rounds). Naturally the kobolds are spread out so that spells affect only two or three of them, at the most.

The party has a 75% chance of encountering a covered pit trap in this circle of the woods. Each pit is large enough to catch a large war horse and its mount (inflicting 2d10 points of damage).

Kobolds (10 to 40): AC 7; Move 6"; HD ½; hp 1; #AT 1; Dmg 1d6 (arrow), 1d6 (short sword); THACO 20; ALLE; if the party is aggressive and the other 30 kobolds do not deploy in time, these troops are ready to battle in the third circle.

The Truce of the Kobolds

The party has won through the first two rings of kobolds and is continuing into the forest. They come upon a wide path and three

large kobolds step out of the forest cover and ask for a truce. The first thing the kobolds do is ask the party to dismount and talk to them. If the party does not do this, the kobolds attack the mounts when the battle begins (only long weapons reach the small kobolds if the party stays mounted during the attack). If a dialogue begins, the party finds that the kobolds are highly offended at the actions of the party. The kobolds feel they have been unjustly invaded and want the party out of there. If they do not leave, the kobolds threaten them with immediate death and suddenly the woods around the party seem to fill with unusually large kobold warriors.

These creatures vanish into the woods trying to get the party to chase them. There is a 75% chance that each party member runs into a deadfall trap as he moves through this section of the forest. The trap causes 2d10 points of damage. After a trap misses or the party is past this section, the kobolds attack.

Kobold Warriors (24): AC 7; Move 6"; HD ½; hp 4 (x 3), 3 (x 21); #AT 1; Dmg 1d6 (short sword); THACO 20; ALLE

The Entrance to the Druid's Grove

The oak trees increase in size and age and the party can see a grove ahead with a kobold band ready for battle, but long before they reach it, they find themselves attacked by wild boars.

Wild Boars (5): AC 7; Move 15"; HD 3 + 3; hp 23, 22, 21 (x 3); #AT 1; Dmg 3d4; THACO 16; ALN

Each boar is three feet tall at the shoulder.

If the party battles through the boars, they face the remaining kobolds who charge out of the grove, ready for battle.

They are spread out so that a magical attack will not kill very many.

Kobold Warriors (26): AC 7; Move 6"; HD ½; hp 4 (x 6), 1 (x 20); #AT 1; Dmg 1d6 (short sword); THACO 20; ALLE

The Grove

The druid's grove is filled with the supplies the kobolds need in their war effort. It also has the treasure of the druid who lived there. These things are spread out in several wagons and sleds: 1,344 silver coins of elven make; 11 uncut emeralds, each with a base value of 100 g.p.; a magical *bag of tricks*.

Animal Trainer (1)

Terrain: Forest

Total Party Levels: 36 (Average 6th)

Total Magic X.P.: 3,250

Total g.p. X.P.: 8,000

Monster X.P.:

Kill: 8,527 Defeat: 6,396 Retreat: 2,132

Set Up

* The PCs are traveling through a woods when they chance upon a "No Trespassing" sign.

* The PCs enter a small village and are immediately approached by the frightened villagers. They beg the PCs to rid the area of terrible were-creatures that have been killing livestock and people. They offer a reward of 1,000 gp (all the village has) to do this deed.

The Lair

The source of the problem is an evil animal trainer who has set up a training area in the woods (near the village). He trains attack beasts and guard beasts—including dogs, bears, tigers, and eagles—for many unscrupulous clients. His name is Gunare and he has devoted his life to expanding and perfecting his animal training skills.

Gunare: 7th-level animal trainer; ST 12, IN 10, WI 17, CN 11, DX 15; CH 14; AC 5 (studded leather, shield, DX bonus); Move 12"; HD 7; hp 26; #AT 1; Dmg 1d6 (short sword); THACO 19; SA whistle summons animals; ALLE

For more information about animal trainers and proficiency advancement by NPCs, see the *Dungeoneer's Survival Guide*, pages 25 and 29.

After animals have been trained for three months, Gunare takes them to the village or a farmhouse at night and sends them after animals and humans. In this way he trains the beasts to hunt and kill humans, or to perform whatever tasks his customers require. The villagers are terrified by these animals that seem to know just when and where to attack. They are sure that the beasts are were-creatures that come from the village. Some villagers have seen bears, tigers, and large, shaggy dog-like creatures in the village on the nights of the attacks. They have also seen these creatures

come and go from the nearby woods.

Gunare's compound is deep in the woods, a day's journey from the village. He currently houses eight bears, four tigers, 20 dogs, and two eagles. These animals are fully trained.

Bears (8): AC 6; Move 12"; HD 5 + 5; hp 38; #AT 3; Dmg 1d6/1d6/1d8; THACO 13; SA hug for 2d6 if either paw hits on 18 or better; SD fight for 1d4 melee rounds after reaching 0 to —8 hit points, dead when at —9 or less; AL N

War dogs (20): AC 6; Move 12"; HD 2 + 2; hp 15; #AT 1; Dmg 2d4; THACO 16; AL N

Giant eagles (2): AC 7; 3" /48"; HD 4; hp 30; #AT 3; Dmg 1d6/1d6/2d6; THACO 15; SA dive of 50 feet or more gains +4 to attack roll and doubles claw damage, but no beak attack; SD never surprised

Tigers (4): AC 6; Move 12"; HD 5 + 5; hp 40; #AT 3; Dmg 1d4 + 1/1d4 + 1/1d10; THACO 13; SA if both paws hit in same round, get two rear claw attacks—2d4 each; SD surprised only on a 1; AL N

The bears have learned to play dead. When a bear drops to 10 hit points, it falls on the ground and appears to be dead. The other animals fall back a bit so that the "dead" bear is behind the PCs. Then the bear rears up and strikes at the PCs from behind (no Dexterity or shield bonuses to the PCs' Armor Class). The bear will repeat this trick when it reaches 0 hit points (remember that it is still alive until it reaches —9 hit points). If the PCs catch on to this trick and do not step past the bear, the other animals charge in and allow the bear to trot back to Gunare to be healed.

The tigers also have a battle tactic—they all charge the PCs, but half of them leap over the front rank of PCs into the second rank while the others engage the front PCs. Each leaping tiger attacks the front PC with its two rear claws (from behind and PC gets no Dexterity or shield bonuses) and a PC in the second rank with its front claws and teeth. If a leapt-over PC tries to hit a leaping tiger, he attacks with a +2 bonus, but the tiger attacking him from the front receives the bonus for an attack from behind and the PC gets no Dexterity or shield bonuses.

Any animals with less than 10 hit points remaining head for Gunare's compound immediately.

There Gunare pours *potions of healing* into bowls for them. He has 12 *potions of healing* and he allots them according to need, but is likely to heal a bear or tiger before a dog.

One of the eagles is aloft at all times, surveying the surrounding countryside. As soon as the PCs enter the woods or village, the eagle reports back to Gunare and the beasts are all ordered into position to defend the compound. (Gunare has such empathy with animals that he can communicate with them almost as if he had cast a *speak with animals* spell.) He also has a silver whistle that he carries with him at all times to command the beasts.

The eagles constantly report on the PCs' whereabouts from soaring heights almost too high for the PCs to notice. Once per turn, each player may roll an Intelligence Check with a -8 penalty for his PC. Success means that the PC has spotted a tiny bird way up in the sky. When the PCs enter the woods, Gunare and his beasts are waiting.

The Woods

Five rounds after entering the woods, the PCs are ambushed by four of the bears and 10 of the war dogs. They spring out at the PCs from all sides (check for surprise). The animals fight for five rounds; then they seem to hear something and they vanish into the woods (the bears do not play dead here unless below 0 hit points). If the PCs try to follow, they find that they can only move 6" through the dense underbrush. Unless the lead PCs are checking for traps (slowing them to 3"), the lead PCs step into a concealed 10-foot-deep pit with sharpened stakes imbedded in the bottom (the fall causes 1d6 points of damage while the stakes inflict another 3d6).

If the PCs follow the ambushing animals' trail, they discover the compound in two turns. Otherwise they do not find it until the next day and are ambushed in their camp during the night (one bear and two dogs attack each guard for three rounds and then vanish into the night—determine which watch randomly).

Gunare's Compound

The animal compound is Gunare's home base. It consists of a five-foot-tall stockade fence with a gate to the north. Inside the fence are sets of cages for the animals (each type of animal is kept in a separate group of cages) and a large central building where Gunare lives.

Two groups of animals attack the PCs as they enter the compound. Four bears and six war dogs attack the lead PCs as they step in, while four tigers and eight dogs charge from the woods around the compound and attack the rest of the party (check for surprise). The bears and the tigers make the most of their battle tactics. The animals break and run for the woods when there are four or less remaining, and all have less than half their total hit points remaining. They are never heard from again. The rest of the animals are hidden in

the central hut where the animal trainer awaits.

When the PCs peer into the hut, they see a richly decorated interior with lush floor coverings, piles of cushions, expensive-looking curtains, etc. In the middle of the one-room hut is a small desk. Covering behind the desk is Gunare, readily visible to the PCs. He looks up and begins begging the PCs to spare his life, inviting them into his home, telling them to sit and be comfortable, asking them if they desire any food or drink, and generally acting like a coward who is hoping that those he has wronged will spare his life.

Once the PCs sit down or spread out in the hut, the remaining animals attack (they also attack if they sense the heightened tension of the PCs becoming certain that there is a trap being set). Four bears and four dogs (fewer if any were killed in the first ambush) leap out

from under cushions and behind curtains and attack. Gunare uses this diversion to slip out the back of the hut, through the secret door in the outer wall nearest the hut, and into the woods. The animals attack every PC, but if there are not enough animals and some PCs are free, they may chase after Gunare.

If the PCs do not catch Gunare within 12 rounds of his leaving the compound, they hear a terrible scream amid animal roars. The PCs find Gunare's body minutes later, apparently torn to pieces by the animals that ran away earlier.

Gunare's Treasure

In the compound the PCs find the following (when they can explore it at their leisure): the unused *potions of healing*; a *wand of fire*, 20 charges; a *mace* +1; a human-sized *set of plate mail* +1; 7,000 gp; 10,000 sp.



Drow Elf (1)

Terrain: Forest

Total Party Levels: 36 (Average 6th)

Total gp X.P.: Nil

Total Magic X.P.: 8,100

Monster X.P.:

Kill: 2,987 Defeat: 2,240 Retreat: 747

Set Up

* Legends tell of a huge drow treasure left unguarded in a hidden forest valley.

* An ancient elf wants to get a party together to find a long lost entrance to an elven tomb.

* Several powerful merchants know there is a secret entrance to a hidden drow trading city and they want to find it.

The Lair

Hidden in a remote glen is a low hill with a thick clump of black thorns growing at its base. Under the thorns is a large portal that leads to a hidden city of the drow. The door is protected by a drow guard stationed behind it. This drow noble must guard the area as a punishment for former transgressions. He sleeps there and conducts business there and when the door magically tells him it has visitors, he must do his utmost to stop them from entering.

The encounter deals only with the door and its guardian drow. The passageway behind the door leads to a long tunnel that slopes down into the depths and eventually opens into a huge underground drow realm that could be the subject of another adventure.

The Thorns and the Door

There are several ways that the party could notice the door: a glint of sunlight off its metal surface; detecting its magical energies; a raven steals an item from the party and drops it into the thorns; a PC elf notices that the vegetation looks wrong in this area; a PC dwarf notices that the surrounding cliff faces have been worked to their present shape. It is even possible that the four observation and crossbow firing holes around the door are noticed and cause the party to investigate.

In any event, the party notices the door in the thicket and decides to push the thorns aside.

There are mechanical traps and magical effects to be detected in this area. The thorns in front of the door grow in a thin film of dirt that covers a spiked pit (2d20 points of damage for those who fall in). Several *magic mouth* spells have been cast on the thorns so that they scream when cut or moved. One pressure plate sends large boulders down from the upper cliff area (Dexterity Check to avoid

2d20 points of damage).

The Entrance

There are two doors and each is exactly 12 feet tall and 12 feet wide. They are made out of adamantite alloy, featureless and jet black. There are three locks for each door mounted on the cliff face around the doors. There is also a steel bar on the inside that the door guard must lift for the doors to open.

There are several types of traps and magical protections on and around the door. (All the spells are cast by a 12-level magic user.) Each door is *wizard locked*.

As efforts are made to open the door, silvery runes appear on the panels. The *explosive runes* inflict 6d4 + 6 points of damage to the reader and half that to all within 10 feet. The doors are inscribed with meaningless runes.

A *hallucinatory terrain* spell (cast on the doors) makes the three locks on each side of the entrance appear as if they were part of the rocky cliff face and not locks at all. This same spell hides the two sets of spring-spear traps. The first set of three spears releases with the first solid blow to the doors. The second set releases after magic is used on the doors.

The spears are designed to angle out from the door and hit the ground 40 feet from the entrance.

As the party works on the door, the drow begins a dialogue with the party as if the door were speaking to them. The designers of the door have set up special hidden speaking tubes allowing the drow to talk and hear as if the door were doing this.

At first the drow tries to reason with the PCs and get them to leave. He also tries very hard to make them believe it is the door talking and not someone behind it. If he cannot get the party to leave, he begins to threaten them and tells them of the army of monsters that waits on the other side of the door. If this fails, the drow begins to taunt the PCs into using up spells.

Finally he begins shooting quarrels at them, (he has 30 quarrels). The drow guard uses the four observation holes around the entrance to watch the progress of the party in opening the door. If it looks like they will soon succeed, he begins firing *sleep* quarrels at the party.

After the firing starts, these holes are easily plugged up. Each hole is at a different compass point off the entrance and there are small tunnels inside that allow the drow to reach these firing positions. Each quarrel is fired from a different hole (causing 1d6 points of damage + *sleep* poison).

The poison requires a save with a -4 penalty and causes unconsciousness for 1d6 hours if the save is failed. The drow continues to fire

until all his holes are plugged, the party runs away, or he runs out of quarrels.

The Door Opens

If the party gets the door open, the drow has already cast spells. He has cast *darkness* on the area and is *levitating* 20 feet above the area of darkness (the tunnel is 60 feet high for the first 50 feet of its length). He has also created a human-shaped ball of light with a *dancing lights* spell that stands just outside of the area of the *darkness* spell. The drow also cast *detect magic* and will fire any remaining *sleep* quarrels at the party member with the most magic. He will come down to melee the party only if there are fewer than three party members remaining once the drow has fired all his bolts and expended all his magical spells.

Drow Fighter/Magic-User: ST 12, IN 17, WS 8, CN 14, DX 18, CH 8, CM 10; AC -4; Move 12"; HD 7/10; hp 53; #AT 3/2; Dmg 1d8 +4 with a *longsword* +4; THACO 14; SD the cloak he is wearing gives the drow a +6 on all saves vs. fire; he normally has a +2 on all of his saving throws; he wears *drow chain mail* +5 and is using a *drow shield* +3; he has a *dagger* +1 belt; in the presence of strong light the drow has a -2 on his attack rolls. The importance of this post forces the drow to fight to the death; AL CE; MR 64%

He has the following spells already cast: *detect magic*, *shield*, *detect invisibility*, *mirror image*, *protection from normal missiles*, *minor globe of invulnerability*; he also has the following spells to use: *magic missile*, *web*, *hold person*, *wall of fire*

When the party or an effect of the party travels more than 60 feet down the tunnel, several *magic mouths* activate and sound an alarm that echoes along the entire length of the tunnel.

Drow Treasure

If the party defeats the drow noble and strips his body, they find a silk bag hanging from his neck by a finely made platinum chain. In the sack is the following: an ancient and worn silver coin of elven make; a clear spindle *ioun stone*; a small bit of amber with an insect inside that does not resemble any insect the party has ever seen

Ghouls (30)

Terrain: Forest

Total Party Levels: 36 (Average 6th)

Total Magic X.P.: 5,400

Total g.p. X.P.: 1,000

Monster X.P.:

Kill: 4,615 Defeat: 3,461 Retreat: 1,154

Set Up

* There is a legend of a chapel in the forest where paladins and clerics can ask their gods for their dearest wish and it will be granted.

* Alchemists highly prize the earth from a certain chapel in the forest and will pay highly for it.

* In the past year, the water from the river near the forest has turned foul and impossible to drink. The nearest town wants to send someone to find out why.

The Lair

The chapel area was a site of goodness that attracted too much attention and had too few defenses. Several groups of ghouls, both aquatic and the more normal variety, were attracted to the spot and their evil has fouled the spring and surrounding area.

There is a bubbling brook that flows from the center of the chapel and begins a stream that circles the chapel. Its waters are black and sluggish and run through a dead forest into a more normal forest and then out into the plains and past a village. The trees for several hundred yards around the chapel are dead and rotting where they stand. In any given area among the dead trees are several grave sites and each stone is covered in a foul black moss and most are tipped over.

The Water Ghouls

Following the fouled stream is the safest course into the chapel area. From the edge of the forest, the party can follow the stream into the trees. It is a deep, muddy stream and as the party moves into the forest, they occasionally see large shapes in the water, but it is so clouded that they cannot identify the shapes. The normal forest quickly turns into the dead forest of the chapel area. All of the trees are rotting and they still retain their rotting leaves. The party is able to make out several overturned grave stones and note their crumbling appearance. As the group comes to the hill and the 15-foot-wide stream that completely encircles the chapel, they must pick some method to get over the water. If they enter the water, they are surprised by the lacedons (aquatic ghouls) and attacked. If they use any other method to pass, the ghouls come out of the stream and attack.

Aquatic Ghouls (Lacedons): AC 6; Move

9"/9"; HD 2; hp 16; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; SA hit means victim saves vs. paralyzation unless he is an elf; SD immune to *sleep* and *charm* spells; *protection* spells keep them away; AL CE

The chapel appears to contain 30 pillars of black marble in five groups around the central building and the dark-water stream. Every time a ghoul is killed, one of the pillars flashes with a blinding light and turns into a white marble pillar.

Properties of the Black Chapel

- 1) Provides protection from magic and *turning* when evil creatures are within its pillars
- 2) Water from the spring at its center is poisonous (save at a —4 penalty or die)
- 3) Between battles, the pillars *regenerate* the points of evil creatures at the rate of three points per melee round

Graveyard Ghouls

The stream enters the chapel area from the south. In each of the other three compass points is a group of six ghouls that lie just under the earth waiting for passers-by. When the party passes among the trees, they are unable to move overland without stepping on a grave. At one point, up to six random party members are surprised and attacked by ghouls lying in the earth of a grave.

Ghouls (6): AC 6; Move 9" ; HD 2; hp 16; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; SA hit means victim saves vs. paralyzation unless he is an elf; SD immune to *sleep* and *charm* spells; *protection* spells keep them away; AL CE

After the first surprise attack, the 12 ghouls from the other two compass points come and attack. Every time a ghoul is killed, a black pillar flashes and turns white.

The Chapel

By this time there should be some pillars turned to white marble, but the central core of the chapel still has black ones and it is deeply shaded by the roof of the chapel. Inside, the party finds a crying young girl. She is dressed in leather armor, has long blond hair, and there is a backpack at her feet. She is kneeling in front of a large statue of a dryad. The figure is choked in mold and moss and looks terrible. She begs the party to come closer and help her. Her tear-stained face looks terrible but that could be from hours of crying. If the party hesitates, she faints and party members see several open wounds on her arms.

This scene is a ploy to get the party within the ring of the last five dark pillars. No spells can be cast or magical effects work in this ring

because of their anti-magic effect. If the party does not post a watch, they are surprised by the four ogre ghouls that appear from the forest. As these monsters attack the party, the young girl ghoul rises up and joins the attack against the party.

Ogre Ghouls (5): AC 5; Move 9" ; HD 3; hp 24; #AT 3; Dmg 1d6/1d6/1d8; THACO 15; SA hit means victim must save vs. paralyzation except for elves; SD immune to *sleep* and *charm* spells; *protection* spells drive them away; AL CE

Girl Ghoul: AC 4; Move 9" ; HD 2; hp 16; #AT 3; Dmg 1d3/1d3/1d6; THACO 16; SA hit means victim must save vs. paralyzation except elves; SD immune to *sleep* and *charm* spells; AL CE

If the attack is going poorly for the ghouls, the girl ghoul tries to stop the battle and negotiate with the party. She offers magical items and gems if the party will go away. There can be no talk of the ghouls leaving the area, but the ghouls agree to not attack any members of this party in the future and to make sure the spring is no longer fouled. If the party leaves the ghouls alone, they present the following magical items and jewels they have taken from other adventurers: two *potions of healing*, 10 rubies (base value of 100 g.p. each), *ring of fire resistance* (actually a *ring of contrariness*), a *ring of spell turning* (actually a *ring of delusion*), and a *bowl of commanding water elements* (actually a *bowl of watery death*).

If the party refuses to leave, the female ghoul offers three more items that she boasts that they party they will not be able to find without her help. She offers a *wand of magic missiles* (7 charges), a *cloak of protection* (actually a *cloak of poisonousness*), and *gauntlets of dexterity*.

This is her final offer and if the party refuses, then the fight begins again. But by this time the evil magic of the chapel has *regenerated* all the hit points of every ogre ghoul that was not killed (the *regeneration* rate is three points per melee round).

Properties of the White Chapel

If all of the ghouls are destroyed, the chapel turns white. If the dryad statue is cleaned up, the water from the spring at the statue's feet runs clear again. 1) The chapel glows with a *light* spell

2) The water instantly *heals* (as the spell) once for every drinker who helped save or restore the chapel

3) The chapel acts as a *protection from evil* spell

4) The dead forest in the nearby area immediately begins to regenerate itself.

Hobgoblins (251)

Terrain: Forest

Total Party Levels: 42 (Average 7th)

Total Magic X.P.: 5,700

Total g.p. X.P.: 12,650

Monster X.P.:

Kill: 9,884 Defeat: 7,421 Retreat: 2,474

Set Up

* The PCs encounter a treant lying near the road, cruelly hacked to bits and left to die. It tells the PCs that a marauding band of hobgoblins attacked him. This same group has been destroying trees, raiding nearby human settlements, killing for sport any forest animals unfortunate enough to fall into their hands. It begs the PCs to revenge it and save all who live here from the hobgoblins' depredations. It then dies, unless *cured* immediately of at least 5 points of damage. If *cured*, the treant ambles off to find others of its kind to aid the PCs in wiping out the hobgoblins.

* The PCs come looking for the hobgoblins that they were told about in the "Faerie Dragon" adventure (see page 42).

* The PCs encounter a group of peasants (farmers by the looks of them) traveling along the road. The peasants are leading mule-drawn wagons that seem to contain all their possessions. The peasants tell the PCs that they left their homes to avoid being killed (or worse) by a thoroughly evil band of hobgoblins. Many of their neighbors were tortured and killed by these monsters. They plead with the PCs to purge this blight from their lands. They say that the hobgoblins have a great store of money and valuables gained from their raids.

The peasants, treant, and faerie dragon can all point out the general direction of the hobgoblins' lair. The PCs are directed to a forest off to the west and told that the hobgoblins' lair is likely in or beyond that forest as they always come from the forest when they attack.

If the PCs meet the fleeing peasants and agree to do something about the hobgoblins, quite a few of the peasants decide to go with the PCs and strike back at the monsters. If the PCs let them, 50 0th-level fighters and 30 1st-level fighters join the PCs' party. (If the PCs do not want these peasants to aid them, the peasants follow at a distance as they are determined to stand up to the hobgoblins now that help has arrived. These troops stay about five rounds' distance behind the PCs and join battle five rounds after the PCs—unless the PCs give in and allow the peasants to join them.)

0th-level fighters: AC 7; Move 12"; HD ½ hp 4; #AT 1; Dmg 1d6 (clubs); THACO 20; AL LG

1st-level fighters: AC 7; Move 12"; HD 1; hp 7; #AT 1; Dmg 1d8 (long swords); THACO 20; ALLG

The PCs receive unexpected aid from the treants of the forest 10 rounds after the PCs join battle with the hobgoblins' main forces at their lair (even if the PCs did not meet the hacked-up treant). Two treants and two trees appear at the edge of the forest and lumber toward the hobgoblins' camp.

Treants and trees (4): AC 0; Move 12"; HD 12; hp 80 (treants), 75 (trees); #AT 2; Dmg 4d6; THACO 9; SA 1 point of structural damage to wall per attack; SD never surprised; AL CG

Fire attacks against treants gain +4 bonus to hit and +1 to damage.

Those DMs and players who are familiar with the BATTLESYSTEM™ rules may want to use them to run this battle. This is not necessary to play this adventure.

The Lair

When the PCs reach the forest, they see a broad, trampled path leading more or less straight westward through the forest. The tracks were made by many iron-shod feet over the course of several months. Any locals with the PCs can assure them that these are the prints of the marauding hobgoblin hordes. It is about five miles through the woods to the hobgoblins' camp. It will take the PCs eight turns to reach the cleared-out area around the camp (see below) if they travel on the road, but the chances of being detected are much greater while on the road (again, see below). Travel through the woods is much slower (24 turns), but also much safer and less obvious. Check for encounters with hobgoblin patrols (see below) once the PCs are halfway through the woods (four turns on the road, 12 turns through the woods).

This is a very organized and aggressive clan of hobgoblins that has determined to wipe out all else within their territory. Their lair is a deep cave dug into a hillside with a 15-foot-tall wooden stockade fence (each 10-foot section has five structural points) in a semicircle about the entrance. Within the cave and open area behind the fence dwell 230 male hobgoblins, 20 subchiefs, and one chief, as well as 300 females and 600 young. (The females and young are noncombatants.)

230 Hobgoblins: AC 5; Move 9"; HD 1 + 1; hp 8; #AT 1; Dmg 2d4; THACO 18; AL LE

20 Subchiefs: AC 3; Move 9"; HD 3; hp 20; #AT 1; Dmg 2d4 + 2; THACO 16; AL LE
Chief: AC 2; Move 9"; HD 4; hp 26; #AT 1; Dmg 1d10 + 1; THACO 15; AL LE

Every hobgoblin carries a light crossbow with 20 quarrels. In addition, half of them wield broad swords while the others have morning stars. The lair's defenses include five ballistae mounted on the walkway that runs along the inside of the fence (Range 320 yards (960 feet); Dmg 2d6; Rate of fire 1/2 rounds (with crew of four) or 1/4 rounds (with crew of two); THACO 6 (all targets are AC 10, so ballista needs a 6 or better to hit any target). There are also two heavy catapults set up behind the fence (Range 180 yards minimum, 360 yards maximum; Dmg 2d12; Rate of fire 1/4 rounds; Crew six to 10; THACO 16 (all targets are considered AC 0 for catapults) and two light catapults (Range 150 yards minimum, 300 yards maximum; Dmg 2d10; Rate of fire 1/4 rounds; Crew four to six; THACO 16 (all targets are AC 0 for catapults)).

The fence and hill are located in the midst of a wide belt of forest. The hobgoblins have cleared away the forest for 400 yards around the fence so as to give the catapults and ballistae an open field of fire. The hill is steeply sloped on all sides and is 200 feet high. There is a guardpost at the top of the hill, manned by 25 hobgoblins with one subchief. This position commands a view of all sides of the hill as well as the surrounding area for three miles in all directions. Intruders moving along the road are spotted at a distance of ½ mile (but there is only a 10% chance of seeing a party of 10 or less moving through the woods. This chance is increased by 10% for each additional 10 men (or fraction thereof) in the party).

In addition to these mundane protections, the hobgoblins paid an evil 15th-level wizard a tidy sum to cast a *permanenced anti-magic shell* over the camp. This effect is centered in the cave and covers the entire camp and extends for 10 yards beyond the fence. It also extends throughout the cave and even reaches up to the guard post on the hilltop and includes the post in its magical shell. Magical spells within this area are negated, and magical weapons lose their magical properties while inside this shell.

There are also patrols that regularly scour the woods for intruders. These patrols consist of 20 hobgoblins with a subchief to lead them. They move through the woods in a circular pattern that is centered on the hobgoblins' compound. Each turn the PCs are beyond the halfway point through the woods, they have a 10% chance of encountering one of these patrols at a range of 1d6 x 10 yards. This chance is increased to 75% per turn if the PCs are traveling along the road. Surprise is checked for normally if the PCs are in the woods, but if the PCs are on the road their

chance of being surprised is increased by 1 while that of the hobgoblins is decreased by 1.

Any combat in the woods is noticed by the guardpost atop the hill and the camp is alerted. Once the alarm has been sounded, the guardpost contingent is doubled, the ballistae and catapults are made ready to fire (four hobgoblins crew the ballistae, six on the heavy catapults, and four on the light catapults), all patrols are recalled to the camp, and the remaining hobgoblins are split between the fence and the hillside. Each ballista and catapult is under the command of a subchief and the chief climbs to the hilltop for an overview of the attacking force. The females and young are sent into the safety of the cave.

One day each week, a raiding party is sent out to pillage a local village and wipe out the inhabitants. This group comprises 85 hobgoblins with five subchiefs to lead them. They travel down the path through the woods, but 10 hobgoblins spread out 50 feet ahead and to the sides of the main body of troops. These scouts are to spring any traps or ambushes so that the raiders are not taken unawares. These hobgoblins are heading for an unraided village to the east of the forest (the area the PCs are coming from) and will return in half a day.

The PCs have three courses of action with respect to these raids:

- 1) They can await the raiders (either along the road or in the villages) and ambush them.

- 2) They can wait for a raiding party to leave the camp and then attack the camp when it is not at full strength.

- 3) They can ignore (or not think of) the raiding parties and just attack the camp.

If the players do not think about the "divide and conquer" strategy (waiting for the raiders to leave camp), then there is a 10% chance that they just happen to attack the camp while a raiding party is away. They also have same chance of meeting the raiders if they are within 50 feet of the road while crossing the woods.

Hobgoblin patrols hold their ground as long as they feel they have the upper hand in a fight. Once the PCs' group outnumber them, however, they perform a fighting retreat in good order (i.e., they back away fighting but do not panic and run away) until there are only five of them left, at which point they panic, drop their weapons, and flee.

Once the alarm has been given, all the hobgoblins have readied their light crossbows. They will fire until the attackers are within two rounds of them and then they drop the crossbows and grab their swords or morning stars to prepare for melee.

When the camp is attacked, the defenses shift somewhat to bring more force to bear on

the assault point, but the entire perimeter remains guarded in case the assault is only a feint. Wherever the attack hits, 25 hobgoblins from the hilltop post, led by a subchief, sneak down the other side of the hill and try to hit the attackers from behind. This leaves an equal force led by the chief to guard the hilltop.

If the PCs or peasants attack up the hill, they have a difficult task ahead of them. It will take 30 rounds of climbing to reach the top of the hill (thieves can make it in half that time). At the 200-foot point each character must have a Dexterity Check rolled for him (if there are peasants climbing, assume that half of them fail). Failure means that the character slides 20 feet down the hill, sustains 1d6 points of damage, and rolls again. The character continues to roll (and slide down the hill and take damage) until he succeeds at a check, dies, or reaches the bottom of the hill. (Those familiar with the climbing rules from the *Dungeoneer's Survival Guide* on pages 14-16, 19, and 20 may use those rules if they prefer. The hill is a slightly slippery surface with ledges.)

A climbing character gains no shield or Dexterity bonuses to his Armor Class if attacked. He suffers a -2 penalty to his attack, damage, and save rolls. The defending hobgoblins, however, gain a +2 attack roll bonus for melee and crossbow attacks while the PCs are climbing up.

These penalties are in effect until the attackers reach the same height as the defenders. If the attackers manage to overrun the hilltop, then the hobgoblins on the hill-sides below suffer the penalties while the PCs enjoy the +2 bonus for striking at opponents climbing a sheer surface.

If the assault comes up the hill (intending to overrun the hilltop and then attack down into the camp), all the hobgoblins at the hilltop post remain and they begin rolling small boulders down on the PCs (eight per round, 2d6 points of damage, need 16 or better to hit). Half of the hobgoblins on the hilltop fire their crossbows at the PCs until the PCs are within 20 feet, then they arm themselves with swords or morning stars.

Remember the treants and trees that appear 10 rounds after the assault begins. They move toward the fence and demolish 40 feet of it in two rounds (killing eight hobgoblins), then charge through at the large weapons of the hobgoblins. From the time the treants are within the cleared-out area, all the hobgoblins' large weapons are concentrated on them.

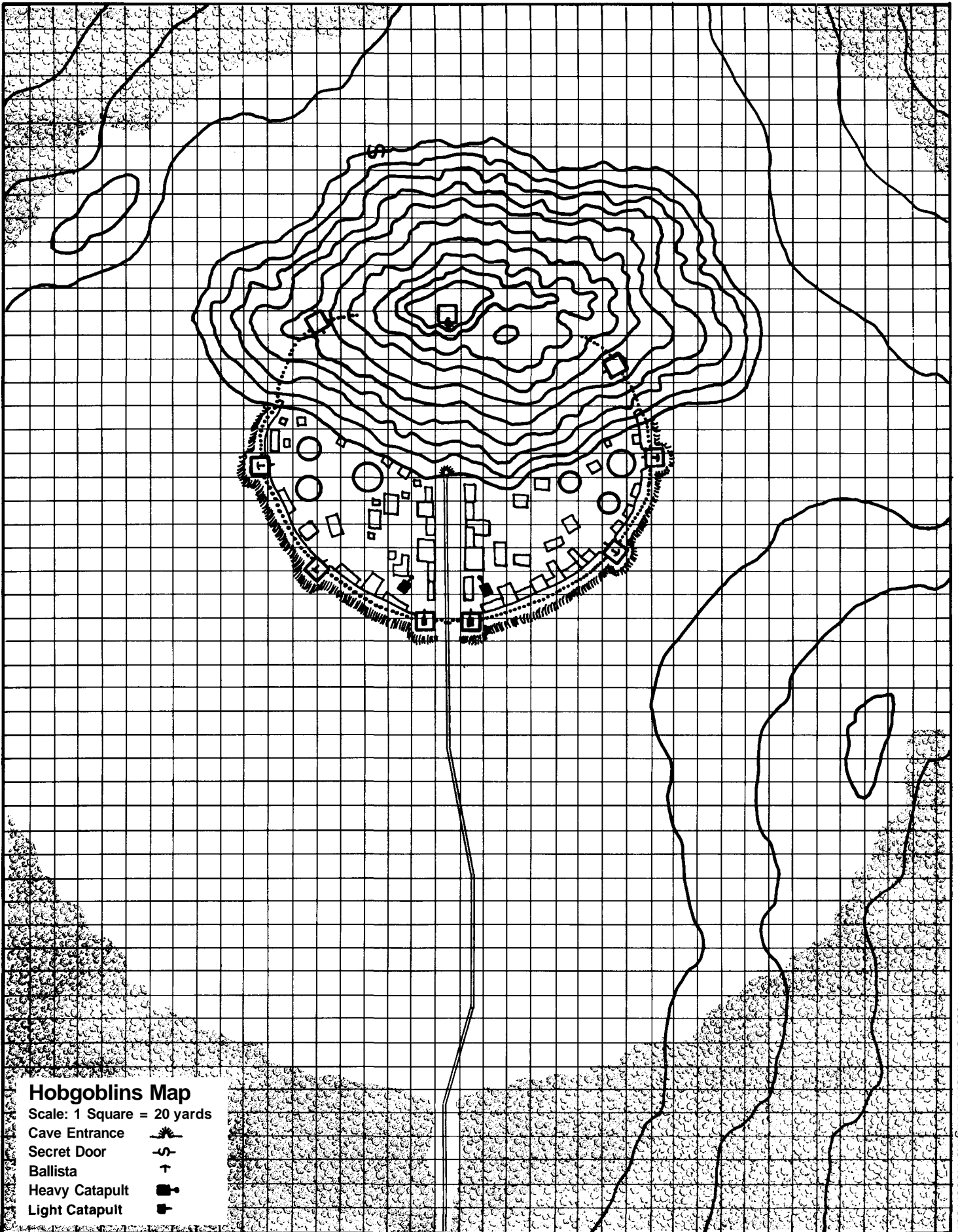
If the hilltop or fence are overrun, the hobgoblins retreat in good order into their cave. The cave is 15 feet wide and high. Three hob-

goblins fight side by side as the clan retreats into the cave. They back through about 30 feet of the cave as it twists its way into the heart of the hill, new hobgoblins stepping up to take the places of those that fall. Meanwhile, half the hobgoblin fighters sneak out a secret tunnel in the back of the cave and come out on the other side of the hill from the cave entrance. They quietly sneak around to the fence attack any of the good forces that remained outside the cave. If all of the PCs' party entered the cave, then the hobgoblins sneak up and attack the back of the PCs' group (check to see if those in back are surprised, the hobgoblins cannot be surprised).

The hobgoblin females and young also leave via the tunnel at the end of the cave. They run into the forest and quickly disappear into the underbrush. If any challenge them, the females attack while the young get away (females have the same statistics as males except 4 hp and 1d4 points of damage per attack).

The hobgoblin males fight until they are sure the females and young are away, then they run if there are less than 20 of them left.

Strewn throughout the refuse on the cave floor, the PCs find (if they search the cave) the following: 10,000 gp, 25,000 sp, 15,000 cp, a *wand of fear* (90 charges), and a *manual of golems*.



Pixies (20)

Terrain: Forest

Total Party Levels: 42 (Average 7th)

Total Magic X.P.: 900

Total g.p. X.P.: 5,200

Monster X.P.:

Kill: 2,878 Defeat: 2,157 Retreat: 719

Set Up

* This encounter can happen anytime the PCs set up camp in a pleasant, wooded area.

* The PCs can encounter these pixies the night after they returned the dryad from the Dryad Adventure to her grove.

* These pixies need to recruit adventurers to rid their woods of some nasty monsters that have recently settled done in the area. The PCs have just been volunteered for the task.

The Lair

The pixies plan to lure the PCs to their home and test them on the way. They hope that the PCs are strong enough to defeat a powerful group of hobgoblins that has been wreaking havoc in this region. The pixies will test the party against a number of weaker monsters before asking the PCs to take on the hobgoblins.

Pixies (20): AC 5; Move 6"/12"; HD (FRA)1/2; hp 4; #AT 1; Dmg 1d4 (tiny swords), 1d4 + 1 (war arrow); THACO 20; SA their best attacks is with bows (+4 to hit, two attacks per round) and three types of arrows: war arrows (1d4 + 1 points of damage), *sleep* arrows (victim comatose for 1d6 hours if fails save vs. spell), and arrows that cause complete loss of memory unless victim saves vs. spell (memory only restored by an *exorcism*); SD naturally *invisible*, can *polymorph* at will, *create illusions* once per day (audible and visible components, last until *dispelled*), *know alignment*, touch can cause *confusion* (if victim fails save vs. spell), *dispel magic* once per day (at 8th-level), *dancing lights* once per day, *ESP* once per day, *Otto's irresistible dance* once per day (all the pixies in this group can cast this spell); AL N

The pixies attack just before midnight during a watch consisting of all humans (or at least no elves, if possible). Three pixies cast their *dispel magic* spells to negate any protective or warning spells the party may have (the *dispels* are cast at 8th-level ability). Then the pixies fire *sleep* arrows (+4 to hit, no damage, render victims comatose for 1d6 hours, each pixie has 15 arrows) from their short bows at the rate of two per round. The pixies fire at those awake (the first volley of 20 arrows is divided equally among the watch members, the second volley of 20 is split between those who failed to succumb to the first attack both vol-

leys are shot in the first round).

Since the pixies are *invisible* even while attacking and can move completely silently when they wish, this attack occurs with complete surprise (unless a defensive spell of the PCs somehow managed to survive through three 8th-level *dispel magic* spells). They intend to quietly drag off one of the knocked-out watchmen (ideally a spell caster). The marks of the dragged body are left as a clear path for the other characters to follow. The pixies erase their tracks, but one pixie *polymorphs* into the form of an ogre mage. This ogre mage drags the character behind it and the pixies leave its tracks for the party to find. Those characters who have met ogre magi will recognize the tracks; otherwise they appear to be the clawed tracks of a human-sized, two-legged creature. The pixies remove their arrows from the comatose bodies so as to leave no trace of their presence.

If the pixies fail to knock out the watch without waking the rest of the party, they pepper the entire party with arrows until all the characters are asleep. Any party members especially resistant to this attack are disabled with *Otto's irresistible dance* (all of the pixies can cast this spell once per day) and shot full of *sleep* arrows until they succumb. If a character proves totally immune to this attack, the pixies fire their arrows that cause complete loss of memory. Each pixie has five of these arrows.

The pixies leave three of their number behind with the party to protect them from monsters while they are asleep. These pixies also keep track of the characters and help them out if any of the tests in this adventure prove to be too difficult.

The Tests

The pixies drag the knocked-out character's body past the lairs of several groups of creatures during the night. These creatures are asleep, either naturally or with the pixies' aid, and do not hinder the pixies' passing. They are, however, disturbed when the characters come trooping by.

The first lair, one hour from the party's camp, is that of two ogres whom the pixies would like to be rid of.

Ogres (2): AC 5; Move 9"; HD 4 + 1; hp 21, 26; #AT 1; Dmg 1d10; AL CE

The ogres' lair is a cave whose mouth is hidden from view by a screen of tangled brush. The ogres leap out from behind this screen at the last members of the party to pass the cave. They surprise the characters on a 1-3 on 1d6.

The ogres fight until one of them is down to less than 5 hit points. Then they both turn and run (unless they outnumber the party at that point).

Inside the cave, the characters find 2,300 gp, four gems (base value of 100 gp apiece), and a *sword +1* buried amongst the trash that litter the cave floor.

The pixies next drag their captive's body through the hunting grounds of a pack of dire wolves. If the rescuing characters follow the trail, they find themselves hunted by the pack about one hour after their encounter with the ogres.

As the characters follow the ogre mage's trail, they hear the far-off howls of wolves behind them. The wolves give call every minute or so, each howl sounding closer than the last. The wolves are hunting the characters and within 15 minutes the party hears furtive noises to all sides as the wolves surround their prey. The underbrush is so thick in this part of the forest that the wolves cannot be seen by those without *infravision* or *detect invisible* (and even those *infravision* can only see the wolves if they roll a successful Wisdom Check to guess the wolves' locations).

If the characters do not attack the wolves, the dire wolves attack after stealthily moving closer to the party (only those characters with *infravision* or *detect invisible* who roll a successful Wisdom Check realize that the wolves are closing in). The wolves jump out at the party, surprising the party only on a 1 on 1d6 (since the party knew they were there), but the wolves automatically have the initiative.

Dire wolves (12): AC 6; Move 18"; HD 3 + 3; hp 21; #AT 1; Dmg 2d4; THACO 16; AL N

The wolves attack until half their number are dead. Then they suddenly retreat into the dense brush. This happens so fast that the characters do not get to attack as the wolves leave.

If the characters decide to follow the wolves, the underbrush slows their movement to 1/2 of normal (the wolves move at full speed). The wolves do not run off, but rather wait for the opportunity to attack a lone character (or a few characters who get separated more the rest of the party). If the characters give up the chase, the wolves silently follow the party at a safe distance, always waiting for the characters to grow careless or separate. They trail the party until the pixies' lair is reached.

Three hours after their encounter with the dire wolves, the characters follow the ogre mage's tracks to the pixies' lair. This is really a pleasant, airy grove of birch and elm trees, but an *illusion* has been cast upon it to give the appearance of a gloomy, rough cave. The characters can hear (and see if they get within 25 feet of the "cave") the ogre mage shuffling about in the cave, muttering to itself about

getting the fire started, whether its meal (the captured character) would be better boiled or roasted, etc.

All the pixies are hidden in the woods surrounding the characters. The "ogre mage" is actually part of the cave *illusion* (pixies' *illusions* have both auditory and visual components). The pixies wait until the characters attack the ogre mage or until the *illusion* is detected. Then they fire their *sleep* arrows at the characters until they all succumb (any who resist the *sleep* are treated in the same fashion as was stated earlier, in the description of a pixies' first attack on the party).

When the characters awaken, they discover that they are buried up to their necks in the ground. Their weapons, armor, items, and clothes have been taken from them (they are wearing ill-fitting clothes made by the pixies). The characters cannot move a finger and the spell casters of the party appear to be asleep (they remain asleep until the pixies are assured of the characters' intentions).

In front of the party stands a pixie with a broad grin on his face. He introduces himself as Pranax and welcomes the characters to the pixies' home, which the characters now see is a pleasant grove of trees. Many other pixies are

wandering about, including several tiny pixie children. Most of the pixies are ignoring the characters, but the children seem to be fascinated by these huge heads that have suddenly sprouted from the ground.

Pranax tells the party that the pixies have been testing the characters to see if they have what it takes to handle a very nasty group of hobgoblins that is plaguing the denizens of the forest and the residents of nearby villages. Pranax cheerfully announces that the characters have passed all the tests and are definitely qualified to wipe out the hobgoblins.

He offers the characters the chance to do a good deed in the name of many woodland creatures and villagers. He tells the characters that the evil hobgoblins are bent on making this area a base of power from which to spread their foulness across the land. He also offers the party 2,500 gp and a *shield* +2 to help rid the area of this blight.

If the characters are upset at the trials and dangers the pixies exposed them to, Pranax explains that he wanted to be sure that the characters could take care of themselves so that he would not send them to their deaths against the hobgoblins. He also states that the party was always accompanied by a guard of pixies

that would have intervened if the tests proved too hard for the party.

Pranax and all the other visible pixies are part of an *illusion*. All the real pixies are still hiding in the bushes and Pranax is negotiating with the characters through his image. If the characters agree to rid the woods of the hobgoblin menace, several pixies come out of the woods and dig out one character who then digs out all the others. The pixies use their *ESP* ability to determine if the characters will attack them once they are freed. If the pixies sense an attack, they immediately fire their *sleep* arrows and remove the party to an area far from their home. They leave the characters' equipment with them, along with 500 gp for the characters' trouble.

If the party agrees to tackle the hobgoblin problem (and the pixies sense via *ESP* that the characters mean it), Pranax gives them the money and sword and tells them to travel west until they reach the home of Spritz, a faerie dragon friend of the pixies (Pranax says it is about a one-day journey to Spritz's home). He tells the characters that Spritz will find them, even if they miss him.



Vampiress (1)

Terrain: Forest

Total Party Levels: 42 (Average 7th)

Monster X.P.:

Total Magic X.P.: 7,000

Total gp X.P. 2,400

Kill: 11,629 Defeat: 8,722 Retreat: 2,907

Set Up

* Travelers tell of a magical cottage in the woods that is said only to appear during the light of a full moon.

* Some holy men talk of a hermit cleric in the forest who gives unusual lessons in fighting undead.

* A young druid is trying to get a group of clerics together to rid the area of an evil cleric of unusual power.

The Lair

A 12th-level cleric made a study of undead all her life until she was killed by a vampire. When that vampire was itself killed, the enslaved clerical vampiress left the lair of her master and settled in the forest, wanting nothing but to be left alone to commune with her chaotic evil gods.

The lair is a lovely two-room cottage nestled against a forested hillside. The outside shows whitewashed walls with charming green shutters and a thatched roof. Two huge white wolves are chained by the front door. The entire cottage rests in a clearing with the thickly forested hills behind. One can see a small cave in the hillside to the back of the place. A small herbal garden grows on the west side of the cottage. There is a large stream flowing on the east side of the house. It is a very lovely scene, day or night.

Cave of the Vampiress

During the day, the vampiress sleeps in the dirt floor of the smoky cave. Smoke pours out the front of the cave from a large fire inside. It appears as if someone is smoking meat—there are many strips of flesh hanging from the ceiling. Further back in the cave are cured hams hanging in sacks. The large cave has all the supplies necessary for a person to work a small garden and live comfortably in the forest. At the far end of the cave, underneath a stump with an anvil on it, is a hidden cellar with the coffin of the vampiress. There is a 24-point electrical *glyph of warding* on her coffin. She sleeps here all day and awakens at sunset. The cave is guarded by many large bats and rats.

Bats (50): AC 8; Move 1" /24"; HD 1/4; hp 1; #AT 1; Dmg 1; THACO 20; AL N

Rats (50): AC 7; Move 15"; HD 1/4; hp 2; #AT 1; Dmg 1; THACO 20; SA disease (5% chance per bite); AL N

These creatures only attack those entering the cave during the day and they do not leave the cave unless called by their mistress. If the rats and bats are all killed during the daytime, the winter wolves break their chains and come to attack. At night these bats and rats roam the nearby area, but come when their mistress is threatened.

The cave is also hiding treasure. One of the wrapped hams contains a pocket filled with gems (24 gems with a base value of 100 g.p.).

The Cottage of the Lady

The wolves can smell intruders up to 100 yards away and instantly howl a warning. During the day nothing happens, but at night the vampiress begins casting spells for herself when she hears the wolves' warning. Given time, she casts the following spells: *bless*, *protection from good*, and *silence* on the front step of her cottage. As the player characters near the cottage, she is waiting at the door after having cast *sanctuary* and *know alignment* spells (if she has time to prepare).

Winter Wolves (2): AC 5; Move 18" : HD 6; hp 42, 39; #AT 1; Dmg 2d4; THACO 13; SA frost breath does 6d4, save for half damage; SD cold-based attacks do not harm them, but fire-based attacks cause + 1 points of damage per die; AL NE

These are on a 50-foot chain at the door.

The door has a glyph of warding on it, exploding for 24 points of electrical damage when the door is opened.

During the day, if the wolves are taken care of and the door is forced open, anyone can enter the cottage safely. They find a pleasant-looking outer chamber. There are all the things one would expect in a well-appointed cottage: table and chairs, fire going in the fireplace, hand-carved plates and the like all over, a loom with a half-finished unicorn pattern, and several chests with fine clothes and herbs between the layers to give the clothes a sweet smell. A tapestry of a woodland scene hangs on one wall.

The second chamber is very different and concealed by a tapestry on the wall of the first room. The party can easily guess that this is the chamber of an evil cleric studying undead creatures. There are tables filled with objects taken from graves and a shelf with 10 books (all have 24-point electrical *glyphs of warding* on them).

The books deal with all types of undead and give clues as to the whereabouts of all the undead encounters in this book. The chamber feels evil and there are many ornately carved tombstones on the floor.

In the largest tombstone is a secret compartment with the following: a set of plate mail

with a tag on it marking it as once owned by a paladin, a two-charge *staff of curing* with a note saying it was once owned by Eric the lawful cleric, a pair of *gauntlets of ogre power* for a ranger, and a nonmagical dross lute from Ren the bard.

The Lady Herself

Vampiress and 12th-level cleric: AC 1; Move 12" /18" ; HD 8 + 3; hp 67; #AT 1; Dmg 1d6 + 4 plus energy drain—each strike drains two life levels; THACO 12: SA energy drain plus spells; SD + 1 or better weapons to hit, regenerates 3 hit points per melee round, at 0 hit points she turns gaseous and seeps back into her cave, *sleep*, *charm*, *poison*, *paralysis*, and *hold* magic do not affect her, cold and electrical spells only inflict half damage; her eye gaze is a *charm* spell at -2 save, holy water does 1d6 + 1; AL LE

Spells: *command*, *detect magic*, *sanctuary*, *hold person*, *know alignment*, *resist fire*, *cause darkness*, *remove curse*, *cure serious wounds*, *neutralize poison*, *cure critical wounds*, *blade barrier*

She is charming in more ways than one. The lady appears lovely in a white gown she wove herself. There are fragrant herbs in her hair and she wears a dimly glowing holy symbol on her chest. Given the chance, she uses a *know alignment spell* to tell the state of her visitors. She cannot abide lawful goods and tries to get rid of them as soon as possible. When she attacks she calls 15 winter wolves to her side.

Winter Wolves (15): AC 5; Move 18" ; HD 6; hp 32; #AT 1; Dmg 2d4; THACO 13; SA frost breath does 6d4, save for half damage; SD cold-based attacks do not harm them, but fire-based attacks cause + 1 points of damage per die; AL NE

These wolves lurk nearby in the woods so as to always be ready for her call.

If there are no lawful good characters in the party, she is perfectly willing to play the proper hostess and invites the group in for tea, releasing her pet wolves to sit by her side. Observant player characters notice the shadowy shapes of wolves in the trees around the glade. She likes to have visitors she does not have to kill. She talks to them and eventually the conversation comes around to the topic of undead. She is an expert on the subject and wants to hear all the party's stories about encounters with undead. As long as characters remain friendly she stays that way too.

Burning her out of the cottage does not work well. She takes her best things and throws them into a root cellar under the second chamber and waits out the fire. Her house burns until sunset on the next day, when the enraged vampiress begins rebuilding.

Gray Elves (6)

Terrain: Forest Valley
Total Party Levels: 54 (Average 9th)
Total Magic X.P.: 21,850
Total g.p. X.P.: 10,000
Monster X.P.:
Kill:16,374 Defeat:12,280 Retreat: 4,093

Set Up

* All of the citizens of cities and villages that border a huge forest talk of the forest valleys that are said to hold vast treasures inside their deepest recesses.

* An ancient wizard wants a party of brave souls to take him into the depths of the forest to learn the secrets of the gray elves.

* An animal trainer wants a band of brave fellows to help him hunt down a few griffons that have been attacking his horse herds.

The Lair

In the heart of the forest is a small kingdom of gray elves. They do not like intruders and consider the entire forest to be their private hunting grounds. There are several holy places in this outer forest that are special to these gray elves. The elves often try to turn back intruders with simple magical spells.

The Royal Griffons

When the party enters the forest, they note that the woods are ancient and filled with unusually large stands of oak and ash. If the group is riding horses, several griffons in the area attack the party immediately. If the group is using any other type of mount, the griffons simply fly down onto the path and block the way, ready to attack if the PCs refuse to turn back.

Griffons (4): AC 3; Move 12" /30" ; HD 7; hp 56 (x 2), 50 (x 2); #AT 3; Dmg 1d4/1d4/2d8; THACO 13; AL N

The two largest griffons have riding saddles on their backs and are huge members of their breed. These creatures attack until killed.

When the party investigates the dead griffons, they discover rare jewel-studded riding saddles (gems worth a total of 10,000 g.p.). Written on the saddles in elvish is the information that these griffons are the property of the high lord of the gray elves. If the party takes the saddles or gems with them deeper into the forest, any elves who see the saddles or jewels attack instantly.

The Elven Chapel

In a clearing in the forest, the party comes upon a small chapel made of forest green marble. Lying on the small altar in this chapel is a sword and bow. If the party moves on or at least does not enter the chapel, nothing hap-

pens to them. But if they try to enter the chapel, magical guards are set off.

Before they can get off their mounts, the PCs are subject to the following spells:

1) They suffer the effects of a *chill* cantrip and hear a *groan* cantrip.

2) The chapel is surrounded by a thorn wall.

3) A *dancing lights* spell forms a figure of light while a *ventriloquism* spell orders the party to go away.

If the party obeys they are not hurt. If they start looking for the spell casters or enter the chapel, they are attacked by the gray elf guardians.

Gray Elves (3): IN 18, 17s in all other attributes; AC 4 (chain and shield), Move 12" ; HD 8/6 (magic-user/fighter); hp 40; #AT 1; Dmg 1d8 (long sword); THACO 13; SA spells; SD 90% resistant to *sleep* and *charm* spells; AL CG

Each has the following spells activated: *shield*, *detect invisibility*, *protection from normal missiles*, and *minor globe of invulnerability*; each also has use of the following spells: *magic missile*, *charm person*, *web*, *hold person*, and *slow*.

The chapel is obviously a holy place dedicated to the gray elves. There is a small statue of a weeping female gray elf in the green marble alcove of the chapel. On the altar is a *long sword +1* and *short bow +1* of elfin make. If the PCs take these items, they are instantly attacked by any gray elf who sees one of these weapons.

The Master of the Elves

The party has ventured deep into the territory of the gray elves and is now near the gray elves' home valley. They are met by a high lord of the gray elves and his four *invisible* elf warrior attendants. The message this elf delivers is simple: The PCs are to leave immediately or die. The elf is holding a magical staff, there are two glowing rings on his fingers, his tunic is covered in platinum-threaded magical symbols, and there are several protective spells glowing about his body.

Gray Elf Lord: ST 11, IN 20, WS 13, CN 17, DX 16, CH 16, CM 18; AC 0 (*bracers* AC 2, and *protection* from the staff of power); Move 12" ; HD 11 + 1 (12th-level MU); hp 52; #AT 1; Dmg by spell effect; THACO he uses spells to attack; SA spells; SD normal elven resistances, *ring of spell turning*, and a *ring of free action*, plus a +2 bonus to his saves from staff; AL CG

He has these spells activated: *shield*, *protection from evil*, *detect magic*, *detect invisibility*, *protection from normal missiles*, *detect illusion*, *minor globe of invulnerability*, and *stoneskin*; he has the following spells availa-

ble: *magic missile*, *web*, *stinking cloud*, *fly*, *phantasmal force*, *Melf's minute meteors*, *sepia snake sigil*, *charm monster*, *hallucinatory terrain*, *wall of fire*, *hold monster* (x 2), and *flesh to stone*; he also has a fully charged *staff of power* capable of the following spell effects: *continual light*, *darkness*, *levitation*, *magic missile*, 8d6 *lightning bolt* or *fireball*, *ray of enfeeblement*, and *cone of cold*.

His *invisible* attendants are standing on either side of the party, ready to attack at his command.

Elf Warriors (4): 17s in all attributes; AC 2 (Dexterity and *chain mail +1*); Move 12"; HD 6; hp 48; #AT 1; Dmg 1d10 + 1; THACO 12; SD normal elven resistances; AL CG

These elves come out of their *invisibility* to attack the party at the command of their leader. If the party agrees to leave, these four elves follow the party out of the forest.

Quicklings (16)

Terrain: Forest (Civilized)
Total Party Levels: 60 (Average 10th)
Total Magic X.P.: 10,250
Total g.p. X.P.: 21,000
Monster X.P.:

Kill: 18,758 Defeat: 14,068 Retreat: 4,689

Set Up

* The PCs stumble into the spider webs while they are journeying through a forest. The webs block off the road and extend as far as the PCs can see into the forest. There appear to be many layers of spider webs inside the outermost layer the PCs have encountered. If the PCs do not meet the peasants, then the PCs do not receive the information about the size of the village and the number of inhabitants given in "The Lair" section below.

* The PCs are in a city when they see an advertisement for temporary, well-paying employment in the service of a merchant in need of exceptional adventurers. Upon inquiring of the merchant, they are told that a group of large spiders has apparently cut off a crossroads two days to the east of the city. The roads are blocked by exceptionally thick and tough spider webs and caravans cannot get through. He represents the city's Merchant Council and they will pay 5,000 gp to those who can clear the road and eliminate the spiders. As the PCs are about to leave, he mentions as an aside that there is a small village at the crossroads and the PCs might check to see what has become of the villagers, if they have the time.

The Lair

The peasants' village is a small cluster of about 20 homes and buildings at the junction of two forest roads. The peasants tell the PCs that about 70 people live in this village. The village is located in a small clearing in the middle of the forest and is heavily wooded except for the fields of a few farmers. The peasants tell the PCs that they have never seen any large spiders or even any dangerous animals near their village.

A group of quicklings and their trained giant spiders have taken over the village and blocked it off (or so they think) from all outside interference. The monsters invaded the village shortly after the peasant family left and they were the only ones to escape. The spiders quickly trussed up the villagers with strands of their strong web. The few peasants who had the courage to resist were quickly knocked out with one stab of the quickling leader's *sleep-venom*ed blade. Each building in the village now holds 2d4 villagers. They are hung from the rafters in cocoons of spider web and

are kept comatose by daily injections of a mild poison the spiders produce for this purpose.

The Webbed Village

A view from the air (such as is provided in the accompanying map) would show that the forest for $\frac{1}{4}$ mile (440 yards) around the village is clogged with the sticky webs that the spiders have spun in the week they have been here. There are so many layers of webs between the outermost edge and the village that it will take many rounds to cut through them. The village itself is thick with trees and the webs are densely festooned about these trees and the homes and buildings as well. Neither the roads nor the ground can be seen from the air, so thick are the webs. The village and surrounding forest appear to be one continuous mass of sickly grey strands of the tough spider web material.

Quicklings (13): AC -3; Move 96"; HD 1 $\frac{1}{2}$ hp 10; #AT 3; Dmg 1d4 (x 3); THACO 16; SA three attacks with daggers because of speed, spell-like powers (see below); SD *invisible* when not moving, 90% chance of being *invisible* even when moving, their speed and 18 Dexterity enable them to save against all attacks as 19th-level clerics, cannot be surprised; AL CE

Quickling lieutenants (2): AC -3; Move 96"; HD 3; hp 20; #AT 3; Dmg 1d4 (x 3); THACO 16; SA see above; SD see above; AL CE

Quickling leader: AC -3; Move 96"; HD 4 $\frac{1}{2}$; hp 30; #AT 3; Dmg 1d4 (x 3); THACO 15; SA see above, dagger envenomed with poison that causes *sleep* unless save vs. poison is successful; SD see above; AL CE

Quickling spell-like powers: *dig*, *fire charm*, *forget*, *levitate*, *shatter*, and *ventriloquism*. These are usable one at a time, once per day.

Giant spiders (50): AC 4; Move 3"*12"; HD 4 + 4; hp 30; #AT 1; Dmg 2d4; THACO 15; SA bite is poisonous, save vs. poison or all ability scores reduced by 5 points for 1d8 turns (if save fails by more than 4, then PC falls comatose for 2d20 rounds); AL CE

The thought may occur to the players that there is a very easy way to get through the webs—to bum them. If the players try this, they will be disappointed at the results. These webs consist of many tightly wrapped strands and burn very slowly. Fires usually die out before they burn through even the outer strands, leaving the core of the webbing intact. Burning these webs is no faster than cutting through them. The forest is well watered by many streams that run through it, and it seems to have rained recently. Thus if the players try to set fire to the forest (even via magical means), the fire does not catch and

spread, but rather dies out soon after it is set.

PCs to the Rescue

The only way for the PCs to get into the town is for them to cut their way through the thick masses of webbing that block every entrance (even the aerial route is blocked!). The spiders are instantly aware of the intrusion and inform the quicklings (the quicklings have learned the spiders' chittering speech in the course of their long association). The quickling leader dispatches five spiders and one quickling to investigate the disturbance. (If the PCs attack on more than one front, one quickling and five spiders are sent to check on each intrusion. Both patrols react as outlined later.) The leader then assigns a spider to guard each house (they hide in the rafters amongst the dense webs and have an 80% chance of being undetected unless they move) and divides the rest of the spiders and quicklings into four groups, one to guard each quadrant of the village (north, east, south, and west).

The chittering speech of the spiders carries quite well even through the web-filled woods, so the monsters are able to communicate easily and remain informed of developments over the entire area. Thus the quicklings can rapidly deploy troops to wherever the fighting is thickest. By contrast, normal speech and even yelling is muffled by the dense webs and the PCs cannot communicate (except via magical means) over distances greater than 20 feet.

Other difficulties present themselves once the PCs are within the thick, tangled webs. The dense forest and its unnatural coating of spider webs combine to limit vision to 20 feet within the forest and village. The same two factors slow the PCs' movement to 1" (this includes the time it takes to hack through or otherwise destroy the webs). The spiders and quicklings move at their normal rates even through the most dense areas of webbing. The PCs' chances of being surprised are increased by two (1 - 4 on 1d6) while within the webbed forest and village.

The quickling uses his *dig* power to create a hole directly underneath the greatest number of PCs he can catch in the hole's five-foot-on-a-side square area. On the first round the hole is five feet deep and the PCs suffer 1d3 points of damage in the fall. For the next six rounds, the hole gets five feet deeper each round and the PCs suffer 1d3 additional points of damage. The PCs cannot climb out of the hole themselves because no sooner do they get to their feet than the hole is five feet deeper and they fall down again. The only ways out are for the other PCs to throw ropes down and pull them up (one PC per rope per round, must

roll a successful Dexterity Check to grab the rope and hold on) or if the PCs in the hole have some means of *flying* or *levitating* without casting a spell.

More dangerous than the falling damage, however, is the chance that the earth around the hole collapses and buries the PCs. For each five feet of depth, there is a 15% cumulative chance that the hole collapses (i.e., a 15% chance on the first round, a 30% chance on the second round, etc.). If this happens, then any PCs in the hole receive 1d6 points of damage per five-foot depth of the hole. They are also buried under two feet of earth for every five-foot depth of the hole. Any PCs standing at the edge of the hole must roll a Dexterity Check—failure means that they fall in on top of the rubble and receive 1d3 points of damage for every five-foot depth of the hole. Buried PCs cannot dig themselves out; they can hold their breath for a number of rounds equal to 1/3 of their Constitution score, rounded up (see page 12 of the *DSG*). When a PC's breath runs out, his player must roll a Constitution Check each round (unmodified on the first round, —2 penalty on the second round, —4 on the third, etc.). Failure means that the PC dies of asphyxiation.

Even if the hole collapses, the *dig* power continues until the hole is 35 feet deep. (PCs around the hole see the surface of the collapsed material sinking down five feet every round.) All PCs in the hole, regardless of whether they are atop or beneath collapsed material, receive 1d3 points of damage each round as they drop with the increasing depth of the hole. The hole will only collapse once.

If at least half the PCs are either in the hole or trying to help other out of it, the quickling signals the spiders to attack. They swoop down out of the trees and are on the PCs that round (remember that the PCs have a 2/3 chance of being surprised by all quickling and spider attacks).

The spiders attack until three of them are dead, and then the quickling tells them to retreat (using *ventriloquism* to avoid giving his position away to the PCs). The spiders speed back up their safety lines and disappear into the trees and webs in one round (any PCs with missile weapons ready can attack for one round, but they do not receive bonuses for attacks from behind). The quickling also leaves and cannot be attacked even if the PCs manage to notice him.

The quickling and spiders return to the leader and his lieutenants at their command post in the center of the village. If the PCs repulsed the quickling and his spiders, the leader orders out three quicklings and 10 spiders to set another ambush 200 feet closer to

the village. He also orders two quicklings and 10 spiders to quietly circle around the PCs and trap them within the forest if they run from the second ambush. The two lieutenants are assigned to setting up a medium-sized fire alongside each road into the village. If the PCs survive the second ambush and come close enough to see the fires, the quicklings use their *fire charm* ability (each PC must successfully save vs. magic upon sighting the fire. Those failing are *charmed* into staring at the fire while those who save are attacked by the spiders. This effect lasts for 14 rounds and the *charmed* are subject to *suggestion* spells with a —3 penalty to the saving throw.).

Most of the rest of the quicklings are posted in the quadrant(s) that the PCs' attack(s) is coming from. One quickling and five spiders are sent back to watch each of the other three quadrants of the town.

The second ambush employs the same tactics as the first, except that now there are three holes opening under the PCs' feet and the spiders attack as soon as the PCs fall in. The monsters run away as soon as two quicklings or seven spiders are dead (any quickling who has less than three hit points runs back to the village).

If the PCs make it past the second ambush, the quicklings try to lure them (by using *ventriloquism* to throw their voices in the direction of the fire) to one of the fires along the roads. The leader also recalls all the quicklings and spiders stationed in the quiet areas and brings his whole force to oppose the PCs. Once all the PCs can see one of the fires, half the quicklings use their *fire charm* ability (—1 penalty to the PCs' saving throws for every two quicklings performing the *fire charm*) while the rest prepare to attack the unaffected PCs. On the next round, when it is apparent which PCs were not affected by the *fire charm*, the spiders are ordered against those PCs. On the following round, the quicklings not *fire charming* join the spiders in their attacks on the unaffected PCs. The quicklings' first attack is from behind as the PCs are far too busy to even have the usual 10% chance of noticing the little monsters.

Whenever a quickling reaches three hit points or less, he runs away toward the center of the village. Once there are less than five quicklings (or less than 10 spiders) remaining at the battle site, the rest flee through the densely webbed buildings to the center of the village. There they have time to regroup before the PCs can reach them.

The Final Confrontation

The monsters make a last stand in one of the four houses at the junction of the two

roads through the town. They are in the house farthest away from the PCs. As the PCs near the junction, the quickling leader appears in the doorway of the house, holding his hand up for a parley. Right behind him are six spiders, each holding a peasant in its front two legs. The spiders' fangs are at the peasants' necks, ready to bite at a signal. The peasants are still comatose and the PCs can tell that none of the peasants would survive if the spiders bit them.

The quickling leader tells the PCs that these peasants and many others will die unless the PCs do as he says. He wants to strike a bargain with the PCs. The quicklings and spiders will leave the village, never to return, if the PCs agree to let them go peacefully. They also want all the PCs' money in exchange for sparing the lives of these peasants. They promise that they will take the peasants to the far end of the village to prevent the PCs from following them. They will release the peasants at the village's edge and be on their way. If the PCs insist, the quicklings give their word that they will not attack the villagers again.

If the PCs agree, the rest of the quicklings and spiders troop out of the building and the PCs see why the quicklings wanted to bargain. There are five treasure chests loaded onto the backs of the spiders—items that the quicklings would have had to leave behind if they were fleeing the PCs.

If the PCs attack, they can save the lives of the peasants if they kill all six spiders in the first round of combat. Any of the six that are alive after the PCs' attack kill their peasants and attack the PCs. The quicklings and the rest of the spiders also attack (including the leader with his *sleep*-envenomed blade). The monsters flee the village for good once half of the remaining quicklings or spiders die (unless it seems that the monsters will win the battle, then they stay as long as they have the advantage).

If the PCs let the monsters leave, the PCs will never find them again once the monsters escape into the forest.

The Quicklings' Treasure

If the PCs kill all the monsters or rout them from the village in battle, the treasure chests are found in the house at the junction of the roads. Inside the PCs find 10,000 gp, 5,000 ep, 1,000 pp, 10 gems (100 g.p. each), five jewels (500 g.p. each), a set of human-sized *plate mail* +3, a *crossbow of speed*, and a *staff of smiting*.

If the quicklings and spiders were allowed to leave, the PCs find the six peasants at the edge of the village, unharmed but still comatose. The villagers begin waking up on the day following the PCs' defeat of the quicklings.

Rakshasas (4)

Terrain: Forest

Total Party Levels: 72 (Average 12th)

Total Magic X.P.: 10,400

Total g.p. X.P.: 28,000

Monster X.P.:

Kill: 7,680 Defeat: 5,760 Retreat: 1,920

Set Up

* This encounter can occur any time the PCs are traveling along a lonely forest road.

The Lair

The Inn of Unexpected Rest appears to be a cheery, peaceful waystation maintained by a merry innkeeper and his wife, son, and daughter. The inn is real, but the family is actually a rakshasa and its three mates, disguised by *illusions*. The real innkeepers were killed by the rakshasas several months ago. The evil monsters saw this as a perfect opportunity to waylay innocent travelers in these lonely woods.

Rakshasas (4): AC -4; Move 15"; HD 7; hp 50 (male), 43 (females); #AT 3; Dmg 1d3/1d3/1d4 + 1; THACO 13; SA *ESP, illusion*, and spells; SD unaffected by spells below 8th level, unaffected by nonmagical weapons, half damage from magical weapons of less than +3 enchantment; AL LE

Spells:

Magical: *charm person* (x2), *shield*, *sleep mirror image*, *web fireball*, *haste*, *slow* (x2)
(each rakshasa takes one of these 3d-level spells)

Clerical: *curse*, (x2), *Cure light wounds*, *protection from good*.
(each rakshasa takes one of these spells)

The Inn of Unexpected Rest

It is late in the day when the PCs pass by this inn. The innkeeper stands on his front stoop and invites the PCs to journey no farther on this tiring day and rest their weary bones in the comfort of his inn. His wife, son, and daughter are at the windows cheerfully beckoning the PCs to enter. While they are doing this, the rakshasas attempt to *charm* four members of the party (there is no outward sign of this attempt). Humans are the primary targets, but if there are not enough humans, then halflings, dwarves, and elves, in that order. So as not to make the players suspicious, ask all the players to roll saves vs. spell to see who wants to stay the night here. Tell any players who fail that their PCs want to spend the night here (and those targets of the spells who failed are now *charmed*, but do nothing unusual except urge that the PCs spend the

night).

As the PCs are considering whether to spend the night, one rakshasa causes an *illusion* of steadily approaching thunderclouds to appear in the sky. The PCs also hear thunder and see distant flashes of lightning.

If the PCs do not stay at the inn, skip to the section entitled, "Refusing the Rakshasas' Hospitality."

If the PCs decide to stay at the inn, they have an excellent meal, some free wine, and are led up to their rooms (the cost for the meal and one night's lodging is one sp per person). The PCs are placed two to a room and two *charmed* PCs are placed together in a room, if possible. In the middle of the night, a *charmed* PC leaves his room (preferably one of the *charmed* PCs who are sharing a room) and wanders off into the woods. He does this as quietly and stealthily as possible. If the PC has *noncharmed* roommates, each gets to roll an Intelligence Check to wake up and see the other PC walking out of the room. If questioned, the *charmed* PC says he needs to visit the facilities.

The rakshasas lead the *charmed* PC into the deep woods, far enough from the inn that no screams reach the other PCs. The rakshasas then have him remove all armor and weapons, tie his hands if he is a spell caster, and attack him. If they kill him, they quickly bury his body, hide the armor and weapons, and then return to the inn and treat each of the other *charmed* PCs the same way.

In the morning when the rest of the PCs awaken, the rakshasas have created *illusions* of the missing PCs in an attempt to fool the PCs who are still present. Unless the PCs discover the trickery, the rakshasas feed them a nice breakfast and allow them to leave the inn (knowing that the PCs will return when the party reaches the limits of the rakshasas' spell range (50 yards). If the PCs as a group confront the rakshasas at any time, the monsters use the battle tactics described below.

Refusing the Rakshasas' Hospitality

If the PCs decide not to stay at the inn, the rakshasas secretly follow them until they camp. The monsters then try to *charm* those on watch. Any *charmed* characters quietly sneak off into the woods to meet the rakshasas. At the same time, one of the rakshasas creates the *illusion* that the PC is still on guard. This *illusion* remains until all the rakshasas have moved beyond their spell range from the camp (50 yards away). Then the image of the PC guard disappears. If there are any *noncharmed guards on duty*, they notice as soon as the *illusion* disappears. It will take the PCs 10 rounds to reach the place the rakshasas

have taken the *charmed* PCs (and the rakshasas' *ESP* ability tells them that the PCs are coming).

Until the rescuing PCs arrive, the rakshasas have three rounds of attacks on the *charmed* PCs (the rakshasas tell the PCs to remove their armor and weapons and then the monsters attack). They repeat this pattern of raids on the PCs' camp, one raid per night, until the PCs are all dead or half the rakshasas are dead.

The Rakshasas' Battle Tactics

The rakshasas' *ESP* ability ensures that they cannot be surprised by the PCs. In fact, since the PCs have to do some thinking to discover that the family is actually a group of rakshasas, the monsters always have one round to prepare for the PCs' attack. In this free round, two rakshasas cast *slow* on the PCs (PCs move and attack at 1/4 normal), one casts *haste* on its group, and the remaining rakshasa casts curse on the PCs. The rakshasas then cast any other spells that might be useful here (*fireball* or *web*, for instance) and use their considerable speed advantage to melee any magic-users and clerics left in the party.

If the PCs are doubly *slowed* and the rakshasas are *hasted*, then the rakshasas act eight times faster than the PCs and receive eight rounds to the PCs' one. All rakshasa attacks are from behind (since the PCs cannot move fast enough to prevent the monsters from getting behind them) and all PC attacks suffer the minuses from the curse and any *protection from good* spells.

When running the rakshasas, keep in mind that these are very intelligent monsters and are able to maximize the effects of their spells and attacks every bit as well as the PCs.

The rakshasas use their *ESP* power whenever the PCs talk together out of earshot. Thus they are informed of all the PCs' plans and cannot be surprised by any maneuvers the PCs talk over.

If the rakshasas ever outnumber the PCs by more than two (including *charmed* characters on the rakshasas' side), then the rakshasas and their *charmed* allies attack. They use the battle tactics described earlier.

The Rakshasas' Treasure

If the PCs manage to defeat the rakshasas and they search the inn, they find a pile of treasure in the basement behind the wine casks. There are 8,000 gp, 5,000 ep, 3,000 pp, 25,000 sp, a *sword +3*, a *bronze horn of Valhalla*, a *wand of magic missiles* (90 charges), six potions (roll randomly), and *gauntlets of dexterity*.



Gnolls (20)

Terrain: Swamp

Total Party Levels: 18 (Average 3rd)

Total Magic X.P.: 11,400

Total g.p. X.P.: 2,934

Monster X.P.:

Kill: 4,733 Defeat: 3,550 Retreat: 1,183

Set Up

* The surrounding swamps are said to be heavily infested with gnolls.

* An apothecary needs some soil from the heart of the swamp and is willing to pay in gold if someone will fetch it for her.

The Lair

A scouting party of gnolls has settled into a swamp at the command of their chieftain. It is a small group and very cautious. They have a tendency to run rather than fight, unless they are near their lair.

The first two encounters are in random parts of the swamp, but the last is in the stronghold of the gnolls and they will not be so quick to run from there.

The Swamp

The party has pushed into the fringes of a swamp. There is a mist that drifts in and out on the wind. The terrain of the swamp varies from murky water several feet deep to damp earth that is covered by swamp vegetation. Insects are a constant irritant and the growls and roars of the swamp's inhabitants should be making the party nervous.

Several loud screams (human) suddenly echo through the swamp. They seem to come from a fair distance away, but the mist makes it difficult to decide where the trouble is.

If the party races toward the screams, they have a 1 in 6 chance of each being stuck in quicksand. The quicksand sucks an armored person down in five melee rounds and an unarmored person in 10 melee rounds. When in this predicament, a party member needs magical or physical assistance to get out.

Those who make it to the site of the screams discover a young woman under attack by four gnolls and two hyaenodons.

The PCs see a girl with her back to a large tree. There is quicksand in several spots around the tree. The gnolls are obviously having fun harassing the girl and trying to chase her into the quicksand.

Gnolls (4): AC 5; Move 9"; HD 2; hp 7; #AT 1; Dmg 1d10 using (two-handed sword); AL CE

As each gnoll is wounded, it runs away into the swamp to appear in the final encounter.

Hyaenodons (2): AC 7; Move 12"; HD 5; hp 31, 22; #AT 1; Dmg 3d4; THACO 15; AL N

These monsters continue attacking the party until they are dead. Each stands five feet tall at the shoulder. They have already killed the woman's horse and their blood lust is high.

The young woman (she calls herself Shal-baal) is a normal human and tells an interesting tale. It seems her fighter brother went into these swamps two days ago and has not returned. She is now looking for him. The young woman wants the party to help her and offers a rich reward in pearls if they agree. She has 11 pearls, each worth 50 g.p., on her person and gives them to the PCs if they agree to hunt for her brother. She promises 1,000 g.p. if they find him. She insists on accompanying the PCs.

Decisions

A day or two later in the swamp, the party again hears loud screams in the mist. If the party moves to the scene, they see a battle in progress. This one is between gnolls and their hyaenodon allies and a group of three hill giants. When the party comes upon the battle, they find two dead hyenas and a dead gnoll in the midst of a raging fight. The party can also see a group of four humans in a cage, all but one of them are cowering in fear. The one is a powerfully built male. He is standing there boldly watching. If the woman from the first encounter is with the group, she identifies him as her brother and rushes to free him.

The giants have not been able to kill the gnolls because the giants are stuck in quicksand. The gnolls attack and prevent the giants from freeing themselves. All the giants have time to do is defend against the harassing gnolls.

Hill Giants (3): AC 4; Move 12"; HD 8 + 1-2; hp 55, 43, 39; #AT 1; Dmg 2d8; THACO 12; SD can catch hurled rocks 30% of the time; AL CE

Gnolls (5): AC 5; Move 9"; HD 2; hp 7; other statistics as above

Hyaenodons (10): AC 7; Move 12"; HD 5; hp 31; #AT 1; Dmg 3d4; THACO 15; AL N

The party can watch the battle or pick a side and join in. If they join in with the giants, the battle continues, but only one badly beaten giant remains alive at the end. In this situation, the hyaenodons continue to attack the giants while the gnolls start attacking the party. The surviving giant only wants to take his brothers' treasures and leave the area, not even bothering to bury them.

If the group joins the side of the gnolls, the giants are quickly killed and then the gnolls and surviving hyaenodons turn on the party and attack until they win or die.

If the party just watches the battle, the giants are quickly defeated. If the party then attacks the gnolls, they and their hyaenodons all

flee and are next met in the force at their camp in the final encounter.

The giants each have a large sack containing 1,200 silver coins and several finely made elven short swords.

Each gnoll has three silver pieces and 10 electrum pieces. (FLO The slaves are left by the gnolls and the strong male is a fighter who can only think of revenge against the gnolls.)

Fighter: ST 17, IN 8, WS 6, CN 17, DX 12, CH 9, CM 17; AC 10; Move 12"; HD 7; original hp 62 (current hp 31); #AT 3/2; Dmg by weapon given to him (+ 1 to hit/ + 1 on damage due to strength) proficient in short sword, long sword, and long bow; AL CG

Gnoll Camp

The camp is on top of a large rise in the swamp. It consists of a group of lean-tos erected to protect the gnolls and their equipment from the weather. There is a wall of logs on one side of the camp and many more logs are cut and ready to be put up. The gnolls are obviously trying to build some sort of fort. The gnolls are all on the far side of the hill and not expecting trouble. The hyaenodons smell the party long before they can get to the top of the hill.

If the party defeats the gnolls and their pets, they find an incredibly messy camp. The only object of note is a large trap door in the middle of the camp. When they remove the restraining bar and open the door, they find two angry trolls who attack instantly.

Gnolls (11): AC 5; Move 12"; HD 2; hp 14; one is a leader who strikes for 1d10 + 5 damage points of damage; all other statistics as above

The gnolls who survived the previous encounters with the PCs are also here.

Hyaenodons (5): AC 7; Move 12"; HD 5; hp 30; all other statistics as above

The hyaenodons that survived the previous encounters with the PCs are also here.

Trolls (2): AC 4; Move 12"; HD 6 + 6; hp 30; #AT 3; Dmg 1d4 + 4/1d4 + 4/2d6; SA can fight three different opponents at once; SD three melee rounds after being wounded, a troll starts *regenerating* 3 points per round; AL CE

The treasure is in the troll's den and consists of the following: an iron chest with 9,111 silver coins; three large hide sacks with a total of 518 electrum; a *bag of holding* (large) with 111 gold pieces; a small coffer with a poison-needle trap and inside are the following gems, each with a base value of 100 g.p.): one amber gem, two amethyst drops; three jet gems, one red spinel, and two tourmalines; two pieces of gold jewelry (each with a base value of 300 g.p.); one *potion of extra healing*; a *wand of wonder* (nine charges).

Groaning Spirit (1)

Terrain: Swamp

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 3,500

Total g.p. X.P.: 17,743

Monster X.P.:

Kill: 4,862 Defeat: 3,649 Retreat: 1,216

Set Up

* There is said to be an ancient elven treasure just lying out on the moors waiting for anyone to come along and pick it up.

* A young female cleric is trying to get a band of adventurers together to look for her father. He went into the moors two weeks ago with three others and has not come back.

The Lair

One hundred and seventy-nine years ago, a newly married pair of elves was captured in the swamps. The husband was tortured and killed before his bride's eyes. She also died in the moors. Her spirit now roams the area seeking eternal revenge on all who pass that way. In the form of a groaning spirit (banshee), she was able to take revenge on those who killed her, but this wasn't enough to quell her hate.

The moors are a hilly group of mounds and swamps constantly enshrouded in a mist that moves with the many breezes of the area. It is impossible to keep to the high ground because of the dense thickets that also grow in these places. The first two encounters should serve as warnings to the party. The last encounter shows the groaning spirit in her potent rage.

The Sinking Bog

The fog of the moors usually limits vision to about 10 feet. The fog swirls in and out, and sometimes the characters can see hundreds of yards, while at other times no one can see their hands in front of their faces. The ground is always mushy and filled with a black peat. A dense thicket has caused the party to move down into a valley. The lead player must make an Intelligence Check; failing the roll means he continues into the bog even though he is sinking.

Failing the check means that each member of the party must check to see if they stumble into the sinking bog as they follow their leader. The first one to succeed can warn the others of the danger of the sinking bog. If the leader of the group makes the check, the group becomes aware of the danger of sinking and can go around the area. Sinking party members must either use magic to get themselves out of the bog or employ the help of their nonstuck allies. If two or more allies are helping, the stuck party are easily removed.

If only one person works at getting a stuck character out, he must make a Strength Check or the trapped ally sinks to his death (unless something else is thought of). The DM should use his best judgment on ideas about getting party members out of the bog. If someone thinks of something that might work, let them get away with it. The sinking process takes several full turns before death results.

When they are out of the bog, they see the glint of metal in the lifting mist. The party discovers two elven bows plated in silver with emeralds and amber worked into the center grip (each worth 1,000 g.p.). The bows appear freshly dropped without a stain on either of them. A dwarf, elf, or half elf will recognize them as elven.

Bog Bodies

The mist closes in on the party. Strange growls and moans are heard from the fog. The muck slows down travel making moving difficult. If the group continues, they encounter the last set of victims of the banshee.

Suddenly the fog lifts and ahead the party sees four bodies. The forms fell in a circle (around the banshee as she appeared). Three of them have looks of horror on their faces and their hands tightly clasp their ears. The last figure is an elf who also has a look of horror, but he is pointing down the valley and his other hand clutches a brooch. When the bodies are disturbed, three poisonous snakes attack the party. (They have been resting under the bodies.)

Poisonous Giant Snakes (3): AC 5; Move 15"; HD 4+2; hp 30, 27, 20; #AT 1; Dmg 1d4 plus save vs. (if saves, receives 3d6 from strength of the venom); THACO 15; SA poison; ALN

Three of the dead bodies are armed with maces. The magic-user has a silver dagger, *ring of protection +1*, and a large set of spell components that includes several gems worth a total of 3,000 g.p. The fighter/ranger has a set of *chain mail +1*. All the dead party members have the usual adventuring equipment in their packs. They have been dead for two weeks but for some reason animals have not despoiled their bodies. The brooch in the elf's hand is recognizably elven made. It is studded with emeralds and amber just like the bows that were found (worth 1,500 g.p.). The dead elf points down a gravel path and the DM should present the next step in this adventure with a clear foreboding of danger to the party if they go on.

A search of the bodies reveals the facts that the party was on a quest to find some rare herbs in the swamps.

The Banshee and Her Resting Place

The party moves on and the fog once more closes in. The moans and growls increase in volume and move with the party through the fog. The group is allowed to move until sunset. If the party turns back at any time, the mists lift and they will be allowed to leave the swamp.

If the party persists, then just as they are making camp for the night, they find a small burial mound of stones. An unusually fine sword sticks out of the mound and elven runes can be seen on it. The weapon is unmarked by rust or other blemishes. There are also several skeletons (not the undead) on the mound. The bones have been picked clean by predators. If the party does anything to the stones or weapon, the groaning spirit appears among the group and keens.

Groaning Spirit: AC 0; Move 15"; HD 7; hp 50; #AT 1; Dmg 1d8; THACO 13; SA the keen of the spirit forces all within 30 yards to save vs. magic or die instantly (she positions herself to get as many of the party as she can); the sight of the groaning spirit forces a save vs. magic or suffer *fear* (as the spell); SD it takes +1 weapons or better to hit; the spirit is unaffected by *charm*, *sleep*, *cold*, *electricity*, or *hold magic*; *exorcism* kills her (no saving throw ALCE)

She tries to kill the group or at least drive them all away. Bodies are thrown on the burial mound to be eaten by the many predators that roam the moors. If she is killed, the mound itself begins to bleed red blood and the earth shakes for several turns due to the magical forces she commanded.

Treasure of the Mound

The sword is a +2 *giant slayer*/+3 vs. any *giant type*. In various rotting pouches around the mound there are the following: 192 silver pieces, 96 gold pieces, 87 electrum pieces, and 19 platinum pieces. Underneath the stones are two elven skeletons embracing. If the bodies are searched or despoiled in any way, that party member must save vs. magic or be cursed as the scroll. Use the table in the *DMG* for *cursed* scrolls to determine what happens to that PC. This effect happens every time the bodies are touched, unless a *dispel magic* or *remove curse* is cast on the bodies. The skeletons have several costly pieces of jewelry on them. The female has a brooch covered in gems worth a total of 1,000 g.p. She is also wearing a wedding ring that matches her husband's. It has a huge blue-white diamond in the setting worth 5,000 g.p. The male has a bracelet of elven make also covered in gems (worth 4,000 g.p.). His wedding ring has a smaller blue-white diamond in the setting (worth 1,000 g.p.).

Werewolves (17)

Terrain: Swamp

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: None

Total g.p. X.P.: 10,001

Monster X.P.:

Kill: 4,095 Defeat: 3,071 Retreat: 1,024

Set Up

* The swamp is called Wereswamp and those who live near it are bandits and people on the run.

* Legends say a powerful warlord was killed in these swamps by a huge wolf, some say the spirit of the warlord still roams the swamp, but in wolf form.

* Several caravans have used the raised road in the swamp and not come out the other side. There are several rich merchants who are willing to pay good money to find out why.

The Lair

The road through the swamp has long attracted hungry creatures to lay in wait for passers-by. Once a normal werewolf was so hungry it attacked a monster he should not have and died for its troubles. But the monster it attacked turned into a very powerful lycanthrope that in turn created several other powerful lycanthropes the likes of which had never been seen before.

All of the encounters happen at various times on the long road that cuts through the swamp. On horseback it takes a normal traveler five days and nights to get from one end of the swamp to another.

It is not necessary to use all of these unusual lycanthrope encounters on the first visit to this swamp. The players could be guided through the swamp for several different reasons at several different times and they can encounter these creatures through the course of more than one adventure.

The wolfsbane plant causes these lycanthropes to retch for one round and from then on they attack the holder of such a plant at a —2 penalty to their attack roll.

The Werewolf Fighter

The party meets a badly wounded fighter amid the remains of a battle. There are three dead wolves and a dead man lying about. The party can also see two dead human archers in chain mail. It seems that seven days ago, the fighter and his brothers fought the enemies the PCs see dead and defeated around them. The live fighter is obviously a powerful member of his guild. His weapons and equipment are of the finest material, but he has taken some serious wounds. He begs for help from the party as they approach. If he is partially

healed, he gives the healer a 1,000-gold piece diamond; if he is totally healed, he swears service for six months, but in either case he insists that the party allow him to take the equipment of his brothers back with him to his home on the He lets the party search the human body he has been too weak to touch. On it they find a golden bracelet worth 5,000 g.p., which the fighter insists the party keep. He wants to go with them through the swamp and promises the service of his good right arm.

Human Fighter: ST 18/92, IN 10, WS 7, CN 9, DX 12, CH 15, CM 18; AC 4 (chain and shield); Move 12"; HD 9; hp 70; #AT 2/3; Dmg 1d6+6 (Strength bonus); AL N

The human is very grateful and wants to help the party all he can. There is a huge star ruby (20,000 g.p. value) hidden in the metal cap of his footman's mace.

The human is filled with the disease of lycanthropy, but has no idea he is infected. In the night, during his time at guard duty or whenever the DM thinks best, he leaves the area of the camp and give a loud scream and then a werewolf attacks the camp.

Werewolf Fighter: AC 5; Move 15"; HD 4+3; hp 35; #AT 1; Dmg 2d4+5 for his great Strength; THACO 15; SA when humans are bitten and suffer more than 50% of their original hit points in damage, they catch the disease of lycanthropy; SD silver or +1 or better weapons to hit; AL CE

This wolf attacks the party until reduced to 15 or fewer hit points and then it runs into the swamp; the wounded werewolf becomes the wounded fighter with no memory of what happened and his new wounds are explained away by the idea of the wolf attacking him first and knocking him out. This process happens every night and every time the wolf has its full hit points. Once the party understands what is happening, they find that all their attempts at a cure fail. The fighter offers to leave the group after the PCs figure out what is really happening.

When the warrior is in his human stage he fights bravely for the group whenever necessary.

The Wolfere Family

The PCs hear the sounds of battle long before they come upon the scene. They see a pair of covered wagons being attacked by a band of lizard men. There appear to be two human families fighting for their lives against the lizards. If the PCs take a hand, they easily drive off the attackers with no damage to themselves. The wagons eventually drive off the lizard men even if the PCs do not help.

When the wagoners see the PCs, they invite them to join the wagons, telling the PCs

that there is strength in numbers. When night comes, the Wolfweres attack the sleeping PCs.

There are five males, three females, and seven children on the wagons. These wagons are pulled by 20 oxen and the wagons themselves hold the normal supplies for a band of humans in the wilds.

Wolfweres: AC 5; Move 12"; HD 4+3; hp 32 (males), 27 (females), 19 (children); all other statistics are as given in the first encounter except for the following: the males fight at +2 to hit and inflict full damage when a female is attacked and the females fight at +3 and inflict full damage when the children are attacked.

All of these creatures run when the adult males are dead.

The Werewolf Ettin

The party is almost through the swamp when they are challenged by a huge erect werewolf that demands they pay a toll to leave the swamp. The creature is 10 feet tall and ready for action. If the party each pays the equivalent of several hundred in gold they can pass, otherwise the werewolf-seeming creature attacks but not as a werewolf. It attacks as a double-headed ettin.

It has been magically *cursed* to appear as a werewolf and must live in this manner.

Ettin: AC 3; Move 12"; HD 10; hp 71; #AT 2; Dmg 2d8/3d6; THACO 10; SD surprised only on a 1; AL CE

If the party takes the time to check out the area, they find a cave where the ettin laired. Strewn about the area are the remains of several other encounters with travelers along the swamp road. All of these things are found in large, uncured hide sacks: 11,289 copper pieces, 8,721 silver coins of elvish make, 558 shiny new electrum coins with a wizard's head on one side and a tall castle on the other, four rough emeralds each with a base value of 100 g.p., two pieces of golden jewelry each worth 1,000 g.p., and a steel scroll tube with a map to the Lich Lair on page 85.

Lizard Men (130)

Terrain: Swamp

Total Party Levels: 42 (Average 7th)

Total Magic X.P.: 10,400

Total g.p. X.P.: 5,900

Monster X.P.:

Kill: 9,512 Defeat: 7,134 Retreat: 2,378

Set Up

* A terrified villager stumbles into the PCs' camp one night. He tells a story of huge monsters attacking his village. The village is several hours away. He begs the PCs' help.

* The PCs come upon a deserted village on the outskirts of a marsh. Partly chewed bodies are lying everywhere.

* Rumors in a small village the PCs enter talk of huge reptiles that live in a nearby swamp and raid human villages for miles around.

The Lair

A tribe of lizard men lives deep within the gloomy, overgrown recesses of a swamp. Two days' journey from the edge of the swamp is an ancient ruin of a castle. This castle was once the abode of a powerful magic-user. He is long since dead and lizard men now reside in what is left of the once-magnificent castle. The residue of the magic-user's large-scale experiments still affects the denizens of the swamp. There are mud men aplenty throughout the swamp.

This particular group of lizard men consists of relatively advanced members of that species—they carry shields and hurl javelins before closing in to attack with their claws and teeth. In addition to the 50 lizard men, there are also 60 lizard women and 20 young.

Lizard men (50): AC 4; Move 6"/12"; HD 2 + 1; hp 13; #AT 3; Dmg 1-2/1-2/1d8; THACO 16; AL N

Lizard women (60): AC 4; Move 6"/12"; HD 2; hp 10; #AT 3; Dmg 1-2/1-2/1d4; THACO 16; AL N

Young (20): AC 5; Move 6"/12"; HD 1; hp 5; #AT 3; Dmg 1/1/1-2; THACO 19; AL N

The tribe lives within the ruins of the castle compound, which is surrounded by a partially fallen outer wall inside a slimy moat. Within the wall are the former stables, store house, guardpost, servants' quarters, and castle keep, all in various states of disrepair. The whole compound is protected by a *permanenced anti-magic shell* cast by the long-dead mage (40th level). This will cause problems for the PCs in their assault on the lair as they cannot use magic within the walls. The characters become aware of this spell only if they cast *detect magic* while outside the compound, try to cast

a spell while in the compound, find that their talking swords do not talk while within the compound, etc.

The lizard men are particularly fond of a diet of human flesh. They regularly raid nearby human farms and villages for their meals. This raiding can be brought to the PCs' attention in several ways, as noted in the "Set Up" section.

Before the PCs can deal with the lizard men, they must first find the lair. There are several obvious tracks leading from the edge of the swamp to the castle. A *flying* character will miss these tracks as the dense growths of the swamp rule out observation from above the trees. Two days' travel on foot through the odious swamp will bring the PCs to the castle compound.

The Journey

There are no dry routes to the castle, so the characters are in constant danger of stepping into the many quicksand pits that lie hidden beneath the muck of the swamp. If the PCs travel in columns, only the leader of each column is at risk. After every four hours of slogging through the muck, one of the leaders stumbles onto quicksand (if more than one column, there is a 1 in 4 chance that all the leaders fall in).

How fast the stricken character sinks depends on his armor. A man in plate mail is completely submerged after two rounds; a man in leather sinks in four rounds; a man with no armor sinks in six rounds. A character who sinks below the surface can hold his breath for a number of rounds equal to 1/3 his Constitution score. After that, the character must succeed on a Constitution Check each round to stay alive (first check has no modifiers, second check is with a —2 penalty, third is with a —4 penalty, etc.).

A character mired in quicksand cannot save himself and must somehow be dragged out. The other characters can get no closer than 10 feet unless they wish to venture into the quicksand. Roping together ensures that no characters are lost to quicksand.

Many of the mud pools in the swamp are homes to groups of mud men. Roll 1d6 once every hour. On a 6, the party has walked into a pool containing mud men.

Mud men (10): AC 10; Move 3"; HD 2; hp 12; #AT 1; Dmg nil; THACO 16; SA hurl mud; SD only hit by magical weapons, unaffected by poison, *charm*, or *sleep*; AL N

Ten mud men attack whenever the characters slosh through a mud man pool. They form out of the pool's muck and hurl blobs of mud (targets are AC 10, each hit slows the target by 1" as the mud men close in). When a

mud man comes within 1" of a character, it hurls itself at him (target is AC 10). If the mud man hits, it dies, but the character is slowed by 4". If the mud man misses, it reforms in one round and attacks again. Any character slowed to 0" movement begins to suffocate and receives 1d8 points of damage per round as the mud hardens. Victims die in five rounds unless rescued. There are several ways to free a character trapped in the hardened mud: 10 points of damage from a blunt weapon; appropriate spells (such as *transmute rock to mud* or *create water*); immersion in water for two rounds.

The mud men only attack while the characters are in their pool (each pool is 6d4 yards across). They dissolve back into their beloved muck once the party leaves the pool.

The Castle Compound

After two days of slogging through knee-deep muck, the PCs finally reach their goal. Through the dense growth of the swamp, they sight a dilapidated castle. A five-story keep stands in the midst of a partially collapsed, 20-foot-high wall. Surrounding the wall is a slimy, half-filled moat. The castle keep leans slightly to the east and is the only building that can be seen over the wall.

As the characters first glimpse the castle, several lizard men guards spot the party. One runs through the compound, quietly warning the lizard folk. The tribe quickly vanishes into the dungeon beneath the keep, except for those lizard men who wait to ambush the party (as described later).

To get into the compound, the characters must cross the 10-foot-deep moat. If they swim the moat, they reach the other side with no mishaps (but quite a bit slimmer than before they swam).

Once inside the wall, the characters see the rest of the castle's buildings, such as they are. Remember that neither spells nor magical items work within the *anti-magic shell* that surrounds the compound.

The 50-foot-long, one-story building against the eastern wall used to be the quarters for the mage's servants and guards. The roof has fallen in and timbers and rubble clutter the floor. Careful searching turns up only 35 sp and a few rusty swords.

Inside the northwestern corner of the compound wall are the former stables of the castle. The 20-foot-square building's roof is intact. Looking inside, the characters see five stalls in a line from the door to the far wall. The last two stalls each contain a giant lizard.

Giant lizards (2): AC 5; Move 15"; HD 3 + 1; hp 22; #AT 1; Dmg 1d8; THACO 16; SA double damage on a natural 20; AL N

These reptiles are hiding underneath the rubble in the stalls. They pounce upon the first character to check either of their stalls. If no one checks these stalls, the lizards leap out at the characters as they are leaving, gaining a first round of attacks from behind.

Along the western wall of the compound is the collapsed shell of the mage's store house. This building is totally in ruins and an inspection yields nothing of value.

The Castle Keep

This centrally located building is square in shape and 50 feet long on a side. Time has not been kind to this edifice—huge stones have fallen off the walls and left gaping holes in the building. Through the holes, the characters can see that the upper four floors of the keep have collapsed, leaving only the ground floor intact. The only entrance to the keep is on the southern side, a doorless opening facing the main gate of the compound.

If the characters peer through the keep's entrance, they find a nightmarish mass of twisted beams, stones, and unidentifiable rubble that completely covers the ground floor in uneven heaps.

Hidden within this rubble are 20 lizard men and six giant lizards. They are hidden so well that they are impossible to spot until they move. The ground floor is one big room and the lizard men are spread throughout the area. They are each armed with five javelins (Dmg 1d6). The monsters are behind 50% cover that grants them AC 0 and a +4 bonus to all saving throws (although spells cannot be cast unless the PCs managed to detect and negate the *anti-magic shelf*).

The lizard men wait for the first four characters to enter the room before throwing javelins at them. As the javelins are released, the giant lizards leap to the attack. The lizard men remain in cover until they have thrown all their javelins, at which time they charge to the attack with their claws and teeth.

Simultaneous with the attack inside the keep, the characters outside the keep are attacked by 10 lizard men and four giant lizards, half coming from around each corner of the building to either side of the party. These lizard men are armed with three javelins apiece (they toss two each at the characters while they run into melee).

The lizard men inside the keep fight until half their number are dead. They retreat to a trap door in the northern end of the floor once half have died. (They remain under 25% cover AC 2, +2 to saving throws while retreating.) The lizard men outside try to flee through the gate and into the swamp once half of them are dead.

Add the lizard men and giant lizards that retreat through the trap door to the forces that combat the characters in the circular room of the dungeon.

If the characters follow the lizard men through the trap door, they find that it opens onto a flight of stairs down into the dungeon.

The Dungeon

The stairs end in a 30-foot-long corridor that leads south. There are cell doors on both sides of the corridor at five, 15, and 25 feet from the stairs. The far end of the corridor opens into a large, circular room. A faint hissing can be heard coming from this room. Remember that the *anti-magic shell* encompasses all of the dungeon.

The cell doors appear to be bolted from the inside. Three successful Strength Checks are required to break down a door (this takes three rounds as only one character can bash at a door per round).

The first pair of cell is empty. Each of the second set of cells contains five lizard men with two javelins apiece. The last two cells each hold five lizard men and five lizard women, each armed with two javelins. This last set of cells also holds a total of 20 human prisoners of all ages and both sexes (tonight's dinner). They have all been knocked unconscious.

The lizard folk in the cells try to remain hidden until the characters reach the circular room, at which time they charge out of the cells to cut off any retreat.

The first and last 10 feet of this corridor each contain a trap door over a pit that extends across the 10-foot-wide corridor, except for a one-foot-wide strip of solid stone on either side of the pit. Each pit is 20 feet deep and its bottom is covered with sharp, upright stakes (these cause 2d8 points of damage, in addition to the 3d6 points of damage from the fall using the falling rules on page 19 of the *Dungeoneer's Survival Guide*).

The circular room is 30 feet in diameter with a circular pool of water in the center of the room. The walls of the room are riddled with approximately 50 holes that extend deep into the rock. The hissing seems to be coming from six holes spread about the room. Each of these holes contains a giant lizard awaiting the signal to pounce on the intruders. The rest of the holes contain one lizard woman each (50 in all). Twenty of the holes also hold young.

When the characters enter the room, the six giant lizards swarm out at them and the lizard women all pop up and throw javelins from their holes (each lizard woman has three javelins). Any lizard folk remaining in the cells dash out and attack the characters from be-

hind.

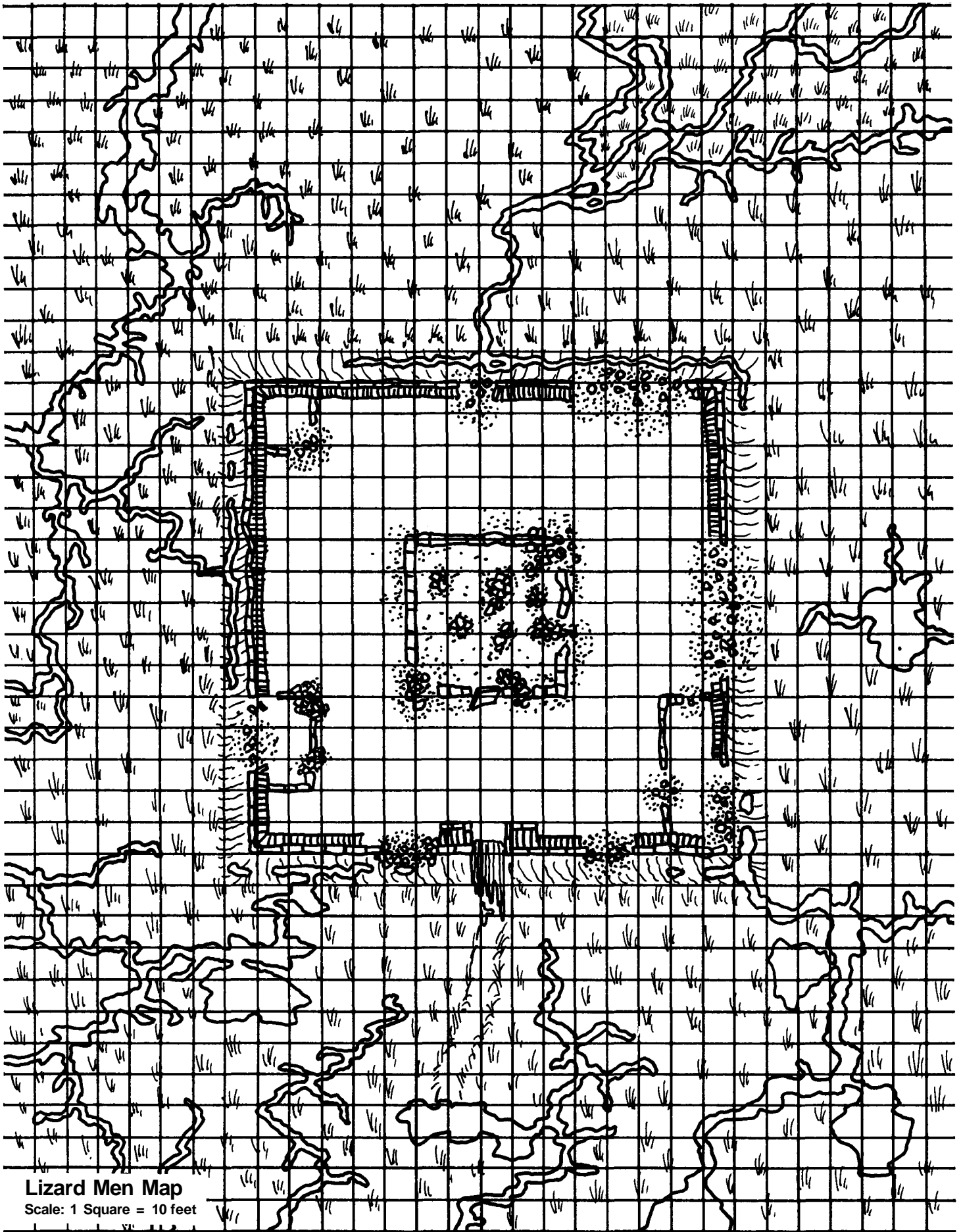
The lizard women in the holes have 25% cover (AC 2, +2 bonus to saving throws) and stay there until they run out of javelins. Then they leap out and attack the characters with their teeth and claws.

The lizard folk try to force the characters into the pool of water at the center of the room. Once in the deep water of the pool, the characters suffer -4 penalties to their attack and damage rolls. In addition, if five lizard folk converge on a character in the water, they drag him under the surface (same attack penalties as above, see the quicksand mechanism for holding breath and when the character's air gives out).

If more than half of the lizard folk here die, the lizard women and young begin diving into the pool and disappearing at the rate of 15 per round. The remaining lizard men hold off the characters until the women and young are gone, and then they dive into the pool (the characters get one last attack from behind as the final lizard men dive in).

The pool connects to a 300-foot-long, water-filled tunnel that leads to an underground lake beneath the swamp. Any PCs who follow the lizard men (no NPCs will be so foolish) are attacked by the vanguard of the lizard men and probably never heard from again.

If the characters search all the holes in the room, they find the following: 10,000 gp, 4,000 sp, 1,000 ep, 800 pp, a *vampitic regeneration ring*, a sword +3, and a *wand of magic missiles* (93 charges).



Lizard Men Map
Scale: 1 Square = 10 feet

Guardian Naga (1)

Terrain: Jungle

Total Party Levels: 60 (Average 10th)

Total Magic X.P.: 3,200

Total g.p. X.P.: 74,615

Monster X.P.:

Kill: 7,205 Defeat: 5,404 Retreat: 1,801

Set Up

* The party has discovered a map to the treasure of an ancient king.

* A group of merchants and jewelers are forming a party to hunt for the Emerald of Kings, said to be as large as a man's head.

* The natives of the jungles often talk of the ruins of a city in the swamps that is said to have wonderful treasures, but there are also huge snakes that roam the roads of the ruins eating all they find.

The Lair

Long ago in a powerful kingdom, a priest-king created a large treasure vault, *summoned* a guardian naga to keep watch over it, and then walled up the treasure chamber. A thousand years passed and in that time the kingdom crumbled and the great city was covered by the jungle. The yuan ti settled in the ruins and detected the magical treasures lying under the earth. They dug their way into the treasure vault, but when they discovered the naga they all fled, fearing they had disturbed the gods. The years have passed and still the Yuan Ti shun that area of the ruins.

The ruins of this city spread out over miles of the jungle. The party cannot reach the broad avenue where the lair lies without coming into contact with a force of the yuan ti. Although these half-snake, half-men beings stay away from the naga's lair, they do dwell in many parts of the surrounding ruins.

Yuan Ti Encounter in the Ruins

The ruins are magnificent in their splendor. The murals on the fallen stones tell of a mighty race of architects. The jungles have grown in and among the shells of buildings, but it is easy to see the former richness of the place.

There is nothing of value to the party in the ruins of the city. It is filled with jungle life and the DM could have the party face several other jungle encounters before they meet the yuan ti. The group never finds the burrow complexes of the yuan ti and everything else has been rotted by the action of the jungle and its humidity.

As the party walks through the ruins, they see a group of three yuan ti approaching with their weapons drawn. These creatures speak (poorly using the common tongue) with any

party that shows some signs of a snake symbol (a snake staff, clerical snake symbols, etc.), otherwise they feel they must attack and fight until they are each below 10 hit points.

Yuan Ti (3): AC 4/0; Move 12"; HD 8; hp 61, 60, 55; #AT 2; Dmg 1d10 bite/1d10 + 3 with two-handed sword; THACO 12; MR 20%; AL CE

Each weapon has a handle studded with gems and each sword is worth 2,500 g.p.

The Pit In The Clearing

There is a huge main street in the city and it is unusually clear of rubble even though there are many shells of structures in the area. In the center of the city is a large pit and as the party comes up to it, they see a vast treasure horde 90 feet down in the hole. This area is lit by several magical *continual light* gems. As soon as the party makes noise or starts to climb down, there is a voice in the pit that warns them away and talks to them.

The naga moves around the cavern making sure not to give away its position in the pit. It is interested in intelligent conversation, but will not allow anyone in its pit. It has been worshiped by the yuan ti, but they don't talk to it. The creature sounds like an aged woman and speaks common and all alignment languages.

The naga knows a great deal about the history of the area and is willing to share its information with the party. It can easily talk for hours if the party listens and does not enter the pit. The naga keeps moving along the walls of the cavern and the echoes of the area make it impossible to exactly place its position.

Simply looking down into the pit shows the party many chests, golden coins lying all over the pit, and many rare and costly looking books and scroll tubes. There is a king's treasure lying down there. As the party tries to look deeper into the cavern they can see what appears to be hundreds of guardian nagas along the walls of the cavern, each ready to strike.

The bottom of the pit is a chamber 300 feet wide by 200 feet long and it is completely lined with statues of the naga. Each is exactly alike and patterned after the living naga that guards the treasure. The creature hides amongst them and watches the party. If the group does not take anything, they are left alone, but if they steal they are attacked. Traps of several different types are set off by a slight movement of the Naga's tail as the party works its way into the pit.

1) Five of the naga statues are filled with different types of poison gas. This gas can quickly fill the chamber.

2) Six of the naga statues can shoot up to 20 quarrels (1d8 points of damage) from their mouths. These quarrels are aimed toward the center of the area.

3) Seven of the nagas have large spring scythe traps that can be tripped to work as a party member passes by. Each inflicts 2d20 points of damage.

4) Eight of the largest objects in the pit are *cursed* so that any who touch them appear to change into a large naga.

Guardian Naga: AC 3; Move 15"; HD 12; hp 96; #AT 2; Dmg 1d6/2d4 THACO 9; SA spells, poison spit 30-foot range, save vs. poison or die; AL LG

Its spells include the following: *protection from evil*, *hold person*, *silence 15' radius*, *dispel magic*, and *tongues*.

The Treasure

1) An oiled teak wood chest just large enough to hold the coins inside: 7,892 copper coins, each stamped with a medusa on one side and a warrior on the other

2) A polished oak chest decorated with carvings of wizards battling mind flayers. It holds 6,222 silver coins, each stamped with the face of a mind flayer on one side and a city in a cavern on the other.

3) A brass-plated chest with its sides covered in etchings of silver depicting stringed musical instruments. It holds 1,621 electrum coins, each stamped with a lovely goddess on one side and a one-eyed god on the other.

4) A steel chest with a poison-gas trap in the lock mechanism. It holds 11,000 gold coins, all blank

5) A six-foot-tall white marble urn whose sides depict carved reliefs of maidens dancing. It has a black marble cover sealed with melted gold. The seal's script tells of terrible curses if the urn is opened. It holds 991 platinum coins, each stamped with the number 1 on both sides.

6) A three-foot-tall, red marble pedestal whose top contains a bright green, perfectly faceted emerald the size of a man's head (50,000 g.p. value).

7) In a hidden compartment under the pedestal are the following: four potions (*animal control (fish)*, *delusion*, *human control (dwarves)*, and *treasure finding*); a scroll of *protection from magic*; a *dagger of venom* with a handle carved into a likeness of the guardian naga that lives in the shrine.

8) There are over a million iron pyrite coins that look like gold coins. Each of these coins has the stamp of a merchants' guild on one side and a king riding a pegasus on the other.

Spectre (1)

Terrain: Steppe

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 3,870

Total gp X.P.: 4,050

Monster X.P.:

Kill: 3,240 Defeat: 2,430 Retreat: 810

Set Up

* Travelers tell of an inn located in the lonely steppes where treasure can be found lying on the floors and the walls are said to be made of electrum.

* The brother of a merchant is trying to get a party of adventurers together to go to an inn on the steppes. It seems his brother took a caravan by there and never returned.

This inn is located in a pocket of the Negative Material Plane that has been specially altered to allow PCs to survive while they are at the inn. If a party retreats from the inn, they will travel for a mile in any given direction and discover the border to the Negative Material Plane with all its horrors. Only the death of the spectre can get them back where they belong.

The Lair

A wicked magic-user/cleric was robbed and killed by the tavern keeper of a lonely inn. His body was tossed in the dung heap. At the next full moon, a spectre rose from the pile and destroyed the inn keeper and started haunting the inn. The spectre does not allow its victims to become half spectres. It kills them totally and throws them in the dung heap to eternally guard its body.

The inn only appears from sunset to sunrise on the Prime Material Plane and beings that enter its area of influence are walking onto the Negative Material Plane. The inn is a large, two-story structure. A barn and corral are beside it. The barn has the usual equipment and one can find fresh grass in each stall. The corral has a four-foot-tall pile of dung in its middle. The first floor of the inn has a large, bench-filled chamber with a fire constantly going. A large kitchen can be found in the back of the inn and beside this is a set of living quarters for the inn keeper. A large pantry is also off the kitchen and filled with moldy food. Behind the big bar in the main room is a door leading to a well-stocked wine and ale cellar. Upstairs there are six large bedchambers with stout doors. Everything in the inn is dusty but in good shape.

Upon Arriving at the Inn

There are signs written in several languages telling the reader that the inn keeper is out

collecting fodder for horses. Guests are to make themselves comfortable and draw the first tankard of ale on the house.

If the characters are curious, they are free to roam the inn and discover several interesting treasures (see later) that lie about in rooms upstairs and in the cellar. The inn keeper (the spectre) arrives about 30 minutes after its guests, all covered in dust (to mask its undead skin color), with a huge armfull of grass from the surrounding plain. It introduces itself as John and tells the new guests that grass twists make the best kindling for fires.

Spectre: AC 2; Move 15" /30"; HD 7 + 3; hp 59; #AT 1; Dmg 1d8 plus energy drain; SA two-level energy drain plus spells it can cast; SD not affected by *sleep*, *charm*, *hold*, or cold-based spells, poison or paralyzation does not harm; *raise dead* destroys it, holy water inflicts 2d4; AL LE

The spells it uses are listed in later text.

An alignment check shows the inn keeper to be Lawful Evil. The spectre works hard at appearing jovial and good natured. The ale and wine of the inn are offered at low prices. John wants to hear news of the area and tells stories about the strange magical encounters others have had on the plains. The inn keeper works hard at not being touched or affected by a spell. It disrupts magic-users and clerics in their spell casting, telling them it does not allow such goings-on in the tavern. If the adventurers get aggressive, the spectre goes into action.

The spectre wants to get the characters sleeping in separate chambers and then attack them in the quiet of the night.

If discovered for what it is, the spectre disappears into the walls of the inn. In the next turn it puts up a specially modified *guards and wards* spell and tries to attack with surprise whenever possible. The *guards and wards* spell does the following:

- a) All areas become misty (visibility 10 feet)
- b) All outside doors of the inn and barn become *wizard locked*. The inside doors stay open until party members enter them and then they slam shut and lock.
- c) The walls of the inn have *illusions* that they are metal walls instead of the solid oak they really are.
- d) Stairs to the upper floor and wine cellar fill with webs, but only when it helps the spectre in his efforts to separate the party
- e) When characters are trying to get up and down stairs, a *confusion*-type spell causes them to go the wrong way.
- f) The whole area radiates magic
- g) The seventh section of the normal *guards and wards* spell appears in all its forms throughout the inn: *dancing lights* appear

trying to drive the characters or scare them; a *magic mouth* appears twice to give wrong advice or just shriek at characters trying to surprise them; *stinking cloud* spells block the front and back doors; and a *suggestion* spell works in the main room of the inn, telling the PCs to stop running around and sit down and drink until they are unconscious.

h) Cleavers and other utensils animate in the kitchen and fly at the characters. There is no chance that they do damage—they only serve to make the party use up supplies and spells—but they should ruin spell-casting attempts. These items do things like pin sleeves or cloaks to the wall. There will be five items flying at any one time.

The spectre appears when he has the best chance of attacking a lone character, but must attack before midnight. If the players stay together, the undead creature rushes in at midnight and attacks until it wins or is down to less than 10 hit points. In the latter case it flies to hide in its dung heap until the party leaves. If the party should disturb this dung heap, the spectre has no choice but to make a last stand and attack.

The Barn of the Spectre

If characters are caught in the *wizard-locked* (10th-level magic-user) barn, they discover the fodder in the stalls starting to smolder and smoke. In seconds the barn fills with a thick smoke and characters have to save vs. poison or fall unconscious (and stay so until the smoke clears) from the smoke effects. They have to hack their way out of the locked barn to escape the smoke. Every other turn that they are trapped inside forces them to make another save vs. poison or fall unconscious until rescued by other PCs or found by the spectre.

The Treasures of the Inn

1) In the main chamber is a backpack and belt pouch from a former visitor. It appears to have been casually tossed in a dark corner. In it are the following: a pouch of 19 gems of 50 g.p. value base (each), a *continual light* spell placed on a silver dagger in an iron sheath, and a large sack of normal metal marbles.

2) In the cellar are several piles of equipment the spectre has hidden in an empty cask: a *+1 shield*, two sets of plate armor, *+2 battle axe*, a quiver of nine *+1 arrows*, and a nonmagical trident. The cask has a small reservoir of wine that pours out when it is checked for secret compartments.

3) Upstairs in the rear bedchamber is another pile of items hidden under the mattress. There are: 100 gold pieces, a small pouch of three blue-white diamonds (1,000 g.p. base value each), and a *chime of hunger*.

Spotted Lions (8)

Terrain: Grasslands

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: None

Total g.p. X.P.: None

Monster X.P.:

Kill: 4,422 Defeat: 3,317 Retreat: 1,106

Set Up

* Merchants have made it a practice to take a long detour around a certain area of grasslands because of the huge spotted lions that hunt there.

* Travelers often speak of an unusual rock formation in the shape of a skull found deep in the grasslands. They say a magic-user can go there and learn many things about his craft.

* A fighter with a lion emblem on his shield wants a party of adventurers to come with him to the grasslands and watch him fight a duel with a spotted lion. He is willing to pay in silver bars for this service.

The Lair

The lions have long lived among the huge boulders near an oasis in the grasslands. They fight all comers for the right to live in this area. They regularly for miles around the rocks and drag their prey back.

The lair of these lions is in the grasslands. The area for 20 miles in all directions is flat and featureless grasslands. Large herds of elk and buffalo roam here. There are no signs of civilization in all this region.

The lions' lair is a large mass of boulders tumbled together into the shape of a human skull. It thrusts up from the land and can be seen for several miles. The rocks create several large resting caves for the lions and they are in and out of these caves all the time. The place is littered with the bones of the creatures that roam the grasslands, but especially elk and buffalo. The lions move with the sun from one side of the rocks to the other.

There is an oasis 200 yards away with large trees that shade a small pool of water. Occasionally several female spotted lions take their cubs down there to drink and lie in the shade of the trees.

The grass within 400 yards of the rocks has many swaths of flattened vegetation where the lions have dragged back the creatures they have killed. The odor of blood is quite strong down all of these trails. Large scavenger birds can be seen circling in the air above and around the rocks all day long. They nest in the trees of the oasis.

The Hunter Becomes the Hunted

When the party ventures to within five miles of these rocks, their mounts suddenly go

wild with fear and try to toss the PCs.

At this point, a huge spotted lion, five feet tall at the shoulders, leaps out of the man-high grass. It attacks those who lost their mounts or the first fleeing party member it can catch.

Two other lions have positioned themselves behind the party and are ready to attack the mounts that are running at them in fear. They attack with surprise and their first attacks are directed at the crazed mounts.

Spotted Lions: AC 5 in the forequarters, and 6 in the hindquarters; Move 12"; HD 6 + 2; hp 38; #AT 3; Dmg 1d4/1d4/1d12; THACO 13; SA the rear claws can attack for 2d4/2d4 if both of the front paws hit; SD surprised only on a 1; AL N

When a lion is down to less than 15 points, it runs into the grass. These are met later in the final encounter. Because of their wounds, they are unusually vicious; add +1 to all their attack and damage rolls.

The Oasis

From the oasis the rocks are clearly visible. The mounts of the party are nervous from the smell of the lions in the area. If the mounts are taken into the oasis, they quickly drink and then try to run. It is very difficult to control them. When a lion attacks, it is impossible to control them and they all bolt for the grasslands with or without their riders.

The oasis is a group of 30 large trees around a pool of water. The grass in the area is all matted down from the many times the lions have lain in the area. There are bones in this area too, but all are without flesh. The saddles and equipment of several unlucky travelers are strewn about the area. The usual traveling items have lain out in the weather for several months. If the party searches, they discover two long swords of unusually fine make. They also discover a scroll tube with a map to the Stone Golem Lair.

If the party stays more than a turn in this area, they are attacked by a spotted lion that leaps down from the largest tree of the oasis. Spotted Lion: hp 38; other statistics as above

Skull Rock Lair

When the party is within 300 yards of the rocks, they see the sun shining off what appears to be a huge golden skull. It looks like the tops of the boulders are made of solid gold. It is actually iron pyrite, but the party cannot tell that until they have scraped some off and tested it.

The mounts of the party refuse to come near the rocky lair of the lions. When the party is within 100 yards of the place, the PCs

hear the lions roaring their defiance to the party. The lions have noticed them and are roaring and pacing back and forth among the rocks. If there are wounded lions in the pride, they can be seen leaping down from the rocks and entering the thick grass. These lions are circling the party and plan to attack them from the rear when the battle begins at the rocks.

Each of the remaining lions is well spaced on the rocks and no single spell can affect them all. Missile weapons cause the lions to charge the party and spells cause the huge cats to retreat into their rocky caves. Their rocky lair is well known to the lions. If the party boldly attacks, they face all the lions in the area for two melee rounds. Then the lions retreat into their caves and move up into the topmost cave (the nose hole of the skull). If the party climbs into the rocks looking for the lions, the retreating beasts drop down on them and get rear attacks. If the party did not go to the oasis, the lion there shows up to help after 10 melee rounds of battle.

Spotted Lions (4): hp 52, 49, 44, 40; other statistics as above

Remember to include in this group any wounded lions that escaped from the first two encounters.

Birds of the Open Spaces (25)

Terrain: Grasslands

Total Party Levels: 42 (Average 7th)

Total Magic X.P.: None

Total g.p. X.P.: 13,000

Monster X.P.:

Kill:20,046 Defeat:15,034 Retreat: 5,011

Set Up

* A merchant is looking for the feathers of some rare birds and is willing to hire a party of adventurers to get them.

* A lord is clearing the surrounding wilderness to build a castle and wants brave adventurers to help him battle in the wilds.

* Rumors going around the village say that it is not safe to ride alone in the nearby wilds because of the unusually violent animals.

These are supposed to be short bird encounters. They are not meant to be run all at once, but may serve to remind the PCs that the wilderness is a dangerous place and not always filled with treasure.

The Lair

Axe Beak

The terrain consists of rolling grasslands. There are numerous low areas in the land as the party crosses so that at times the PCs move into small grassy glens where they cannot see the surrounding countryside. Stepping into one of these depressions the party surprises a large axe beak in the act of eating a buffalo. If the PCs attack the axe beak, it screams and alerts the others in the area. These screams cause the other axe beaks to arrive in three melee rounds. If the party leaves it alone, the PCs only face five axe beaks in the later part of this encounter.

Axe Beak: AC 6; Move 18"; HD 3; hp 24; #AT 3; Dmg 1d3/1d3/2d4; THACO 16; AL N

This axe beak stands nine feet tall. It wants to be left alone, but if the PCs attack it, the bird attacks their horses and any PCs who cause damage to it.

After the meeting with the axe beak, the party rides on and after several minutes the other birds see the PCs and hunt them as food. If the party is not mounting a rear guard watch, the axe beaks surprise them; otherwise the party gets a missile attack on the birds before they close for their meal.

Axe Beaks (5): AC 6; Move 18" ; HD 3; hp 24, 20 (x 4); SA the largest one is the mother and attacks with a +3 bonus to hit when her chicks are attacked, she also inflicts maximum damage with her successful attacks when her babies are wounded; other statistics as above.

Giant Owls

The party is traveling through light woods and a satyr resents their presence. The creature rushes out of the forest and hurls a spear at the lead character (THACO 15, Dmg 1d6). It then shouts at the group to leave and vanishes into the woods. If the PCs do anything but leave, they are swooped upon by three huge owls. The giant owls in this area have adopted the satyr as a pet and these young chicks are just trying to scare away the party. If a melee begins, the chicks and parents battle the party, while the satyr who caused the problem has run away.

Giant Owls (5): AC 6; Move 3"/18"; HD 4; hp 32 (x 2); 27 (x 3); #AT 3; Dmg 2d4/2d4/1d4 + 1; THACO 15; SA surprise on a 1-5, when the chicks are attacked, the mother bird gets +3 on her attack rolls and inflicts maximum damage with each successful attack; AL N

The birds are priceless to animal trainers and each is worth 2,000 g.p. alive and undamaged. Each of these creatures is four feet tall with a 15-foot wingspan.

Phororhacos

The party hears the sounds of creature squawks in the hills. As they come closer, they see a man and woman fighting for their lives. The two fighters are atop a rocky ledge and are fending off the attacks of a large flock of phororhacos birds. Two of the nonflying avians are lying dead on the ground below the cliff face while the other 10 are jumping at and around the two fighters. The horses of the humans lie dead and ripped up a few hundred feet away.

Phororhacos (10): AC 6; Move 15"; HD 7 + 7; hp 63, 62, 54, 51, 30 (x 6); #AT 3; Dmg 1d4/1d4/2d6; THACO 12; SA on its first attack its claws inflict double damage; SD these creatures arrange themselves along the cliff so that area spells only get three at a time; AL N

If the party attacks, these birds immediately abandon their struggle with the two on the cliff to fight the PCs.

Total experience on the Phororhacos: 10,100

The two fighters will die in five rounds unless the party helps. But imagine the PCs' surprise when they discover they have saved two Chaotic Evil fighters who immediately attack once the phororhacos menace is ended. If the party is too strong to easily overcome, this pair offers to serve the PCs for six months and await a chance to betray the PCs all the time.

Fighters (2): ST 16, DX 15, all other attribute scores are 10s; AC 4 (chain and shield); HD 8; hp 50; currently both are at 38; #AT 3/2; Dmg 1d8 (long sword); AL CE

The mounts have several large bundles of well-made weapons the husband and wife team were hoping to sell. The two also carry platinum plates hidden under the saddles of their mounts (value of 13,000 g.p.)

Boobrie

The party is moving through a swamp and fate has decided that two mated pairs of boobrie attack the party (33 % chance that the PCs are surprised). These creatures attack the mounts of the party and then the largest members of the PC group. The huge birds are stupid and are looking for a quick meal, but they want the flesh of humans if they can get it. Each one battles one victim. If the victim dies, the bird carries it off into the swamp.

Boobries (4): AC 5; Move 15"/15"; HD 9; hp 70, 65; #AT 3; Dmg 1d6/1d6/2d8; THACO 12; SA surprises 2 in 6; SD immune to poison; AL N

These birds are distant cousins of rocs and stand 12 feet tall.

Thri-Kreen (12)

Terrain: Plains

Total Party Levels: 42 (Average 7th)

Total Magic X.P.: None

Total g.p. X.P.: 20,000

Monster X.P.:

Kill:15,648 Defeat:11,736 Retreat: 3,912

Set Up

* Clerics are trying to get a group of adventurers together to raid a temple in the plains. This temple has a stolen relic of the lawful order and they want it back.

* A trophy hunter has heard of a strange race of insect-men thriving in the planes, he wants to get a party together to attack them and bring one back.

* A dwarf weapons master wants several adventurers to come along with him to face some thri-kreen. He wants to collect some of the throwing wedges of these creatures to see if he can duplicate them.

The Lair

The temple of the thri-kreen is located on an isolated stretch of grassland hundreds of miles from any civilization. It rises three stories above the ground. The first story consists of stairs up to the only entrance. The upper structure is made of a single huge piece of white marble carved smooth in the shape of an insect egg. The structure itself is visible from many miles away.

The first floor stairs lead up to a small temple. The temple itself has one large chamber with a huge statue of a praying mantis. There are several smaller chambers to the back of the statue where the thri-kreen live and the real and powerful shrine of insects rests.

The Stairs of the Beetle

The party sees a set of 60 wide marble stairs that lead up to a small temple at the top. At the doors, far above the party, are three thri-kreen that stand guard and warn off those who would climb the stairs without being a member of the order. The stairs are carved in connecting beetle patterns, each beetle shiny black. The art of the designer makes each carving seem to move in a never-ending stream as the stairs completely circle the temple. The stairs are magical and seem threatening in themselves. (As the party climbs the stairs, their clerical spells and clerical protections no longer work and do not work for the duration of this encounter. The PCs will be striking at a —2 penalty to their attack rolls because of the magic of the temple. This magic does not affect magic-user spells.

Thri-kreen (3): AC 5; Move 18" ; HD 6 + 3; hp 44; #AT 5; Dmg 1d4 (x 4) (four claws) and

1d4 + 1 (bite); THACO 13; SA throwing wedges (9" range, dmg 1d4 + 2, return to sender), bite paralyzes (save vs. paralyzation or paralyzed for 2d8 rounds); SD dodge misses on a 9 or better on 1d20; AL CN

The mantis warriors retreat into the temple at the first sight of a spell caster acting against them. Otherwise, they attack the party until they sustain more than half their hit points in damage. When they are badly wounded, they retreat inside the temple to fight in the last encounter.

Every time one of the thri-kreen takes a wound, one of the double doors at the front of the temple bleeds as if it had been cut, and a low groan seems to sound from the door. The doors are carved in reliefs of insect-men performing noble deeds: fighting dragons, several at a bridge holding off hundreds of humans, taming enchanted creatures, etc.

The Greater Chamber of the Mantis

The entrance opens into a 100-foot-wide by 200-foot-long hall with a 20-foot-tall, golden statue of a praying mantis at the other end of the hall. Its eyes are huge emeralds. At the base of this statue is a large altar supporting several platters piled high with jewels. There are no other visible doors the party can see from the entrance.

As they advance into the chamber, 10 spectral insect warriors appear at the side of the idol and float towards the party. They have been generated by the magic of the temple and fly around and about the party as long as they are inside the area. This causes each member of the group to suffer a —2 penalty to their attack rolls. These spirits have no power to physically harm the group, but they constantly beg the party to leave and sin no more.

The thri-kreen inside the temple have been alerted to the PCs' presence and the clerical magic of the temple has cast the following spell effects on all its guardians: *protection from evil and good*, *slowpoison*, *resistfire*, *remove fear*, *resist cold*, and *bles*.

These creatures should not be surprised, but the party can be. These insect-men fight to the death.

Thri-kreen: use the statistics from above.

The jewels of the altar are all ornamental stones, each with a base value of 10 gold pieces. There are 111 banded agates, 99 moss agates, 77 obsidian stones in the form of tears, 55 tiger eyes, and 33 turquoise pieces all in the shape of beetles. The total worth of these gems is 10,000 gold pieces.

The two emerald eyes of the statue are each worth 5,000 gold pieces.

The large statue bleeds green fluid every time one of its guardians is wounded. The

door to the inner sanctuary moans in pain every time one of the mantis warriors is wounded. As the last guardian dies, the door cries out in such anguish that each PC must save vs. spell to remain in the temple; those who fail the save run in terror for 20 turns.

On the wall in back of the statue are seven doors. Two of the doors lead to living areas of the thri-kreen and contain the warriors' spare sets of armor and weapons and nest-beds. Four other doors lead to human clerical chambers and there are the normal supplies humans need to live on a day-to-day basis. The last door leads to a small shrine and more guards.

The Inner Shrine of the Mantis

The door opens up into a square chamber 60 feet on a side. At the far end from the PCs is a small statue of a butterfly on a crystal pillar. This chamber is guarded by four mantis warriors (plus any that survived the battle at the stairs).

Thri-kreen (4): hp 51 (x 2), 44 (x 2); use the previous information for the rest of their statistics

These warriors are protected by the statue in the chamber. The PCs have a -2 penalty to their attack rolls here. The thri-kreen always successfully make saving throws here. Every time these warriors must save, the butterfly statue casts a golden glow on the proper mantis warrior and it makes the save.

After its guards are killed, the butterfly statue begins to talk to the party. It is the spiritual force of all insects in the world and invulnerable to anything the party can throw at it. This statue tries to talk the party into becoming its new guardians and offers them permanent magical spells placed on their bodies if they serve until more thri-kreen come. Naturally these new mantis warriors will try to kill the party. (Fifty thri-kreen are on their way to the temple and will be at the temple in five days. The statue does not inform the PCs of this.)



H/86

Bandits (20)

Terrain: Wilderness (Any)

Total Party Levels: 48 (Average 8th)

Total Magic X.P.: 4,100

Total gp X.P.: 11,191

Monster X.P.:

Kill: 8,806 Defeat: 6,605 Retreat: 2,202

Set Up

* The PCs are told of a wilderness inn where the food is delicious and the rates are the best for miles around.

* The player characters happen to stumble upon this inn as they look for a place to stay for the night.

The Lair

A small group of bandits was working in an area around a busy inn. The leader realized that work would be easier if they could operate from the inn itself. The bandits took over the establishment and began robbing people that came to the inn. It soon became apparent that a more discreet method was needed, so the leader had some of his people train as thieves. Now the bandit group tries to steal without being caught.

For this encounter, have the players note exactly where equipment and valuables are located for each member of the party. The items in saddle bags should also be noted.

As one approaches the inn, it is apparent that there are guards on roof platforms with heavy crossbows at the ready. Hidden around the wooded sides of the inn are covered pits of different sizes to catch the unwary (inflicting 2d10 to every victim).

On three sides of the stone inn there are no windows on the first floor. The last side is protected by a stout fence and gate that is ample enough to protect the large barn, courtyard, and the front of the inn. The lower floor of the barn has stalls, fodder, and the normal equipment to maintain an inn. The upper floor of the barn is a living area for half of the bandits. The first level of the inn has a large common room (kept dark), a kitchen, supply room, and stairs up to the second floor. The second floor has a series of 12 different chambers for guests and a set of stairs up to the third floor. The third floor has the living quarters of the rest of the bandits.

Coming to the Inn

The party approaches a large building with a strong fence in front. There is a sign proclaiming this place to be the Raccoon Inn. As the party approaches, the bandits size them up and decide they are not the authorities. If they are then the bandits are ready to fight, but seeing the player characters, they go into

their act. The innkeeper and two stable hands come to greet the party with free ale and a hearty welcome.

Innkeeper (Fighter): ST 12, IN 15, WS 6, CN 12, DX 12, CH 8, CM 13; AC 6 (chain mail); HD 8, hp 50; #AT 3/2; Dmg 1d6 (quarterstaff); THACO 14; AL LE

Astur, the innkeeper, poses as a fallen-from-grace son of a noble house. He pretends to be jolly while he gauges if his band should rob this party. If the group seems too tough, the party is quickly served and sent on their way. If the party looks like an easy mark, they are taken into the inn and the thieves work on them.

Two Stable Boys (Thieves): ST 9, IN 9, WS 6, CN 10, DX 10, CH 7, CM 8; AC 7 (leather armor); HD 2; hp 10; #AT 1; Dmg 1d6 (club); THACO 20; SA *backstab*; AL CE; pick pockets 35%; pick locks 29%; find/remove traps 25%; inflict double damage from a surprise back stab.

It is the job of the stable hands to take the mounts, feed and water them, and pick through all of the equipment the party has on the mounts.

Moving in and out of the inn is a group of fighters. These men are there in case trouble happens at any point in the operation.

Fighters (10): All attributes are 9s. AC 6 (studded leather and shield); HD (FRA)1/4; hp 1; #AT 1; Dmg 1d6 (crossbow), 1d8 (long sword); THACO 20; AL N

These hired fighters have horses in the barn. Five of them are within shouting distance of the leader at all times. One mans each crossbow platform above the inn.

The Common Room

There are seven distinct personalities in the common room and all are ready to talk and steal from the party. If the party discovers any thievery, all the rest of the group causes a disturbance so that the discovered person can get away. The innkeeper is sorry about thefts, but the offender has run away and he cannot do anything about it, so he says.

Rosy the Barmaid (Female Half-Elf Master Thief): ST 9, IN 15, WS 7, CN 14, DX 18, CH 8, CM 16; AC 6; Move 12"; HD 10; hp 49; #AT 2; Dmg 1d4 with dagger; THACO 16; SD 30% resistant to *sleep* and *charm*; AL NE; pick pockets 100%; pick locks 82%; find/remove traps 70%; causes quadruple damage from a surprise *backstab*

She is very attractive and talented, and would have left long ago for greener pastures on her own, but is in love with the leader of the bandits. She flirts with the party while trying to get what she can.

Tun the Dwarf (Fighter/Master Thief): ST

13, IN 9, WS 6, CN 14, DX 16, CH 9, CM 6; AC 9; Move 12"; HD 2/10; hp 51; #AT 1; Dmg 1d6 (short sword); THACO 16; SA *backstab*; SD saves vs. magic, rods and the like, and poison at +4; AL NE; inflicts quadruple damage with a surprise *backstab*; pick pockets 85%; pick locks 77%; find/remove traps 80%.

The dwarf poses as a gem dealer facing hard times. He tells a story of being robbed on the way to the inn.

7th-Level Thieves (5): All attributes are 10s. AC 9; Move 12"; HD 7; hp 39; #AT 1; Dmg 1d6 (short sword); SA *backstab*; AL NE; pick pockets 60%; pick locks 52%; find/remove traps 50%

Each of these thieves pretends to be something else and can be very convincing. They currently call themselves Corin (the female bard), Stashiff (the aged wizard), Wren (the sage), Shanon (the noble lady), and her fighter protector Gro-org.

These thieves can change their characters on a whim and often do. They pretend to have only met at this inn. They talk deals with the party and thief from them given the chance. If any thief is caught in the act, the innkeeper demands that they be locked up for the local lord to judge, and naturally this never happens.

The Rest of the Inn

The upstairs rooms are quite clean and each door has several strong locks that the thieves all have keys to. There is little robbing in the middle of the night, but it can happen if the thieves have been unsuccessful downstairs and think they will not have much luck in the morning.

The pantry of the inn has an unusually strong door hidden in the back of the chamber under a lot of sacks and food. It is the treasure chamber of the band and only the leader knows the words to the *wizard locked* (by a 5th-level magic-user) door. It holds the following: 1,555 copper coins in an oaken chest, 1,555 silver bits in a huge clay jar, 1,555 electrum in a brass bound chest, 2,555 gold coins in several sacks, 555 platinum coins in a poison needle-trapped chest of teak wood, in a sack buried in the dirt floor are five diamonds, each with a base value of 1,000 g.p.

There is a large oak chest and it has a *wizard lock* (5th level) on it, two spring dagger traps, and a poison needle trap. Inside is the following: *shortsword* +2 (lawful good aligned, the sword speaks and has two primary abilities—*detect magic* and *detect secret doors*). There is also a *helm of underwater action* and a set of three blocks of *incense of meditation*.

The Alchemist

Terrain: Large City
Total Party Levels: Any
Total Magic X.P.: 25,000
Total g.p. X.P.: None
Experience is special and depends on the actions of the player characters

Set Up

* Stories constantly run through the guilds about the power of Turan the Alchemist. It is said he can turn lead into gold.

* Several merchants are trying to get a party of thieves and fighters together to rob the tower keep of Turan the Alchemist. They feel they have been cheated by him and want revenge.

This special encounter is designed to be used when the party is in search of potions of any type. It is also to be used as a springboard for further adventures. The alchemist is always looking for a party of brave souls to go out and acquire the ingredients he needs for his more powerful potions.

The Lair

Turan was trained by a skilled alchemist and had a natural talent. He grew to become the most skillful mixer of potions in his age. His fame became so great he had to lock himself up in a protected tower just to have the quiet he needed to work. Now only the richest can see him directly and these need to bring him ingredients from a public list of things he needs for his experiments. Anyone who brings one of these items to his tower receives an audience with the great alchemist, who considers working on the supplicant's problem.

The lower area of the tower is a stall for selling magical and nonmagical potions. All of the prices are at triple the normal cost and any potion can be bought once, but extra potions are even more expensive (if for sale at all). The second level contains guards' rooms and apprentice living quarters. The upper floor of the tower contains the rooms of Turan and are physically and magically protected.

The Lower Selling Chamber of Turan

The entrance is guarded day and night by two human guards. Both are seven feet tall, wear chain mail, and never speak to people coming in or out.

Door Guards (2): ST 17, the rest of their ability scores are all 10s; AC 3; Move 12"; HD 5; hp 40, 39, #AT 1; Dmg 1d10+1 (*two-handed sword* +1) SD each guard has swallowed a potion that morning that causes them to always make their saving throws vs. magic.

Inside, the chamber is filled with vials and

bottles of all shapes and sizes. There are two apprentice alchemists in this chamber during business hours. The first thing they ask any costumer is if he has one of the ingredients Turan is looking for. These include the following:

Eyes: Rocs, Griffons, Purple Worms
Teeth: Cockatrices, Lamia, Gorgons
Claws: Flesh Golems, Harpies, Morkoth
Tongues: Mummys, Unicorns, Sylphs

If a person has one of these, they can go up and talk to Turan. If none of these are presented, then regular business can be conducted. There is an *invisible stalker* magically placed on the ceiling ready to attack anyone causing trouble in the shop or anyone who sneaks in at night.

The door to the outside is *wizard locked* (11th-level caster) every night and one of the guards sleeps downstairs at night. The apprentices are ordinary humans who have swallowed *detect lie potions* that have a 30-day duration. They signal the upper floors for help if they fear trouble. The rates for each potion are not negotiable and none of these have been made by Turan himself. These are all made by apprentices (but they work perfectly).

Apprentices (2): AC 9; Move 12"; HD 1; hp 1; #AT 1; Dmg 1d6; THACO 20; AL N
Invisible Stalker: AC 3; Move 12"; HD 8; hp 30; #AT 1; Dmg 4d4; THACO 12; SA surprise on a 1-5; SD *invisibility*; AL N

Second Floor of the Tower of Turan

Ten guards and six apprentices dwell in this area. There are four chambers and the stairs leading to the third level and Turan's quarters. At any given time, there are three guards and three apprentices up here. If a battle is taking place downstairs, the three guards swallow *potions of super heroism* and go down to battle. The apprentices swallow special potions that allow them to fight while *invisible*, these potions are called *essence of pixie*. While *invisible*, they go down and attack the invaders (use the statistics of the first encounter).

The second floor has the beds and living quarters of those that serve Turan. All of the items needed for day-to-day living are found in these chambers. There are two guards (exactly like the ones posted downstairs) that are assigned to guard the stairs to Turan's level. These do not leave their post unless Turan orders them to.

Turan's Quarters

Turan has surrounded himself with magical potions and constantly works on new ones. He has one of every potion upstairs, but there is a 25% chance that the normal potion effect is changed. For example, *potions of healing* that

strip away hit points or *potions of super heroism* that strip away levels. These defective potions appear to all test to be just like the normal kind, but their effects are very different. It is possible that some altered potions could have a highly beneficial effect as well.

Turan is a middle aged, normal human with a brilliant mind for the creation of potions. He lives for his studies and works very hard at getting unusual ingredients from all over the world and from several other planes. All of the guilds owe him huge favors that they are willing to pay at an instant's notice. Tiiran runs rather than face enemies that have come to steal from him, but after the robbery is over, several powerful rangers and enchanted creatures are employed to track and destroy the robbers.

The stairs up to Turan's level are trapped with three separate gases. The first forces a save vs. petrification or the victim is paralyzed for 3d6 hours. The second forces a save vs. poison or the victim suffers 3d10 points of damage. The third gas forces a save vs. magic or the victim is blind for 3d4 hours. The door has an acid trap on it that sprays acid out to 10 feet in front of the door. The acid inflicts 7d10 points of damage to all in that area.

The outer chamber on the third floor is filled with the potions Turan has been working on. The second chamber is the experimental area where the apprentices train and Turan works on his latest creations. The final chamber on the third floor is where Turan lives. In this area is a secret compartment with several of each of the following special potions: *potions* that enable the drinker to ignore the danger of imbibing more than one potion (effect lasts for one day); *potions of wellness* that heal all the damage of the drinker; *potions of fighting* that enable the drinker to fight as a 10th-level fighter; *potions of the magi* that give the drinker a 15th-level wizard's saving throws for one day; *potions of spell absorption* that negate the first two levels of spells thrown at the drinker in a 24-hour period.

Turan the Man

Turan's personality is outgoing, jovial, and warm. He is a busy man, but takes time to get to know the few people he talks to. He has a couple of pet projects that he needs adventurers to go on. If a group of PCs would undertake these tasks, Turan would be highly disposed to meet their potion needs.

1) He wants a pair of deep red *ioun stones* he has heard about in a dungeon far to the north.

2) He wants the soil from the coffin of the vampiress in the Vampiress Lair (page 53).

3) He wants any type of *beaker of plentiful potions* and will pay highly for such a device.

The Architect

Terrain: City

Total Party Levels: Any

Experience is special—depends on the actions of the player characters rather than the treasures or creatures in the encounter

Set Up

* The party finds a dead horse and its dwarven rider. Both are dead from a fall. The rider is carrying a message scroll written in the common tongue. It says: "Stonetwister the dwarf needs your help more than ever. Please come to the town of (any large city) and save him from a terrible fate."

* The party is in town almost ready for an adventure when they hear screams from a tall tower. In an upper window a dwarf is shouting, "Help me, it is going to kill me," and then the little man is pulled away from the window.

This encounter is for any party level, but the lower-level players should get discouraged and leave after being hit by several mild traps in the beginning. The more powerful groups should take this encounter as a challenge. The *find traps* spell will uncover many of the traps, but not the ones that are designed to go off in another area or are timed by use of various pressure plates.

The Lair

Stonetwister, the best dwarven architect for many miles, was hired to create a strong, heavily protected tower for a powerful but paranoid human merchant. The dwarf worked on the tower for three years and used all his skills to make one of the most dangerous places in the world. Only he and his employer knew all the keys to unlocking the many traps.

When the dwarf was done, the merchant placed a terrible monster in the upper floor of the tower with the dwarf and walked away, expecting to find the dwarf eaten and the monster dead from one of the traps.

The tower is three stories high. On the first floor there is a large chamber with three smaller chambers branching off it. A wide spiral staircase of stone leads from the north end of the main chamber to the second floor. The only way into this area from outside is via a massive set of brass doors.

The second story is 50 feet above the ground and has only small windows to mark each of the seven chambers. The stairs end in a large chamber in the center of the second floor. The other six chambers connect to the central chamber in a circle around it. The northernmost of this auxiliary chambers contains the stone spiral staircase to the third level.

The third story consists of a huge, domed

room that is divided by walls into four equally sized chambers, each with a balcony. These are all separated by large iron-bound doors.

The First Floor

The floors of these chambers are made up of large, colorful tiles. Each chamber has a large supply of building materials and tools lying around as the tower has only recently been finished and no one has had time to clean up.

The first floor specializes in mechanical floor traps of several different types. Every door is trapped, all the brown and white marble floor sections are trapped, and every floor tile in the treasure chamber is trapped. The treasure chamber has the following: one small block of solid gold (1,000 g.p. value), one larger block of solid silver (worth 2,000 g.p.), and a huge block of copper (worth 9,000 g.p.).

The types of traps and how they are activated are up to the DM, but should include the following:

1) Spring-driven spear heads that shoot up from the floor, small tile squares that fall away to reveal spear heads positioned underneath, and spring-driven spear heads that shoot up from all sides of the tile that was stepped on.

2) Pit traps, pit traps with closing walls, pit traps with huge iron doors that close after being sprung, and pit traps filled with poison gas

3) Pressure plates that release gusts of wind, geysers of water, clouds of dust, electrical shocks, monster roars, and delayed activation of other traps

The Second Floor

There are seven different colored marble chambers on this floor. Each specializes in a different type of trap. The central chamber has a door on its northeastern side. This room has a door on its southeastern side that leads to the next chamber. All of the other rooms each have two doors that connect to the rooms on either side of them. The chamber with the staircase to the third floor has only one door and can only be reached if the PCs travel through each of the seven rooms (the main chamber only connects to one room, and that room only connects to one other room, etc.). Each chamber has a small window (much like an arrow slit) that allows one to view the town.

This floor specializes in ceiling traps and there is one of each type of trap in each chamber, but there are many of these per chamber and their activation is different from trap to trap.

The DM must decide how they are activated and the like, but these traps could include the following:

Red Marble Chamber—ceiling blade traps: shooting dagger blades, pendulum-type

blades; random timed scythe blades, and caltrops shot when doors are pushed

Green Marble Chamber—gases: dense fogs of dust, poison gas, drenching mists, slippery oils, and weak acids

White Marble Chamber—living things: dropped spiders (poisonous), wasp nests, fire ants, snakes, and rats

Black Marble Chamber—strange things: dropped canisters with lit fuses that do nothing, dropped food and drink, dropped iron pyrite coins, dropped *continual darkness* devices, and shiny caltrops again

Blue Marble Chamber—stone things: crushing ceiling stones, entire ceiling moves down, ceiling and floor stones suddenly spring at each other, and stone tiles in the chamber turn unusually hot or cold

Pink Marble Chamber—liquids: continual drippings of water, dyed water, acid, thick oil, and slimes; sudden gushes of almost any liquid, spurts of scalding or freezing liquid

Gray Marble Chamber—sounds: human laughter and shouting, monster roars, damaging sounds, or constant sound so that you cannot hear anything else

The Third Floor

Each of these upper chambers is exactly alike. The walls are silver plated, the floors are white marble, there is a spiral staircase at the conjunction of the four chambers that leads down to the second floor, and the dome for the tower is sectioned off and shared by all. The traps of these chambers have an earth, air, fire, and water theme to them, respectively. Each chamber has one of these themes.

The dwarf is in the last chamber checked by the party and he is fending off the half-hearted attacks of a stone giant that has been toying with him.

Fire themes: molten lava balls shoot out—causing 4d6 points of damage, or the chamber slowly heats up to damaging levels, or burning liquids flood the chamber

Earth themes: crushing walls close in, or crushing stones fall, or sand fills the chamber

Air themes: poison gas fills the chamber or flammable gas hisses into the room, or vision blocking gas fills the chamber

Water themes: jets of boiling water spurt out or the chamber fills with water, or jets of water spurt out with bone-crushing force

Stone Giant: AC 0; Move 12" ; HD 9 + 1-3; hp 70; #AT 1; Dmg 3d6; THACO 12; SA catch hurled objects 90% of the time; SD 90% chance to catch rocks; AL N

It has been hired to do a job and will surrender after taking over 50 points of damage.

The dwarf will help the party when saved and lead them to the treasure on the first level.

The Jeweler

Terrain: City

Total Party Levels: Any

Experience is special—depends on the actions of the player characters rather than the treasures or creatures in the encounter

Set Up

* Everyone knows that the most honest dealer in town, where gems and jewelry are concerned, is Hakiem the gem merchant.

* Those who have magical gems and jewelry can always find a quick buyer at the tower of Hakiem the gem merchant.

* There are those who claim that Hakiem the gem merchant started out as a fake and will end up as a fake, but none can shout down the power of a man with over 20 *ioun stones* circling his head.

The encounters that happen in this adventure are not so much a result of dealing with Hakiem the jeweler as a result of the PCs having gems and jewels to sell. This news has gotten around the town and now there are several interested parties who want the gems and plan to get them long before they reach the hands of Hakiem.

The Lair

The PCs are in a city and moving through the streets with the intention of selling their gems and jewels to a gem dealer named Hakiem. They have heard that this gentleman is honest and gives fair deals.

The Lady In Distress

The scene is a street on the way to the gem dealer. A lovely young girl bumps into the

party as she runs down the street. She is then violently grabbed from behind and slapped by a big brute of a man. A fight develops and while this is happening, Willy the master thief takes advantage of his partners' planned diversion by trying to slit a PCs' purse and steal the gems and jewels.

Willy the Master Thief: ST 11, IN 14, WS 7, CN 9, DX 15, CH 5, CM 9; AC 9, Move 12"; HD 10; hp 49; #AT 1; Dmg 1d4 plus poison on dagger—causes *sleep* if save fails; SA quadruple damage with *backstab*; pick pockets 80%; AL NE

Willy tries to pick three PCs' pockets during his accomplices' fight. He then tries to leave with what he has. He is not a fighter and runs if discovered in his attempts to pick a pocket.

The Fake Jeweler

The PCs are moving down the street when a man comes up to them and introduces himself as Hakiem the Jeweler. This man is seeking directions to the inn where the PCs are staying. He tells them he has heard of strangers who have won great gems on adventures and he wants to warn and counsel them before his unscrupulous competitors can steal the PCs valuables.

This is really an illusionist who is trying to take advantage of the PCs. He has a small building where he will bring the PCs to cheat them if they give him the chance.

The Fake Hakiem: ST 9, IN 17, WS 12, CN 12, DX 16, CH 9, CM 8; AC 9; Move 12"; HD 10; hp 31; #AT 1; Dmg 1d4 *dagger*, SA spells; SD has already cast a *detect magic*; AL LE

He has the following spells available: *wall off fog*, *blindness*, *fear*

The illusionist has a small, two-room building that he will try to lead the party to and get them to show him their gems and jewels. He wants to use his magic to get the gems away from the party and run out the back door. This man is not a fighter and runs rather than stand to fight the group.

Hakiem's Tower

Up to now, the party has had a tough time getting to Hakiem's building. When they finally reach their goal, they encounter two thin, old women who do not want to let them in to see Hakiem. The bribe has to be more than 500 g.p. for the PCs to get in to sell their gems.

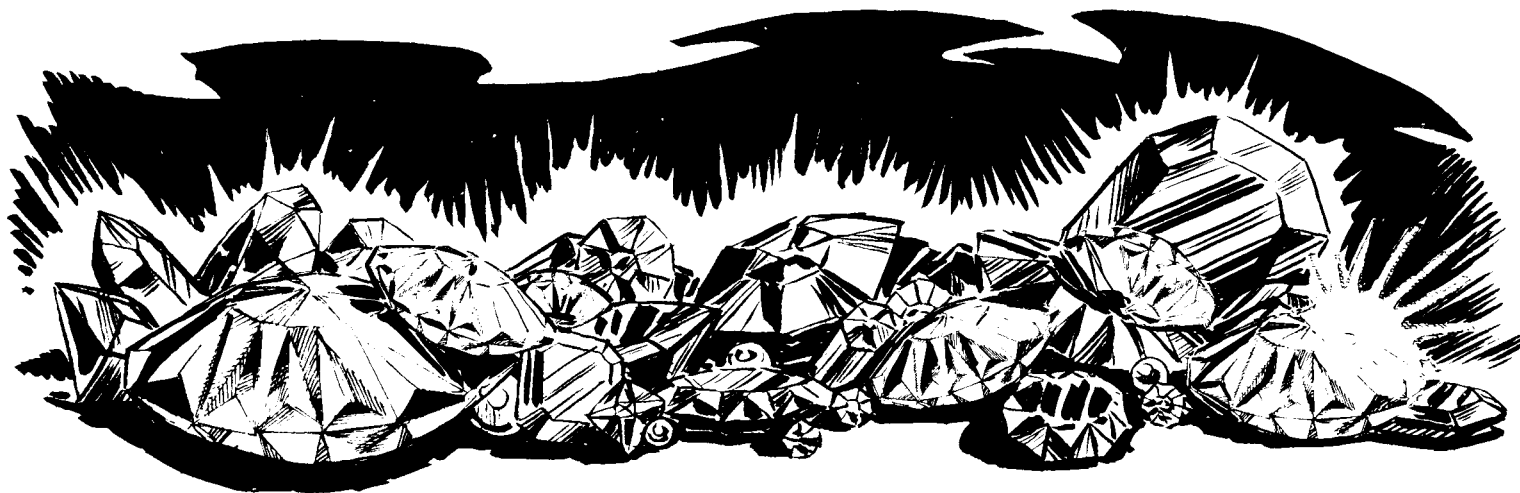
The party is facing two of the best assassins the local guild has to offer. Hakiem commonly hires them to protect his store and home from the greedy. They are only following orders and are definitely able to defend themselves.

Assassin #1: ST 15, IN 15, WS 10, CN 18, DX 17, CH 9, CM 11;

Assassin #2: ST 14, IN 14, WS 9, CN 17, DX 18, CH 10, CM 10; AC 5 (#1), 4 (#2); HD 10+4; hp 60, 52; #AT 2 with usual penalty for using a second weapon; Dmg 1d6/1d4 (short sword and dagger—both poisoned); SA poison—save vs. death with -2 penalty to roll, for first attack use assassination table; AL LE

Hakiem will come down and try to stop the fight after five rounds of battle. If the party has killed one of the assassins (who are actually lovely young women in disguise), then the party will have to pay for replacement guards.

If the party did not kill either of the assassins, then business can begin with Hakiem and he will give the PCs an unusually good bargain.



The Weapon Master

Terrain: City

Total Party Levels: Any

Experience is special—depends on the actions of the player characters rather than the treasures or creatures in the encounter

Set Up

* All experienced fighters talk about the skill and abilities of the ultimate fighter, Renn the Swift. Many have gone to his school and learned from the various fighting styles taught there.

* The guests in the inns of the city are all talking about the sword that Renn the weapon master wants. It is said that this fighter is willing to pay a king's ransom for a special magical blade.

* All the fighter guilds send their best men to be trained at Renn's School of the Blade. It is common knowledge that the experience gained there is twice that of other training sessions.

This area can be used by any player character fighter who needs training to gain in levels of experience.

The Lair

From the first instant Renn picked up a sword, he knew that a fighter's life was his destiny. He adventured for 30 years and when he could tell he was losing his fighting edge, he began a training school in the largest city he could find. Over the years the school became famous and now the fee is 5,000 gold pieces for seven days of training plus 1,000 gold pieces per level of the fighter being trained. Renn's training methods do in one week what it takes others months to accomplish. As the years went by, several powerful groups wished Renn to continue on past the normal life span of humans and gave him several *rejuvenation* potions. Renn now has the body of a 20-year-old with the experience of 99 years of life.

Renn's training keep is divided into six sections and is located near the king's palace at the center of the city. The first section trains 1st- through 5th-level fighters in any weapon they choose. It is largely an open courtyard with observation galleries where the public may watch. The second and third sections are closed to the public and train 6th- through 12th-level fighters in the weapons of their choice. The fourth section is filled with blacksmith equipment and dwarves, elves, and other weaponsmiths can be found here day or night forging weapons of all types. The fifth section is the private training area for Renn and his special pupils. It is here that each of each type of weapon can be found and each

has been given a permanent +1 enchantment. Renn is a master of all of them. The last chamber is the private, magically protected area where Renn lives.

The Outer Sword Area of Renn

Renn does not want to be bothered by the hundreds of fighters who constantly come to be trained. To ensure his privacy, he has established several levels of fighters who have to be talked to before Renn can be reached. These fighters all have to be dealt with before an audience is granted. The only quick way to get past this system is to present a magical weapon of +2 or more to the gatekeeper and then Renn grants a 10-minute audience with the gift giver.

The training fees are not negotiable and the first person a character must deal with is Sental, an elf. He must be defeated in fair combat before a character can go on to the next level of training. In a battle, both parties are expected to strike to subdue. Sental is in charge of all training for the outer area. Fighting in every section is always unarmored and follows a strict honor code with clerics nearby to help in case of need.

Sental the Elf: ST 17, IN 11, WS 7, CN 13, DX 17, CH 9, CM 16; AC 6; Move 12"; HD 6; hp 42; #AT 1; Dmg 1d8 + 2; THACO 16; SD normal elfen resistances; AL CN

This elf is amused by everything and does not especially like humans. After beating him in a match, a trainee is allowed to talk to Gorin the dwarf.

Second Section of the School

Gorin handles the 6th- through 9th- level fighter trainees. When he is beaten in battle, the trainee can go to the third section.

Gorin the Dwarf: ST 18/77 IN 9, WS 7, CN 12, DX 17, CH 8, CM 10; AC 1 (Dexterity and bracers AC 4; Move 12"; HD 9; hp 56; #AT 2/3; Dmg 1d6 + 5 (trident); SD normal dwarven resistances; AL N

Gorin enjoys his work, but feels it is necessary to be hard on the trainees to get the best out of them. When he is beaten in battle, the trainee goes to Alicia, the female human fighter who trains the 10th- through 12th-level fighters.

Third Section of the School

Alicia handles all the most skilled trainees. She is proficient in all sword-like weapons. There is talk that she and Renn are closer than either would like to admit, but this is never said to their faces. Renn can be seen in this area quite often, but always allows Alicia complete control of the area. When she is beaten in battle, the trainee can go to Renn.

Alicia the Human Fighter: ST 15, IN 16, WS 5, CN 15, DX 18, CH 11, CM 16; AC 0 (Dexterity, chain mail, and *ring of protection* + 1); Move 12"; HD 9 + 9; hp 75; #AT 3/2; Dmg 1d6 (x2) (fights with two short swords); THACO 9; SD *ring of protection* +1; AL NG

The lovely lady is madly in love with Renn and this causes her to be unusually savage on attack when he is in the chamber. She especially favors women that come to train and can arrange a discount for those women who have trouble meeting the fees.

Renn

Renn has many titles and honors. He trains the city's richest and best fighters. He is also interested in any new or highly magical weapon. In his living area are three very special magical blades that Renn has acquired as trophies and is quite proud of. He will not let anyone touch them, but can tell of their powers and histories for hours.

Blade 1: Melior, a Lawful Good, *two-handed sword* + 3; Dmg 1d10 + 3; speaks the following dragon tongues; red, black, green, white, blue, and dragon turtle; it has speech and telepathy; detects precious metals, gems, invisible objects; has X-ray vision; its purpose is to slay non-human monsters; has an intelligence of 17 and an ego of 17

Blade 2: Partisan, a Neutral *scimitar* + 5; Dmg 1d8 + 5; speaks the following tongues: elf, dwarf, orc, goblin, halfling, ogre, kobold, hill giant, and storm giant; it has speech and telepathy; detects shifting rooms, sloping passages, and magic; has telekinesis; its purpose is to cause paralysis; has an intelligence of 17 and an ego of 19

Blade 3: Malign, a *defender bastard sword* + 4; Dmg 2d8 + 4; it speaks cloud dragon, faerie dragon, mist dragon, shadow dragon, fomorian giant, firbolg, verbeeg, marid, quickling, and thri-kreen; has speech and telepathy, detects traps at double distance, and *invisible* objects at double distance; *charm person*; its purpose is to slay magic-users; its intelligence is 17 and its ego is 28

Renn: ST 17, IN 17, WS 10, CN 12, DX 18, CH 17, CM 18; AC -8; Move 12"; HD 9 + 27; hp 105; #AT 5/2; Dmg 1d8/1d6 (cutlass and short sword); THACO 3; SD *ring of protection* +4, modifies AC by 4 and saves by -2, wears *boots of speed*, and wears *bracers AC 2*; AL N

Renn's greatest passion is magical weapons of all sorts. He has acquired several maps to large treasures in distant places and is willing to send trusted trainees to get these if they are interested in giving him first pick of weapons and treasure.

Innkeeper (1)

Terrain: Village
Total Party Levels: 12 (Average 2d)
Total Magic X.P.: None
Total g.p. X.P.: 400
Monster X.P.:
Kill: 642 Defeat: 481 Retreat: 160

Set Up

* This encounter can occur anytime the PCs are in a village and need a place to spend the night. They are directed to this inn.

The Lair

Late one day, the PCs wander into a village and look for somewhere to sleep. They are directed to the only inn this quiet village boasts. After a short walk, they see a fairly well-kept, two-story building with a sign out front. The sign reads "The Inn of All Seasons." A groom leaves the adjoining stables, offers to take care of the PCs' horses (if they have any) and invites them to go into the inn.

The Inn

Once inside, the PCs see a large dining area with many tables. The bar is to the PCs' left and a fire roars in a stone fireplace along the wall to their right. The fat, jovial innkeeper hastens over and bids the PCs welcome. He glances quickly and shrewdly at each of them and invites them to partake of a meal. There are 4d4 men in the dining room, in small groups. Most glance at the PCs as they enter.

The innkeeper tells the PCs that they may leave their weapons and shields in the small room to the PCs' right. A hulking brute of a man in full battle gear guards an assortment of weapons in the small room. If the PCs think to scrutinize the other customers, they see that many of them are wearing their weapons.

Innkeeper: 0th-level fighter; ST 11, IN 12, WI 9, CN 13, DX 7, CH 10; AC 10; HD 1/2; hp 3; #AT 1; Dmg 1d4 (dagger); THACO 20; AL NE

Weapon room guard: 4th-level fighter; ST 17 (+1 hit & damage), DX 15; AC 1 (plate mail, shield, and Dexterity bonus); Move 12"; HD 4; hp 31; #AT 1; Dmg 2d4 (broad sword); THACO 18 (not including Strength bonus)

The innkeeper says that he has rooms available, but they are all single-bed rooms and are somewhat scattered about the inn. Lodging is one gp per PC, payable in advance.

The Evening's Entertainment

The prices at the inn are high, but do not bring this to the PCs' attention—the innkeeper has decided to take the PCs for everything he can get. The evening meal costs one gold piece per PC and is somewhat greasy and

overcooked. Each drink costs one sp and the innkeeper keeps urging the PCs to refill their cups and drink up. He lowers the cost of the drinks if the PCs seem hesitant to drink, even going so far as to give them free drinks (in appreciation for their business, he says).

The crowd at the inn is having a merry time. About 20 local men, several serving wenches, and couple of musicians are engaged in song and dance. A number of the revelers invite the PCs to join them at their tables. These men are all in the employ of the innkeeper, but for now they are making a show of enjoying the inn's food and drink.

If the PCs decline to partake in the general merriment, two of the revelers stagger over to the PCs' table and say that they are looking for some brave adventurers to join them on a quest for riches beyond counting. They pretend to be very drunk and explain that they have a map that leads to vast treasure. One of them fumbles about in his coat and drags out a stained and tattered map. (The map is a crude representation of the lich's lair (on page 85.) They say that they will venture forth on the morrow to capture this booty and live in wealth for the rest of their days. All they need is for several brave souls to agree to accompany them for an equal share of the loot.

The map is genuine, but these ruffians do not know that and they have no intention of questing for this treasure. This is only a ruse to keep the PCs drinking to dull their wits and weaken their sword arms. The ruffians insist on ordering drinks for all at the table and regale the PCs for hours with tales of the incomparable treasure that awaits (the ruffians are too busy talking to drink very much).

Keep track of the number of drinks the PCs have. After the fourth drink, the PCs begin to be affected. Their speech slurs slightly and their Dexterity scores drop by one point per additional drink. Each additional drink the PCs have decreases their Strength scores, Dexterity scores, and damage rolls by one, and increases their THACOs by one.

When the PCs have had eight drinks they pass out. When all the PCs are either passed out or gone to bed, the other patrons (who have not been drinking as much as the PCs) strip the unconscious PCs of any money and valuables they have and carry the PCs to their rooms.

Dastardly Deeds by Moonlight

If the PCs left horses or pack animals in the stables, these are stolen in the middle of the night. Any PCs who left the dining area and walked back to their rooms have a chance to hear the horses neighing as they are lead out of the stables. Any players with PCs who did not pass out may roll an Intelligence Check with a

—4 penalty. Any PCs who succeed hear the neighs and, if they go outside or to a window in their room, see four ruffians leading the PCs' animals away (these PCs may each make one more Intelligence Check with a -6 penalty—success means that the PCs recognize the ruffians as some of the patrons in the dining area earlier). If the PCs do not stop the ruffians, they never see their animals again.

Ruffians (4): AC 7 (leather & shield); Move 12"; HD 1; hp 5; #AT 1; Dmg 1d6 (short swords); THACO 20; AL NE

Several hours later, each PC room is visited by three ruffians for each PC known to be in the room. If the PCs are all sleeping, the players must roll Intelligence Checks (with a —3 penalty) to hear the door open and the floorboards creak. If some PCs are awake or they have set a trap or guard by the door, the ruffians are detected as they enter. The ruffians are all masked and plan to steal the PCs' belongings. They all carry long swords and are prepared to subdue or kill the PCs if necessary. These ruffians have the same statistics as the ones above.

In the morning, the PCs are probably quite upset with the previous evening's events, no matter how they turned out. The innkeeper is in the dining area serving breakfast to 6d4 ruffians (but none of those whom the PCs could identify from last night). He swears that he knows nothing of the assaults or thievery. He points to a small sign behind the bar that states that "The management is in no way responsible for any personal injury or loss of property that occurs on the premises." (The PCs do not recall seeing it there last night.)

If the PCs protest, the weapon room guard and 10 of the patrons step toward the PCs. The patrons are armed with chairs (THACO 16, 1d4 points of damage, on an 18 or better knocks unconscious for 1d10 rounds). The guard tells the PCs to leave right now. If the PCs do not comply, they attack to subdue and toss the PCs out the door. If any of the ruffians get hurt, they forget about attacking to subdue and try to kill any PCs who refuse to leave the inn. The rest of the ruffians join in if necessary.

The Innkeeper's Treasure

If the PCs manage to kill or incapacitate the guard and ruffians, the innkeeper is terrified and promises to give them everything he has. He also tells them where the four stable hands live and where they might have taken the PCs' animals (to a barn about a mile away—the PCs must fight the ruffians to retrieve their animals). The innkeeper gives the PCs 400 gp (this really is all he has) and begs them to be on their way. At no point does the innkeeper admit that he was involved in the thefts.

Gargoyles (8)

Terrain: Urban (City or Town)
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 3,400
Total g.p. X.P.: 11,100
Monster X.P.:
Kill: 2,320 Defeat: 1,740 Retreat: 580

Set Up

* While in a town, the PCs see a poster advertising a reward to anyone who can find the cause for the disappearance of a number of townfolk in the last few months. The poster directs those interested to the city council (or town elders). Whomever they speak to, the PCs are given the information that starts three paragraphs below this one.

* The PCs are walking through a town (or city) one night when they hear a scream. It cuts off very suddenly. When they investigate, they find a group of local militia gathered around a blood stain on the ground. The militia men give the PCs the information that starts two paragraphs below this one.

* The PCs return to their base of operations (city or town) one day to find that an acquaintance of theirs (a shopkeeper they knew, an armorer they always purchased equipment from, etc.) has disappeared. His replacement gives the PCs the following information about something that may be related to the disappearance of their friend.

The following information is revealed to the PCs.

1) About two months ago people started disappearing off the streets in the west side of town.

2) The disappearances always occur at night.

3) At first it was only one person lost per week, but now two or three people are missing every night.

4) Puddles of blood are found where the victims were last thought to be, but no tracks or clues of any kind have been discovered. (Someone can lead the PCs to several of the blood stains, if they want to see for themselves.)

5) No one has seen any of the victims disappear and the authorities are at a loss for an explanation.

6) The houses in the west end of town are very old, several centuries at least.

7) Some time before the disappearances began, there was a magical duel (highly illegal in the city) between two rival magic-users in the west side of town. Neither magic-user has been seen since.

8) The city is offering a 10,000 g.p. reward for any who can solve this mystery *and* end the

disappearances.

The Lair

The disappearances are due to several gargoyles that were the unfortunate victims of a long-dead magic-user's peculiar decorating tastes. Hundreds of years ago, when the west side of town was just being built, a magic-user decided that his new home would be incomplete without a set of gargoyles to decorate the roof. Being a very powerful (and very eccentric) wizard, he demanded the very best for his home and disdained the use of artificial gargoyles. So he captured eight gargoyles, cast *stone to flesh* spells on them, and set them on his roof. Knowledge of their true nature died with the magic-user. The gargoyles stood on the roof of the house through the centuries, held prisoner by the wizard's spell.

This state of affairs continued until two magic-users fought a duel near the house of the gargoyles. A *dispel magic spell* cast during this duel released the gargoyles from their bonds. Centuries of crouching on the rooftop made them mentally and physically sluggish, however. It took the gargoyles a week or two to regain their full facilities. During that recovery period, the gargoyles (their wits sharpened by brooding and raging over the long years) devised a plan to get revenge on the humans of the city. They remain in their accustomed positions during the day so as not to arouse suspicion. At night they raid the city, grabbing unsuspecting victims off deserted streets and bringing them back to the rooftop to feast upon. They have decided that the hunting is much easier here than in their old haunts and they are set on staying permanently in the city.

Gargoyles (8): AC 5; Move 9"/15"; HD 4 + 4; hp 32; #AT 4; Dmg 1d3/1d3/1d6/1d4; THACO 15; SD +1 or better weapons to hit them; ALLE

There are many clues for the PCs to find, if they are clever about it. If they have someone lead them to the old bloodstains, they find that a recent rain washed away all but the two most recent stains. If the players say they are examining the bloodstain, secretly roll an Intelligence Check for each PC who inspects the stain. Any who succeed notice that there seems to be a faint trail of blood drops that leads from the stain and fades away after a few feet (this is stain #1, see the accompanying map—the blotches are bloodstains and the arrows indicate the direction of the trails of drops).

Repeat this procedure for the second bloodstain (#2 on the map). Clever players will ask where the two trails seem to intersect (this will be a general area on the map—as indicated by

the circle—as the trails are faint and not particularly straight).

If the PCs miss the bloodstain clues, or need more clues, they might want to roam the streets of the western side of the city at night. This gives them a chance of being near when another disappearance occurs. If they wander the streets at night, roll on the Nightlife Encounters table once per hour.

Nightlife Encounters

D6 Roll	Encounter
1	City Guard
2	Citizen Vigilantes (3d4)
3	Nearby Shouting
4	Nearby Screams
5	Distant Flapping
6	Blood Pool

City Guard: 10 guardsmen confront the PCs and demand to know what the PCs are doing out on the streets at night (2d-level fighters; AC 5; Move 12"; HD 2; hp 10; #AT 1; Dmg 1d8; THACO 20; AL LN). If the PCs tell them their mission, the guards let them pass. Any surliness from the PCs results in a fight to the death (the guardsmen are all on edge because of the disappearances).

Citizen Vigilantes: These townsmen are taking matters into their own hands (1st-level fighters; AC 9; Move 12"; HD 1; hp 5; #AT 1; Dmg 1d6; THACO 20; AL CN). They believe the city guards are not trying to solve the problem. They are fairly hostile and attack unless told why the PCs are out at night.

Nearby Shouting: The PCs rush toward loud noises down an alley only to run into a domestic disturbance (husband-wife argument, harlot-customer fight, youth gang fights 3d4 youths who scatter when the PCs arrive, etc.). Vary these as you see fit.

Nearby Scream, Distant Flapping: Either of these indicates that the PCs are nearby when a gargoyle snatches another victim. When the PCs rush to investigate, they find a pool of blood with a trail of drops pointing toward the circled area on the map (the trail only extends for about 10 feet away from the pool).

Blood Pool: The PCs stumble onto a pool of blood with the features described above.

Once the PCs locate the general area indicated by the trails of blood, they next need to determine which house is the base for the monsters' raids. Keep in mind that the players probably do not have a good idea of what they are searching for—so do not give away any clues that they have not earned (unless you take pity on them because they are totally baffled). The circled area on the map can contain

anywhere from five to 20 houses, depending on the size of the city this adventure occurs in.

If the players announce that the PCs are looking up at the roofs of the houses, they see that all of them have some kind of fancy decoration. Some have elaborate gables, others have various beasts (make up a few and include some that fly), and there are a couple with gargoyles perched along the roofs. Several houses (including the gargoyles') show up when a *detect magic* is cast, but only the true culprit's house tests positive when a *detect evil* is cast.

If the PCs say they are looking at each of the houses in the area, secretly roll Intelligence Checks for each PC. Any who succeed note that a three-story house (the gargoyles') is the only abandoned house in the area. Roll another Intelligence Check for those who succeeded on the first check. Any who succeed on this second check see a small pool of dried blood in the yard of the building. Mention the gargoyle statues on the building's roof only if the PCs look more closely at the building (unless they have already noticed them).

If the PCs explore the building, they see that the insides are falling apart. There are three floors, as well as a basement. Stairs lead between the floors and down into the base-

ment. There is a 20% chance per round that a stair collapses when a PC walks on it (add 10% per PC on the stair). PCs on a stair that collapses suffer 1d10 points of damage plus 1d6 points of falling damage. The floors are also dangerous: there is a 10% chance per round that a PC falls through a section of a floor (determine which PC randomly), suffering 1d6 points of damage.

The PCs find nothing of note in the basement or on any of the floors. If the PCs think to climb the stairs from the third floor to the roof, they notice the charnel stench of rotting flesh as they climb the last few steps.

Once on the roof, the PCs immediately see a pile of rotting, half-eaten bodies in one corner of the roof (this is a flat roof). What else they see depends on whether it is day or night when they reach the roof. During the day there is a gargoyle at each corner of the roof and one in the middle of each roof side (the gargoyles face out, away from the center of the roof). If the PCs reach the roof at night, the gargoyles are in the sky above the house, using their infravision to watch the PCs and waiting for an opportunity to catch the PCs unawares. During the day, the gargoyles sit in their customary places until the PCs attack them or they see a chance to catch the PCs off guard.

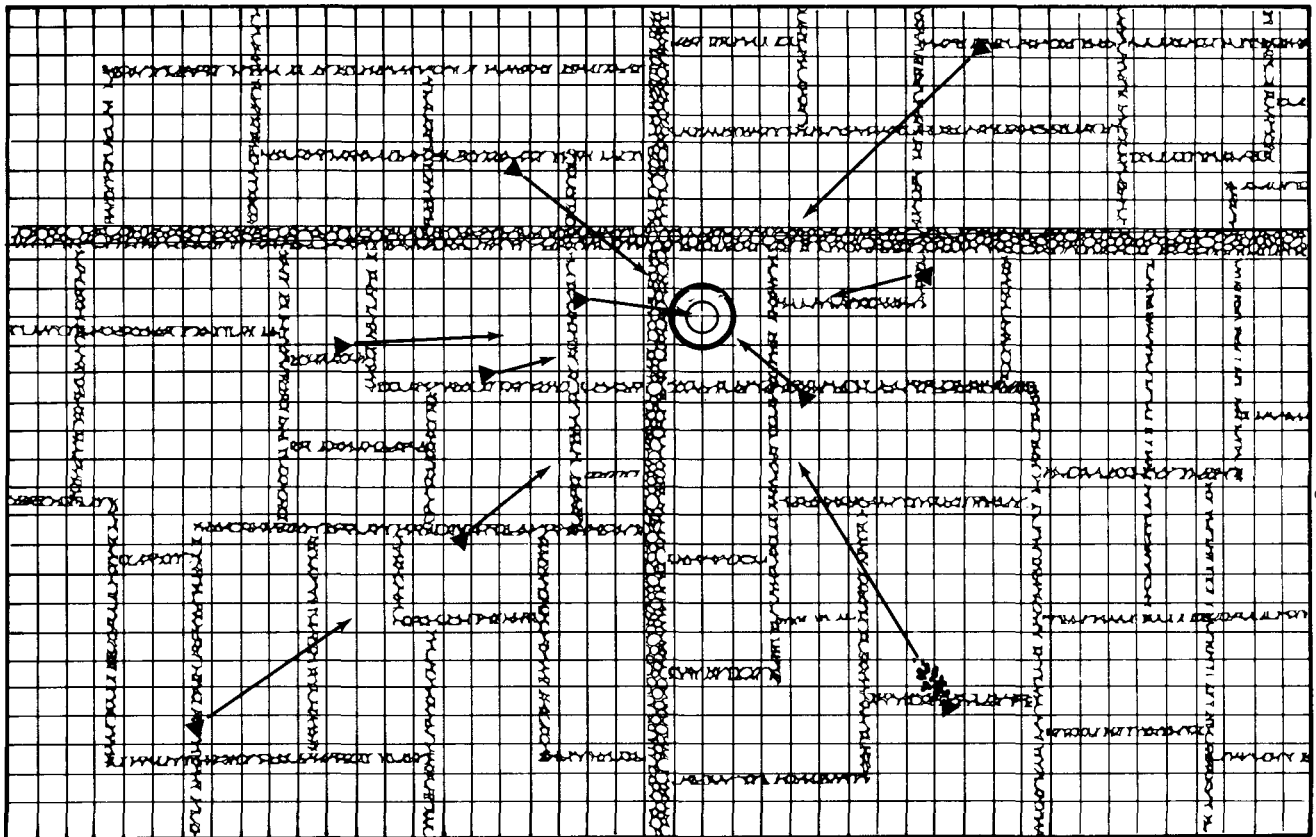
The gargoyles understand common and will react if the PCs seem to understand what is going on. Likewise they will refrain from attacking as long as the PCs are uncertain about the source of the dead bodies. The gargoyles leave the PCs alone as long as it seems that their secret is safe.

Once the gargoyles are sure the PCs are on to them, they attack until four of them are dead (unless they outnumber the PCs at this point, in which case they continue attacking). If the gargoyles are outnumbered with four or more of their comrades dead, they decide that the city is not such a safe place after all and try to fly off. The PCs only get one round of magic and missile fire (if they have missile weapons readied) if the gargoyles fly off at night.

The DM should feel free to award more experience points than those given at the beginning of the adventure, if the players have been especially clever or persevering in their quest to solve this mystery.

The Gargoyles' Treasure

If the PCs poke through the pile of bodies they find 500 gp, 100 ep, 100 pp, 500 sp, a *ring of water walking*, a *potion of extra healing*, and *bracers of defense*, AC 6.



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Pseudo-Undead (35)

Terrain: Ancient Ruins
Total Party Levels: 42 (Average 6th)
Total Magic X.P.: 18,500
Total g.p. X.P.: 12,908
Monster X.P.:
Kill: 6,778 Defeat: 5,084 Retreat: 1,695

Set Up

* Rumor has it that several bands of clerics have gone into an ancient forest expecting to fight an undead menace and have not returned.

* An ancient scroll has come into the hands of the party. It leads the way to a vast treasure in a graveyard.

* The thieves' guild wants the ruins in the forest explored and is hiring a party to do the work for them. They have information about a graveyard reported to be filled with treasures.

The Lair

A pseudovampire settled into a graveyard and discovered a magical means to *summon* other pseudo-undead to his side. Now there are several types living in the area and under the command of the fake vampire. He is able to keep them there through the use of threats and his magical power.

This is a typical graveyard; everything is here that one would expect. Fresh earth graves mingle with overturned headstones. Crypts, mausoleums, and huge moldy statues dot the hilly area. A broken fence runs all the way around the large cemetery. Ancient trees have pushed up coffins of stone and rotting wood. A foggy mist moves in and out of the cemetery with the wind (or without it sometimes). Once in a while, from the corner of their eyes, the PCs seem to see a figure dodge from headstone to headstone, but if it is checked out, they find nothing.

No matter when they enter the graveyard, the party sees a small tower, several hundred yards from any fence and at the center of the ruined cemetery. This tower glows with a magical *continual light* spell that covers the entire structure.

Erupting Pseudo-Undead Ghast Hounds

After they have taken two steps into the area, the party finds themselves in the middle of a pack of terrifying hounds. These creatures erupt from fresh earth mounds near the party. The pseudo-undead ghast hounds appear to be skeletal greyhounds that bark an eerie howl and attack the party.

Pseudo-Undead Ghast Hounds (8): AC 4; Move 12"; HD 2; hp 15; #AT 1; Dmg 1d8 bite; THACO 16; SA carrion stench causes

nausea unless successful save vs. poison, failing the save causes a —2 penalty to attack rolls; AL NE

These hounds flee from the party after each takes more than 10 points of damage.

There is a thin silver collar around the neck of each hound. It glows brightly every time a cleric tries to *turn* one of the hounds or when holy water is splashed on the hounds. This device is magical and when handled by a party member, he must make a save vs. magic. Failing the save forces that person to run for the tower at top speed as they are now *charmed* and a slave to the pseudovampire's commands.

Pseudo-Undead Stone Giant Zombie Statues

There is a very noticeable ring of large statues 100 yards away from the tower. Most of the statues are tipped over, in poor condition, or just showing signs of neglect. Others are in perfect shape and these all deal with giants in their glory. As the party moves in and past these statues, three zombie-like stone giants step off their pedestals and attack.

Pseudo-Undead Zombie Stone Giants: AC 6; Move 12"; HD 5; hp 40, 37, 35; #AT 1; Dmg 4d4; THACO 15; AL NE

The DM should give the players the impression that these things are zombie monsters. Each has a silver color like the hounds in the above encounter.

These creatures flee in panic after each has been reduced to below 10 hit points.

Pseudo-Undead Spectre Tower Guards

As the party approaches, they quickly discover that there is only one door to the tower and no windows. Unfortunately for them, the door is a *phantasmal force* illusion cast by the magic-using pseudovampire. The PCs see three spectres float through the door, reaching out to touch members of the party. The pseudo-undead are just moving through the opening and ignoring the illusion.

Pseudo-Undead Spectres: AC 2; Move 15" / 30"; HD 7 + 3; hp 52, 47, 44; #AT 1; Dmg 1d8; THACO 13; AL NE

The door illusion is maintained as long as the party believes it and the pseudo-vampire can concentrate on it. Each party member can try to save against the illusion only if they think something is phony. Their saves vs. magic are at a —2 penalty because they expect a door to be there. This illusionary door tests out magical and is impossible to open or destroy unless some party member is sure (by way of having made their save vs. magic in a disbelief attempt) it is false. When the doorway is breached, the group faces the pseudo-vampire ready and waiting.

The Pseudovampire

The lower chamber of the tower is draped in rich curtains and tapestries (all stolen from the surrounding area). The furniture is equally well made, with a used look. When the party enters, they see the pseudovampire and his tame wolves. It is ready to talk to the party and tells them that its magical collars have kept the party from being drained of their life levels and destroyed. It wants the party to leave the area.

Wolves (4): AC 7; Move 18"; HD 2 + 2; hp 16, 15, 13, 12; #AT 1; Dmg 1d4 + 1; THACO 16; AL N

The Pseudovampire: AC 1; Move 12" / 18"; HD 8 + 3; hp 60; #AT 1; Dmg 1d6 + 4; THACO 12; SA spells as a 10th-level caster; AL NE

It has the following spells: *detect invisibility*, *protection from good*; *minor globe of invulnerability*; it has the following spells left to cast: four *charm persons*, *stinking cloud*, *web*, *lightning bolt*, *polymorph self*. It pretends to be affected by holy symbols, but this is just an act. It uses its *charm* spells while the wolves attack. If the battle goes badly, it retreats to the second floor of the tower.

The Second Floor

Stairs lead up to second floor and the treasures of the pseudo-undead. The entire area is guarded by a falling stone trap on the stairs (THACO of 18 on the lead intruder, Dmg 2d20 points from the falling stones). If the pseudovampire has run up here, it is using the magical treasures from its alcove to fight the party.

Once in the upper chamber, the party finds the following: a 19-charge *wand of frost*, a nine-charge *wand of negation*, and a *rug of welcome*.

The PCs also find several chests filled with coins: an oaken chest with 1,234 copper coins; a dark, redwood chest with 5,678 silver coins; a huge metal-banded chest holds 1,789 electrum coins; a very small coffer with two poison-needle traps contains 2,345 platinum pieces.

If the PCs search carefully, they also find a *scimitar* +4 that is hanging on the wall behind an old tapestry.



Ghost (1)

Terrain: City Graveyard
Total Party Levels: 64 (Average 9th)
Total Magic X.P.: 23,500
Total g.p. X.P.: 6,000
Monster X.P.:
Kill: 7,420 Defeat: 5,565 Retreat: 1,855

Set Up

* A magical guardian of awesome power has been keeping mourners out of the city's graveyard.

* Several high-level clerics have tried to exorcise a spirit and have themselves been possessed and run amok in the city.

* The whole town is talking about an evil wizard who died and swore he would rise from the dead—it appears he has made good on his claim.

The Lair

A wicked wizard died and had his body placed in an unusually protected crypt. Now he roams the cemetery from sunset to sunrise in ghost form. The ghost takes great delight in possessing the bodies of clerics and lawfules and roaming the city doing terrible acts of destruction.

The graveyard is very large and filled with crypts, mausoleums, and carved headstones. Sections are lined with trees or hedges, making long-distance observations difficult. The wizard's crypt is at the center of the cemetery and it is important that the party does not know where it is in case they travel there during the day. Have them check out several nearby crypts but never find the proper one unless they come there at night. Naturally the city council is violently opposed to opening crypts at any time.

The Sounds of the Cemetery

There are numerous graveyard sounds and goings-on that should serve to frighten and motivate the party to act long before they get to the proper crypt. Some of the better ones include the following:

- 1) An open crypt door creaking back and forth, but there is no wind to move it
- 2) Rattling chain noises that stop only after someone makes an effort to check out where the sound is coming from
- 3) A sheet from a laundry line has fallen across a statue of a pointing female and suddenly appears to warn the party
- 4) A screech owl, sounding like a woman in pain, rushes across the night sky and lands in a nearby crypt
- 5) Horrible moans come from several huge bullfrogs in a small pond created by a sunken grave
- 6) St. Elmo's Fire dances around the peak of

a random crypt, lighting it up

Crypt Door Number One

Checking for magic, the party discovers a crypt covered in a magical effect (as a *protection from good* spell). There are carvings of warriors fighting on the crypt. If the crypt is opened, they discover the body of David, a paladin. The man is still in his shiny armor and holding his long sword.

When the party enters, a hidden mechanism causes the body to rise and a *magic mouth* spell says, "Who dares disturb my rest?" The body stays sitting up until the crypt door is closed.

The armor and sword are not magical, but his protection aura has not yet left his body.

Crypt Door Number Two

There is another crypt that shows a magical effect on its door. This tomb is quite large and long and the outside walls are carved in reliefs of clerics bravely battling undead. When the door is opened, bats fly out by the hundreds and rush at the party with their wings and harsh chirps. The first chamber is empty of anything but bat dung. The door at the other end is *wizard locked* 7th-level caster).

The second chamber is filled with hundreds of rats that leap out at the characters, taking nips that cause no damage, and then running away in fear. There is another *wizard locked* door on the other side of this chamber (same caster).

The last chamber is the crypt of a lawful cleric. The body is dressed in *plate +1* and there is a *mace +2* on the body. A small coffer of jewels rests at the feet of the cleric (50 gems with a base value of 100 g.p. each). Touching the cleric or his treasure causes the guardians of the tomb to magically rise from the dust.

Zombie Leopards (5): AC 6; Move 12"; HD 6; hp 24; #AT 1; Dmg 4d4; THACO 13; SD blunt weapons inflict one-half damage, immune to *charm*, *cold*, death magic, *hold*, and *sleep*, *turn* as ghosts; strike last in melee; holy water inflicts 2d4.

They continue attacking as long as the party is in the tomb.

Crypt of the Wizard

Before the party reaches the actual tomb, they encounter the ghost.

The Wizard's Ghost: AC 0; Move 9"; HD 10; hp 80; #AT 1; Dmg ages a being 10 years and they flee in panic for 2d6 turns unless a save vs. magic is made; THACO 10; clerics above 6th level are immune to this attack and all others above 8th add +2 to saves; this ghost only tries to *magic jar* its victim; if it fails with each of the party members it goes back to

its crypt; the only way to attack this type of ghost is psionically; it is possible to affect it in the Ethereal Plane by going there and battling the ghost—then the ghost is AC 8 and only silver and magical weapons cause damage and all spells operating in the plane work as usual. Possessed beings fight their party until the whimsical ghost tires of this and then that member heads into the city for some real fun.

The wizard's crypt is a small, two-chamber edifice, and the door and inside area is filled with magical effects made permanent by the wizard over the years. The *wizard locked* 12th-level caster) doors have both a *protection from good* and *magic mouth* on them. These doors warn of dire things if the party enters. There are *continual darkness* spells in both chambers. On the door to the second chamber is written in silver a set of magical runes with the *explosive rune* spell on them (causing 6d4 + 6 to reader and half that to all within 10 feet). The runes tell of the greatness and awesome power of the wizard. If the party enters the second chamber, a *wall-of-stone* spell activates and blocks them from leaving.

The first chamber is filled with rare and costly furniture as if there was to be a party in the room. The second chamber holds the zombie form of the wizard.

Wizard Zombie: AC 8; Move 6" ; HD 2; hp 15; #AT 1; Dmg 1d8; THACO 16; SD wearing a *ring of protection +3* and a *ring of spell turning*, immune to *sleep*, *charm*, *hold*, and cold-based spells; holy water inflicts 2d4.

The ghost continues to plague the cemetery even if its former body is destroyed. It must be defeated in the Ethereal Plane or finished psionically to be finally stopped.

Treasures of the Wizard's Crypt

The wizard has several treasures in the crypt. There is a small coffer hidden in the north wall of the first chamber. It has two black opals, three black sapphires, five dark rubies, three dark star rubies, and two dark star sapphires (each with a base value of 1,000 g.p.). Hanging on a wall in the second chamber is a sack hidden in the shadows. It holds a *wand of negation* (23 charges) and what appears to be *eyes of charming*, but is really just a fake set. Behind the resting place of the zombie is an chest with 100,000 copper pieces. This chest is *wizard locked* and has a poison-needle trap in the lock and a poison-dagger trap that springs from the chest when opened (poisons are save vs. poison or character suffers damage of half of their original hit points).



Skeletons (52)

Terrain: Desert

Total Party Levels: 18 (Average 3d)

Monster X.P.:

Kill: 3,162 Defeat: 2,371 Retreat: 791

Total Magic X.P.: 8,150

Total gp X.P.: 2,150

Set Up

* Rumor has it there is a magical tower, filled with vast treasures, in the desert.

* From a well-traveled caravan oasis, a distant green glow is visible on the horizon. It pulses like a heartbeat.

The Lair

Centuries ago an evil wizard built a four-story obsidian tower in the midst of the desert. He spent his long life experimenting with the undead. This magic-user developed a gaseous fountain that generated fumes to magically form skeletons from the dead. The foul fumes of this enchanted fountain eventually claimed their creator who now rests by his creation, awaiting a final release the fountain denies him.

The lair is a tower four stories tall with only the attic sticking above the sand. Characters enter this attic via the windows and then descend through a series of trap doors, each leading to the level below. Each chamber is circular and about forty feet across; the lower chambers have stone stairs leading up to the next level.

The First Sighting

Sticking out of a sand dune is a short, ebony stone structure. The aboveground entrances are a pair of large oval holes, one on the north side and one on the south side. Characters can see pieces of corroded weapons, armor, and tools partially buried in the sand around the structure. They are all useless. When they enter, the characters see that there is about three feet of sand covering the stone floor of the tower.

Nothing happens to the adventurers unless a spell or spell effect is used in the chamber. If magic is used, skeletons rise from the sand and attack.

Skeletons (10): AC 7; Move 12"; HD 1; hp 1; #AT 1; Dmg 1d6; THACO 19; SD skeletons suffer one-half damage from sharp and edged weapons, *sleep*, *charm*, *hold*, and cold-based attacks do not effect skeletons, holy water does 2d4 per vial, the gas of the magical fountain prevents the skeletons from being disintegrated by clerical action (treat as *turned*), *turned* skeletons will fight if cornered by player characters; AL N

If the characters do not use magic, they cannot find the skeletons by sifting through the sand (the bones avoid them), but they find a

trap door in the center of the floor. Clearing away the sand reveals magical runes on the trap door. These runes cause the trap door to glow a sickly green when touched and they also magically trap the door. If it is opened, the magical effect causes the oval windows to seal themselves shut with *walls of stone* (as the spell cast by a 10th-level magic-user). Only the destruction of the fountain causes these stone walls to vanish.

Into the Depths Below

When the trap door is opened, a thick cloud of green gas erupts from below. Characters must roll a save vs. poison with a -2 penalty or lose one-fourth of their current hit points (round up). The characters can tell that breathing this gas is not doing them any good. Every hour spent in the gas-filled chambers forces characters to save vs. poison or lose 5 hit points from the continued effects of the gas. The vapors from the fountain are more concentrated in the lower rooms and appear much like a fog, limiting vision to 10 feet in all directions.

The second chamber shows the searching characters a battle scene. The bones of warriors are strewn all over the windowless stone room. It is clear there was a battle here between a clerical group armed with maces and holy symbols and some barbarian warriors with strange metal axes and huge two-handed swords.

There is another trap door in the center of this chamber. It gives off a green glow as the characters descend the stairs from above and stays glowing as long as living characters are in the tower.

Skeletons (30): AC 7; Move 12"; HD 1; hp 4; #AT 1; Dmg 1d6; THACO 19; SD as the 10 above plus the thick gas allows clerics to *turn* only one-half the usual number; AL N

The skeletons have ivory-colored bones and no clothing. They are armed with swords.

Of these 30 skeletons, 10 glow bright green when the fighting starts. If magic is used to destroy any of these 10 unusual skeletons, a special effect is produced after all the skeletons are dead. When the trap door leading to the third chamber is opened and the characters go down the stairs, these glowing skeletons reassemble into two large ogre skeletons that rush down the stairs and attack the party. These creatures are 10-hit point versions of the other skeletons with a THACO of 17.

Observant characters who look back see the bones reassembling and can act to stop them by simply attacking the loose bones.

Players who think to take some of these glowing bones delay the formation of the ogre skeletons by one turn. The chamber and the gas cause the bones to transform, not the

glowing bones themselves.

If the skeletons win the battle, they clean up the mess on all the floors and all new bodies are left in the sand of the first level. Fourteen of the 30 skeletons wear rings with gems. There are three with jasper gems (50 g.p. each) and five with topaz gems (100 g.p. each).

The Chamber of the Master

The next lower chamber is twice as large as the ones above and there is a trap door in the floor to one side of the windowless room. This is the bedchamber of the wizard who built the tower and his skeleton is lying on a bed made out of a solid piece of obsidian.

On the body of this spell caster are an expensive-looking ring and a set of golden *bracers*. The *bracers* act like a *vampiric regeneration ring*. If the wizard is left alone, nothing happens, but if his body is disturbed in any way, the creature animates and lurches to the attack.

Wizard skeleton: AC 7; Move 12"; HD 6; hp 30; #AT 1; Dmg 1d6; THACO 13 SD as the 10 skeletons above plus the effects of a *vampiric regeneration ring* from the magical bracers; AL NE

The wizard skeleton is also wearing a *ring of free action*.

The way down to the next level is an open stairway with large clouds of foggy vapor billowing up.

The Chamber of the Fountain

Skeletons (12): AC 7; Move 12"; HD 1; hp 8; #AT 1; Dmg 1d6; THACO 19; SD as the skeletons already mentioned; AL N

The magic of the fountain has strengthened and enlarged these skeletons. Each one is seven feet tall, with bones that are snow white and unusually thick. Eleven of them fight with swords, but the last fights with a *dagger of venom* (+ 1 weapon and on a natural 20 it injects poison into the wound, save at -2 penalty).

The fountain radiates magic and glows a bright green, but the fumes are so thick in the chamber that characters have to be within five feet of it to see it. It constantly emits fumes of poison gas. There are magical runes covering the outside of the fountain. These are fragile and if they are marred in any way, the fountain and all the skeletons in the tower turn to dust. The fumes vanish and the tower is free of poison.

There is a door on the wall that opens to tons of sand. This sand quickly floods the chamber when the door is unlocked. If the characters try to do anything but get out of here they must roll a Dexterity Check or be trapped in the crushing sands.

Lich (1)

Terrain: Desert

Total Party Levels: 60 (Average 10th)

Total Magic X.P.: 23,000

Total g.p. X.P.: 299,091

Monster X.P.:

Kill:64,759 Defeat:48,569 Retreat: 16,190

Set Up

* Stories are coming out of the south about a terrible undead force that is expanding in ever-growing strength against the living.

* Two clerics came crawling out of the desert telling of a terrible maze of death buried in the sands.

The Lair

The maze of the lich was roughed out by the creature when it was put to rest by its servants. It took several centuries for the lich to make itself mobile and when it did, the creature magically completed its maze home.

Unicorn Lich

The party comes upon a white unicorn under attack by thirty orcs. The party or the unicorn easily dispatches the orcs and the unicorn writes on the ground with its horn that it wants to join the party.

Unicorn Lich: AC 1; Move 24"; HD 18; hp 120; #AT 3; Dmg 1d6/1d6/1d12; THACO 7; SA charge does 2d12; AL LE (but this is hidden by a permanent mind blank)

The lich has *shapechanged* into a unicorn to test the party's abilities.

While the unicorn is with the party, the PCs are attacked every night.

1st Night—Earth Elementals (2): AC 2; Move 6"; HD 18; hp 112; Dmg 4d8; THACO 7; SA score 32 points against victims standing on the ground; SD takes +2 or better weapons to hit; they score —2 on each die of damage against flying or levitating creatures; AL N

The unicorn seems to hit these creatures several times, but it actually causes no damage.

2nd Night—Caleb Duhr (2): AC -2; Move 6"; HD 10; hp 80, 79; #AT 2; Dmg 4d8; THACO 10; SA cast the following as a 20th-level magic user: *move earth*, *stone shape*, *passwall*, *rock to mud*, and *wall of stone*; SD immune to normal fires and all lightning, save vs. magical fire at a +4 bonus; MR 20%; AL N

The unicorn says it must leave the next day and gallops off wishing the group luck. It tells them exactly where to find the maze of the lich.

The Lich's Maze

The maze is completely buried in the sand

and magically impossible to dig into from above. When digging is attempted, dark thunder clouds appear in the sky and lightning begins striking around the diggers.

The entrance consists of four tunnels that slope into the ground from the four major compass points. All of them eventually lead to the lair of the lich at the center of the maze. Each corridor is exactly 999 yards long and there are many dead-end branches leading off to the sides. Some of the lich's traps are automatic and some are activated by the lich as it sees the party reach a certain spot. The following is a list of possibilities for each corridor.

Northern Corridor: There is a fire theme to this corridor. The entire area tests positive for traps magical checks are made.

1) Three 18d6 *delayed blast fireballs* are set to go off at 100, 200, and 300 feet down the corridor

2) Two sections (at 400 and 500 feet) are filled with gas that explodes in the presence of torches or lanterns for 10d6 in damage

3) Two fire elementals are sent out to attack when the PCs reach the 600-foot point in the corridor: AC 2; Move 12"; HD 16; hp 100, 99; #AT 1; Dmg 3d8; THACO 7; SD +2 or better weapon to hit; AL N

Southern Corridor: There is an earth theme to this corridor; no magical detections work in this area.

1) There are 10 pressure plates in the first 200 feet. They cause rocks to fall from the ceiling. These only hit one party member for 8d6 points of damage

2) Two earth elementals: AC 2; Move 6"; HD 16; HP 91, 88; #AT 1; Dmg 4d8 or 32 points if victim is standing on earth; THACO 7 SD +2 or better weapon to hit; AL N

The elementals attack at the 300-foot point.

3) At 400, 420, and 440 feet there is a lava ejector shooting at the party: lava ball causes 10d8 in damage; THACO 10; three balls are shot and they are only large enough to hit one party member each.

4) At 500 feet, huge bowler rolls down the corridor and attacks: AC 4; Move 6" + 1" round; HD 4; hp 25; #AT 1; Dmg 25 to all members of the party as it rolls over them; THACO cannot miss unless party runs; AL N

The eastern and western corridors have a dinosaur theme and the PCs face the following creatures when they walk either these corridors.

Ceratosauri (3): AC 5; Move 15"; HD 8; hp 50; #AT 3; Dmg 1d6/1d6/4d4; THACO 12; AL N

Tyrannosaurus Rexes (5): AC 5; Move 15"; HD 18; hp 100; #AT 3; Dmg 1d6/1d6/5d8; THACO 7; AL N

When the party gets close to the lich's lair,

it casts two *dispel magic* spells and then two 18-die *fire balls*, one after the other at the group before they can burst into its lair.

The Lich's Inner Sanctum

When the group enters the chamber, they see a huge circular area with three other entrances. Right in front of the party are three rust monsters. About 50 feet to their right are six fire giants charging to the attack. Sixty feet to their left are two seven-headed red hydras coming to attack. In the distance they can see five liches in the act of casting spells. Looking past the hydras they can see another five liches casting spells. The chamber walls are lined with the spell books and spell components of the lich. There is a huge chest that overflows with gold by one of the other entrances (299,091 g.p.).

If the party runs, they find a *wall of force* blocking their way at the first turn in the maze. All of the monsters follow and attack.

The Lich: AC -2; Move 6"; HD 18; hp 120; #AT 1; Dmg 1d10; THACO 7; SA touch paralyzes, spells; SD immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and death spells or symbols, AL LE

The lich has already cast the following spells: *protection from evil and good*, *shield*, *detect invisibility*, *ESP*, *mirror image* (on the 6th-level *projected image* and on the lich himself), *haste*, *protection from normal missiles*, *tongues*, *polymorph self*, *Bigby's forceful hand*; *globe of invulnerability*, *project image*, *mind blank*

The lich has magically *summoned* the following creatures to fight at its side:

Rust Monsters (5): AC 2; Move 18"; HD 5; hp 35; #AT 1; Dmg nil; THACO 15; SA rust, 10% save per plus of metal; AL N

Pyrohydra: AC 5; Move 9"; HD 7; hp 56; #AT 7; Dmg 1d8 (x 7); THACO 13; SA each head breathes fire twice per day (8 points of damage with a save for half damage); AL N

Hydra: AC 5; Move 9"; HD 7; hp 56; #AT 7; Dmg 1d8 (x 7); AL N

Fire Giants (6): AC 3; HD 11 + 1d4 + 1; hp 82, 79, 70, 60 (x 3); #AT 1; Dmg 5d6; THACO 10; SD impervious to fire; AL LE

Invisible Stalkers (3): AC 3; Move 12"; HD 8; hp 55; #AT 1; Dmg 4d4; THACO 12; SD *invisibility*; MR 30%; AL N

The lich fires three *magic missile* spells with nine missiles in each and then comes into melee. He is wearing a *ring of human influence*, a *ring of vampiric regeneration*, uses a fully charged *staff of power* (spells the lich likes to use from the staff: *lightning bolt*, *ray of enfeeblement*, *cone of cold*, *paralyzation*), it has 10 applications of *dust of appearance*, and a stone *of good luck*.

Stone Golem (1)

Terrain: Desert

Total Party Levels: 60 (Average 10th)

Total Magic X.P.: 24,150

Total g.p. X.P.: None

Monster X.P.:

Kill:22,900 Defeat:17,175 Retreat: 5,725

Set Up

* Among magic-users there is a story about a huge statue and a magical door. It is said that if that door could be opened, the lucky opener would find a magical hoard of treasure.

* Many dwellers in the desert often talk about the walking statue of the dunes and its magical door. They all speculate on the rich treasures the statue must guard.

* The party has come upon a map to what is supposed to be a huge magical treasure in the desert. The map says that all the party has to do is open a magical door and the treasure is theirs.

The Lair

Long ago, a 20th-level wizard lived in a huge metropolis in the desert. To protect his most treasured items, he created a stone golem guardian and a set of magical doors that was the gateway to a small dimensional pocket. The wizard lived for 200 years. When he died, no one could get past the golem and his door was left alone. Thousands of years passed and the city fell into ruins and vanished under the desert sands, but the golem kept the sands away from the magical door. Now only the golem and the door stand as a mark of the once great city and its wizard.

The golem and the door stand out in the desert and are visible from several miles away. The party sees only a stone statue and a set of huge iron doors. The doors have no support, one side is filled with magical runes and the other is bare featureless steel. The golem ignores the party unless they attack or come between it and the door.

The Words of the Golem

When the party comes within 60 feet of the golem, a *magic mouth* spell activates and says, "I am the guardian of the portal of the wizard Draw the Magnificent. I tell you now that you will gain nothing from my destruction."

The golem is a massive, nine-foot-tall creature with stone armor and huge spiked fists. It shows none of the normal effects of the desert weather on its stone surfaces. The portal behind is a huge set of 15-foot-tall double doors. There are magical runes on the golem's side of the door that tell of the power and glory of Draw. As the PCs read the runes, the golem glows brighter and brighter until it shines

with the light of the sun for several melee rounds and then dims to its normal stone condition.

The door is magical and there are several magical traps on it. This can be discovered without the golem attacking, if the party is careful. Getting between the door and the golem (the golem stands 10 feet from the door), using spells on the door or golem, or attacking the golem will cause it to attack. The creature can go as far as 200 yards away from the door in its attacks.

Stone Golem: AC 5; Move 6"; HD 8; hp 60; #AT 1; Dmg 3d8; THACO 12; SA spell, it can cast a *slow* spell on one opponent with 10 feet every other melee round; SD takes +2 weapons or better to hit, only certain spells affect the golem (but it receives no save on these spells)—*lock to mud* slows it 50% for 2d6 melee rounds, *stone to flesh* makes the golem vulnerable to normal missiles during the following melee round, *mud to rock* restores all hit points to the golem; AL N

Once a month (every full moon), the magical portal casts a *mud to rock* on the golem.

If the party is successful in destroying the golem, a huge black funnel wind sweeps up the rubble of the golem and it seems to be absorbed into the magical door.

The Door and Its Turn

Once the party has defeated the golem, the PCs must deal with the door. The face of the door's creator appears suspended in a mist above the party and says, "Beware! *You* will face my golem once again if you open my door. I give you fair warning that you should leave."

With the death of the golem, an *unseen servant* is created by the door and it tries to remove any object that is placed on or near the door. The door has a *wizard lock* (20th-level caster) on it. It also has a *protection from good* and a *protection from evil* spell on it.

There are three *symbols* on the door and all are activated by beings going through the door. The symbols are those of *death* (to the first being with less than 80 total hit points that goes through the door, a save vs. magic to live), of *discord* (all creatures passing through fall to bickering and arguing; there is a 50% chance that creatures of different alignments attack each other for 2d4 rounds, a save vs. magic to avoid the effects), and of *insanity* (to the first beings with less than 120 total hit points that pass through; they remain *confused* as the spell until a *heal*, *restoration*, or *wish* spell is cast on them, a save vs. magic to avoid the effects).

If the party gets the door open, a bright red glow pulses out of the opening like a heart

beat and the party looks into a large dimensional pocket. It is a huge chamber filled with the treasure of the wizard on pedestals and in chests. The stone golem again stands in this chamber. It is the same creature the party destroyed, totally healed and ready for battle. The magic of the portal prevents the party from throwing spells through the door.

When the door is opened, a wondrous singing is heard. It is the action of thousands of *magic mouth* spells. This singing continues for seven full turns, mouthing the praises of the wizard Draw.

It is possible to enter the door, after passing the symbols, grab an item and run out again. The door stays open until one person enters and leaves and then it closes by itself. The door is easily opened from the inside.

Treasures of the Wizard

1) An alabaster stand carved in the form of a young girl holding a platter. The platter carries the following potions: two *potions of extra healing*, one *potion of treasure finding*, and a potion of poison that forces a save vs. death or the victim dies.

2) On a gold-plated pedestal is a large dragon hide portfolio. In the case are three scrolls. The first is a scroll of two random 5th-level magical spells. The second is a scroll of *protection from magic*. The last is a curse scroll.

3) Magically floating in the air is a large clear crystal carved in the form of a female hand. On the hand are three rings: a *ring of free action*, a *ring of weakness*, and a *ring of shooting stars*.

4) There are two black enamel wand cases resting on a teak table. The wands each have 99 charges and rest in satin containers. The first is a *wand of conjuration*. The second is a *wand of polymorphing*.

5) On a large steel pedestal is a burning brazier. It is a *brazier of commanding fire elementals*.

6) The talon of a huge red dragon is holding a crystal *hypnosis ball*. The talon acts as a pedestal and it is impossible to remove the ball from it without destroying the ball.

7) Leaning against one wall is a large ebony *quarter staff* +3. The wood is so treated that nothing can damage it and it need never make a save vs. destruction.

Dryad (1)

Terrain: Seaport

Total Party Levels: 18 (Average 3d)

Total Magic X.P.: 2,400

Total g.p. X.P.: 2,000

Monster X.P.:

Kill: 101 Defeat: 76 Retreat: 25

Set Up

* The PCs hear of a haunted ship while they are in a small seaport town. The town council is offering 2,00 gp, a *longsword* +1, and a set of *bracers*, AC 6 to anyone who can rid the ship of its spirits. They are also offering free room and board at the town's finest inn.

* The party booked passage on a ship, but when the characters arrive for departure, they find that the ship is reported to be haunted and no crew or captain is willing to sail her. The owners are frantically looking for someone to rid the ship of whatever is haunting it (they offer the same reward as above).

If the PCs express interest in banishing the haunting spirit(s), they are given the following information:

1) Many shipwrights were injured in accidents throughout the *Farsea's* construction. Workers swore they could hear odd, high-pitched laughter.

2) Some of the townsfolk say they have seen a pale figure roaming the ship's decks at night. They say the apparition walks through the masts and sinks down through the planks of the ship.

3) Construction is now complete on this latest addition to the town's proud fleet, but sailors refuse to man the *Farsea*.

4) Eerie sounds and tenured moans resound throughout the ship. Spars suddenly drop from the masts, the sails fill without wind, and solid boards break underfoot.

The Lair

The root of the townspeople's problem is an angry dryad. Her tree was cut down by hobgoblins and sold to a disreputable shipmaker in town who cares not from whom he purchases wood, as long as the price is good. The dryad's tree was used for the ship's mainmast, figurehead, and deck. This outrage burned the desire for revenge into the dryad's normally gentle heart. The dryad entered the figurehead and lives only to punish the townspeople, whom she holds responsible for the murder of her tree. She is determined that they gain nought but sorrow from the *Farsea*.

Dryad: AC 9; Move 12"; HD 2; hp 14; #AT 1; Dmg 1d4; THACO 16; SA casts *charm person* (with a —3 penalty to saving throw) three times per day; SD *dimension door* any-

where within the ship; MR 50%; AL N

If forced into melee, the dryad attacks with a *dagger* +2.

In addition to the standard dryad abilities, this dryad also has telekinetic powers over all the wood, rope, and cloth of the *Farsea* (the purposes to which she puts this control are mentioned later). She can also *warp wood* as a 10th-level druid, cause the ship's planking to burst asunder, and *call woodland beings* (although this last power only works when she is in a forest).

This dryad (whose name is Lyssea, by the way) is neither evil nor undead and thus is unaffected by spells that single out those types of creatures (although she might try to make the party think that such a spell was successful, only to attack again when the PCs least expect it).

The *Farsea*

The town council warns the party to doff their armor before they board the *Farsea* to begin their investigation. They mention that several groups of armored adventurers drowned when the evil spirits threw them overboard. The council has no further advice for the characters.

The council admonishes the characters not to harm the ship, for the reward is forfeit if the party inflicts more than minor damage to the *Farsea*.

The *Farsea* is a large, two-masted merchant ship of no special appearance. A traditional wooden figurehead adorns the prow of the obviously new vessel. Polished wooden decks rise fore and aft of the main deck and cargo doors. Below decks is the usual confusion of supplies, spare rigging, ladders, and crew's quarters.

The dryad has many ways to attack the characters. Some of the attacks occur in certain areas, while others happen anywhere on the ship.

The *Farsea* Abovedeck

The deck of the ship consists of a main deck with raised fore and aft decks to either end of the ship. The main mast rises 50 feet above the main deck, while the foremast rises almost as high above the foredeck. Coils of rope lie neatly against the railings (two coils along each side of the main deck, one coil along each side of the fore and aft decks). Brand-new sails are tightly strapped to the spars of each mast.

The dryad's attacks depend on the characters' actions and their locations on the deck.

1) Anyone who walks under a mast (or who tries to climb a mast) has a spar dropped on them (spar hits on an attack roll of 12 or better 6 or better if the character is not looking up, Dmg 3d6, Dexterity Check for half damage). The mainmast holds three spars; the foremast holds two.

2) Anyone who wanders over to a railing feels the planking rise up beneath his feet and toss him overboard (1d6 points of damage, no saving throw). The harbor is 25 feet deep alongside the ship.

3) The coils of rope attack whenever a character gets within five feet of them. One end of the rope wraps tightly around the character's feet, while the other end flies up to a spar. The character is hauled into the air upside down, banged once against a mast (1d6 points of damage), and tossed overboard (1d6 points of damage).

The character gets two Strength Checks to avoid this attack. If he succeeds on the first check, the rope's initial attack failed to snare his feet. If this happens, the rope recoils itself and waits for another character to come within five feet. If the character fails the first check but succeeds on the second, he breaks free of the rope as it hauls him up the mast. He suffers 1d6 points of damage falling to the deck, but he avoids all other effects of the attack.

If the players figure out how close they can get before the ropes react, have the ropes suddenly attack any character who is within 10 feet (but no farther).

4) At the start of each round, roll 1d10 for each character on the main deck. If a 1 is rolled, the planking beneath that character breaks and he falls 20 feet (3d6 points of damage per the *Dungeoneer's Survival Guide* rules, Dexterity Check for half damage) to the cargo hold belowdeck.

5) There are two cargo hatches on the main deck. They open to reveal ladders that lead down to the cargo hold. If a PC walks on or tries to open a hatch, it slams open of its own accord and the PC pitches forward into the hold (3d6 points of damage, Dexterity Check for half damage).

6) While the party is on the main deck, low moans and shrieks echo throughout the *Farsea*. They sound as if they are coming from belowdeck. (If any of the characters speaks dryad, they hear lamentings about evil hobgoblins and vengeance. Do not ask the players if their characters speak dryad, as that would give away the mystery of this adventure.)

The *Farsea* Belowdeck

Belowdecks consists of three sections: the cargo hold in the middle of the ship, the officer's quarters aft, and the crew's quarters forward. Once the PCs are belowdeck, the moaning appears to originate in the crew's quarters.

1) The cargo hold is about half filled with two piles of crates, barrels for foodstuffs and water, and supplies of pitch, hemp, cloth, and planking for ship repairs.

If a character examines either pile of crates, they crash down on him (inflicting 4d6 points of damage, successful Dexterity Check for half damage).

Once per round, roll 1d10. On a 1, a barrel flops over onto its side and tries to roll over the nearest PC (Dexterity Check to avoid, 1d6 points of damage if hit). These barrels withstand 10 points of damage before they are destroyed.

If the PCs leave the cargo hold, either to return to the main deck or to explore another section belowdeck, the last PC to leave the hold is wrapped up by a coil of rope and dragged into the middle of the hold (roll a Dexterity Check with a —2 penalty—success means the character avoided the rope). Eight barrels flop onto their sides and line up to roll over the hapless character. Two barrels roll over him per round (1d6 points of damage per barrel). The barrels continue to roll over the character until he dies, he is rescued, or the barrels are destroyed. If the other characters try to rescue their comrade, the barrels each pick a character to attack (Dexterity Check to avoid, same damage as above) until the barrels or characters are all destroyed.

2) The officer's quarters consist of four small rooms, each with a bed and sea chest. When a character enters any of these rooms, the sea chest slides toward him and tries to smash him against a wall (Dexterity Check to avoid, 1d3 points of damage if hit, 5 points of damage destroys chest). The chest continues to attack until it is destroyed or the character leaves the room.

3) The crew's quarters are in a large room

under the foredeck. The crew's sleeping hammocks are stretched between poles that are set in the floor and ceiling at regular intervals. The hammocks are stacked two high (one at two feet off the floor, the other three feet above it) between each set of poles. Two sea chest lie under each stack of hammocks. The moaning sound is louder now and seems to come from the foremost part of the room.

Three rounds after the party enters the room, four hammocks (in two stacks) attack each character in the room. The attacked characters must each roll a Strength Check. Failure means that the hammocks wrap one end around each of his arms and legs and hoist him into the air. Then they whip him up and down against the ceiling and floor (1d4 points of damage per round). A successful check means the character avoided the hammocks.

If other characters enter the room to help those trapped, they must also roll a Strength Check to avoid the same fate (especially nasty DMs may require would-be rescuers to roll Wisdom Checks; those who fail spend one round laughing at the sight of their comrades banging back and forth). Captured characters may roll a Strength Check every other round to break free on their own.

If any character speaks out in a language the dryad understands (dryad, pixie, elfen, sprite, or *speak with plants*), the attacks immediately stop and the dryad begins to talk to the party.

The Dryad

The dryad is not an evil creature and is more than willing to end her war against the towns-

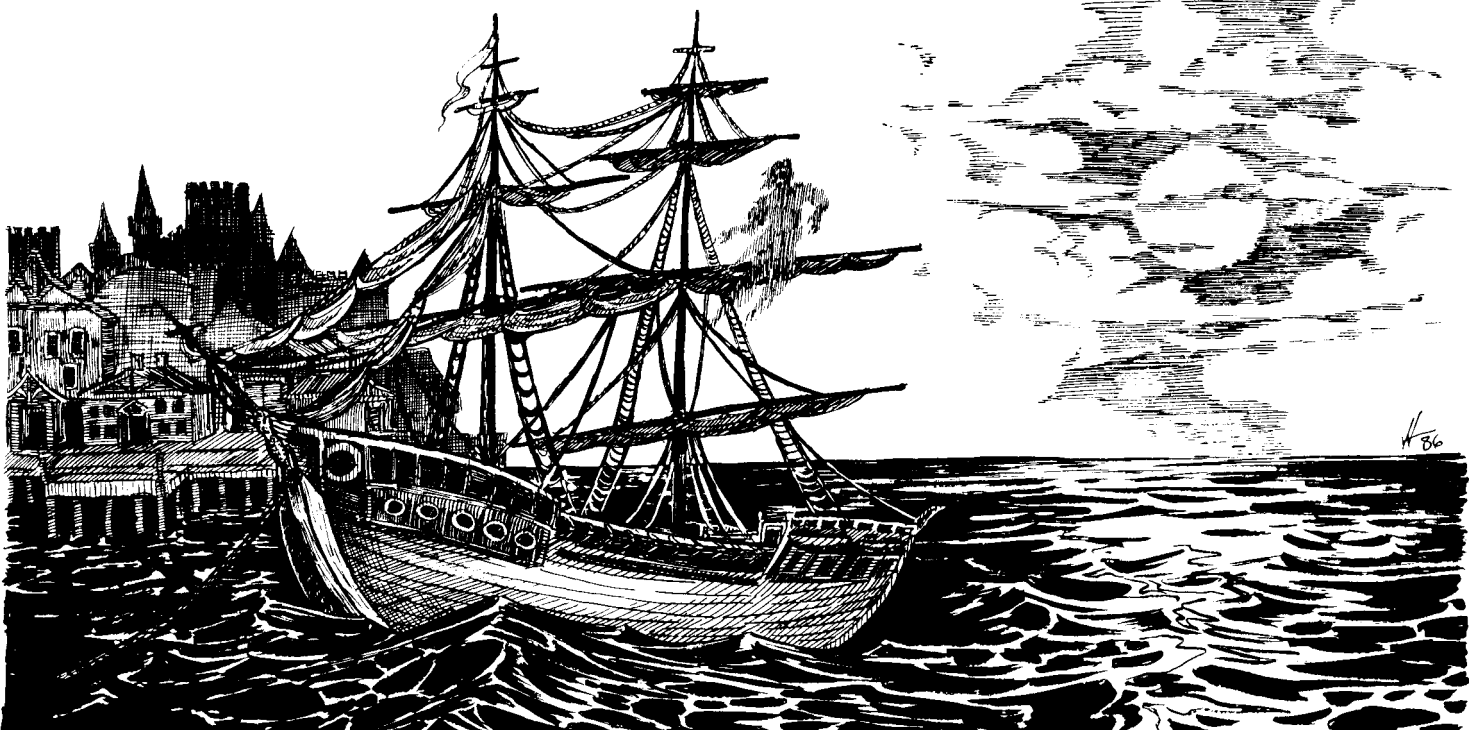
folk, if the party promises to bring the real culprits (the hobgoblins) to justice. She communicates the following to the characters, if anyone speaks to her: hobgoblins chopped down her tree and took her treasures (gifts from her many human "admirers" over the years); she will stop her attacks if the party promises to take her (in the ship's figurehead) back to her forest *and* if the party promises to seek out the hobgoblins and kill them for their evil; she will give the party all her treasures if the characters kill the hobgoblins.

The dryad does not recall the exact contents of her treasure trove, such things having little weight with her, but she does remember that there was lots of gold and some pretty items that she liked.

The townspeople are only too glad to agree to any plan that involves the removal of the dryad. The characters receive the reward when the dryad is gone from the ship.

PCs who remove the dryad without killing her should earn more experience than given at the beginning of this adventure. Because of the extra powers of this dryad and the unusual nature of this adventure, it is suggested that each PC receive up to 300 extra experience points. The exact amount is left to the DM's discretion, but it should depend on how well each player role played and contributed to the solution of this adventure.

If you wish to continue with another adventure leading to the hobgoblins' lair, turn to the Pixie Adventure on page 51.



Giant Otters (5)

Terrain: River and Lake
Total Party Levels: 18 (Average 3d)
Total Magic X.P.: 100
Total gp X.P.: 300
Monster X.P.:
Kill: 1,240 Defeat: 930 Retreat: 310

Set Up

* Legends tell of pirates having buried large amounts of treasure at the ends of several small streams in the area.

* Several trappers have been killed along the river lately and their bodies have washed up on the shore by the village.

* An animal trainer has come to town wanting several brave souls to help him trap some dangerous giant creatures of the river.

The Lair

The otters have a den on a large lake where two rivers meet. These otters have several sliding places along the banks of the rivers and their den is underwater and along the bank of the lake. This area is far away from the normal march of civilization and the otters have prospered and grown even larger than is normal for these creatures.

Two fairly large streams enter the lake at the same point. The streams themselves are too shallow for large boats, but can easily accommodate rafts, canoes, and small boats. There are high banks in the area that serve as mud slides for the otters. They commonly play in this section of the lake because the fish are plentiful and the water is clearer. Their den is nearby and is marked by a large batch of trees these otters have cut down with their teeth and chewed up for fun and to keep their fangs and claws sharp. The den itself is entered via a small mud tunnel and is quite large and easily accommodates all five giant otters.

The Curious Otter

As the party is traveling up the river within one mile of the lake, a giant otter surfaces in front of them and all they can see is the two-foot-long head break the water and scan the group in the boat. (At this point, the DM should find out what equipment the party is wearing and note that armor will slow them down if they fall in and must swim to shore.) The otter swims around the boat clearly visible to the party and clearly studying them. If the party attacks it, the otter fights back by first tipping over the boat.

Giant Otter: AC 5; Move 9"//18"; HD 5; hp 40; #AT in water 2, on land 1; Dmg 3d6; THACO 15; ALN

The otter is capable of tipping over the craft of the party. If it does this, it will only steal

some shiny things from the party as they swim ashore. Objects such as swords, shields, magic-user pouches, etc. will be taken to the den. If it is harmed in any way, it attacks the being that harmed it as long as the being is in the water. It will not follow the party onto the land.

If the party does not attack the otter, it flips three large fish into the boat and points to something shiny on one of the party members. It expects to be given the item. A substitute item is acceptable if it is shiny enough. The otter leaves to take it to its den.

If the party has some magical or other method of talking to the otter, it will be overjoyed to talk to them. It thinks of nothing but playing or trading. If the party wants to trade, it will first talk of fish and flowers from the lake. Later it could deal in the things of its den, but there is only a 10% chance it offers one of the real treasures in the otter hoard.

The otter is not interested in helping the party or working with them in any way. It and the rest of its kind are only interested in having a good time and having their curiosity satisfied about the group. For an especially good trade of something large and shiny, the otters can be talked into letting the party inside their den to see all of the things the otters have.

The Otter Slide

The first the party knows of the otters at play is when the party comes out onto the lake and hears a giant splash. Looking over to their right they can see several giant otters climbing up the bank and sliding down into the mud. Each of these otters is over 10 feet long, shiny, and sleek. If the party moves toward them, the otters take immediate notice and dive into the water. Three of them then swim up to the boat and try the fish-trading game with the party for shiny things. The otters fight back if attacked and their first move is to tip over the party's boat.

Each of these otters has a shiny silver collar around its neck. The collar is visible up to 100 feet away. If one of the otters is taken by the party, they find an inscription on the collar that says, "These are the noble friends of the druid, Woodsend, and those who harm them are the enemies of all the druids in this land."

Giant Otters (3): AC 5; Move 9"//18"; HD 5; hp 30; #AT 2 in water, 1 on land; Dmg 3d6; THACO 15; ALN

The otters' reactions depend on whether they have been hurt. Wounded otters try to kill the party member who hurt them. Non-wounded otters take shiny things from the party and swim back to their den. The DM should keep track of how many otters are in the den when the party finally gets there.

The Otters' Lair

The otters have taken over a small cave along the lake shore. The only way in is via a small mud tunnel just wide enough for a single human to crawl through. It is possible for a group of determined beings to dig their way to the cave from the shore, but the tunnel twists and turns on its way into the lair and there is a good chance the diggers could miss the cave entirely.

There is a young, six-foot-long male otter inside the den and it is sleeping when the party first tries to enter. If there are other otters in the den, they should not be surprised by the party as their senses of smell, sight, and hearing easily detect the characters despite all precautions. Only one party member can enter at a time and that person is attacked by others if there are more than one in the den. Waking the single otter causes it to be confused and it does not attack unless it is wounded. Keep in mind that the lair is dark and light sources cause the nonsleeping otters to come into the tunnel and attack.

Young Otter: AC 5; Move 9"//18"; HD 5; hp 28; #AT 2 in water, 1 on land; Dmg 3d6; THACO 15; ALN

This otter and any others in the den chase any intruder out and into the lake, attacking all the while.

Each of the pelts of these beasts is worth 30 gold pieces.

Treasure of the Otters

They have been collecting shiny things for a long time and there are several things the party will find useful besides the usual shiny stones: many small gold nuggets worth a total of 300 g.p.; a *dagger +1* with a handle shaped like a leaping lion; several shields with knightly emblems on them.

Each otter pelt is worth 1d4 x 1,000 g.p.

Buccaneers (192)

Terrain: Coastal Waters
Total Party Levels: 48 (Average 8th)
Total Magic X.P.: Special
Total g.p. X.P.: Special
Monster X.P.: Special

Set Up

* Several barons are hiring adventurers to hunt down the pirates that have been raiding the coasts lately.

* The inns of the area have all been spreading rumors that Lief the Buccaneer is looking for a few good men and promising rich treasure.

* Several rich merchants are gathering a band of clerics and magic-users to rescue their kidnapped sons.

The Lair

These encounters occur on coastal roads or on roads near very large rivers. Each encounter deals with buccaneers who are definitely the more honest son of robbers and highway men you can find.

The Trojan Horse Wagon

The party has traveled along a coastal road for quite some time. They can see a large wagon in the distance and when they finally reach it, they see a brightly painted wagon of unusual length. On it are the words "Tendor's Gem and Jewelry Dealers" The wagon is pulled by 10 oxen and driving it is a large dwarf in leather armor with a large shield at his side.

The dwarf hails the group in a friendly manner and explains that he is transporting a large supply of rough-cut stones and jeweler's tools to the next city.

Actually the dwarf is part of a trick to capture and kill robbers on the road. A band of buccaneers has been hired to work these coastal roads. (The authorities have concluded that a thief best knows how to catch another thief.) If the PCs cause trouble they are surprised by what is in the wagon.

Dwarf: ST 14, IN 13, WS 8, CN 17, DX 12, CH 9, CM 11; AC 7(6 with shield); Move 6"; HD 7; hp 50; #AT 3/2; Dmg 1d4 + 4 (dwarven *throwing hammer*); THACO 10; SA *throwing ability of the hammer*; SD normal dwarven resistances, uses *shield +1* that is +4 vs. missiles; AL N

If the PCs attack, the sides of the wagon fall down to reveal a large troop of men armed with missile weapons.

A kneeling rank of eight men-at-arms are using heavy crossbows with orders to fire at the most important looking enemy figure and then engage in melee (hp 1; #AT 1; Dmg

1d4 + 1 (heavy crossbow quarrel), 2d4 (bastard sword); THACO 20)

A second rank of eight men-at-arms is firing short bows (hp 1; #AT 2; Dmg 1d6 (arrow), 2d4 (bastard sword); THACO 20).

A third group of 16 men-at-arms is armed with spears and will charge out of the wagon and keep the enemy away from the wagon (hp 1; #AT 1; Dmg 1d6; THACO 20).

There is a magic-user in the wagon with a 29-charge *lightning bolt wand*.

Magic-user: ST 7, IN 11, WS 9, CN 9, DX 13, CH 9, CM 10; AC 10; Move 12"; HD 5; hp 13; #AT 1; Dmg 1d4 with dagger; THACO 20; SA spells; AL N

Spells: *charm person* (x4), *detect magic*, *web*, *dispel magic*

The Longboat and the Toll

The party spots a longboat beached on the shore of a river. There is a thick rope stretched across the water and a barricade on the river road. A group of 33 warriors challenges the party.

The warriors claim they are there at the command of the baron of this region to demand tolls from all passers-by and ask the intentions of all who wish to pass. The toll is 10 gold pieces per animal and 15 per person. If the PCs refuse to pay, they must fight the warriors to pass.

Buccaneer Leader: ST 14, IN 12, WS 7, CN 13, DX 10, CH 7, CM 15; AC 4 (*chain +1*); Move 12"; HD 8; hp 61; #AT 3/2; Dmg 1d10 (two-handed sword); THACO 14; AL CG

Berserkers (4): All attributes are 12s; AC 7; Move 12"; HD 1; hp 7; #AT 2; Dmg 1d8 (battle axe); THACO 20; AL N

These men are each seven feet tall with wild-looking long red hair and beards.

Men-at-Arms (28): AC 7; Move 12"; HD 1/2; hp 1; #AT 2; Dmg 1d6 (short bow arrows), 1d6 (short swords); THACO 20; AL CG

The Town Raid

There is a fishing village in this area that is home to several small pirate bands. It is being raided by two ships of buccaneers as the party enters. The PCs can be introduced to this situation either by walking into the village as the battle is joined, or by hearing the battle begin while they are in the village's inn. If the PCs fight the buccaneers, they face the characters below. If they decide to join in the raid, they face a force of evil pirates that mirrors the characters below. This is not a raid for treasure. It is obvious that this raid is to destroy the pirates' base. If the PCs run away, they have nothing to fear from either group, but if they ever return, they find the village burnt to

the ground.

First Ship Captain (Lief Odinson): ST 10, IN 16, WS 8, CN 12, DX 10, CH 10, CM 16; AC 7 (ring mail); Move 12"; HD 9 + 3; hp 70; #AT 3/2; Dmg 2d4 (morning star); THACO 12; AL CG

Lief stands slightly over seven feet tall and is fearless in battle with a reputation of never running from battle.

First Mate (Horathgar the Cleric): ST 10, IN 12, WS 17, CN 12, DX 12, CH 9, CM 10; AC 4 (chain and shield); Move 12"; HD 9+6 (12th level); hp 47; #AT 1; Dmg 1d4 + 1 (hammer); THACO 14; SA spells; AL C

He has these spells already active: *detect magic*, *protection from evil*, *resist fire*, *slow poison*, *prayer*, *true seeing*, and *speak with monsters*; spells not yet cast: *cure light wounds* (x 4), *holdperson* (x 2), *dispel magic*, *prayer*, *cure serious wounds* (x 2), and *raise dead*.

Men-at-Arms (52): AC 7; Move 12"; HD 0; hp 1; #AT 1; Dmg 1d6 (spear); THACO 20; SD prayer cast on them; AL CG

Second Ship Captain (Torg Hugison): ST 12, IN 15, WS 9, CN 12, DX 17, CH 8, CM 10; AC 2 (Dexterity and chain mail); Move 12"; HD 9 + 3; hp 72; #AT 3/2; Dmg 1d10 (two-handed sword); AL N

Berserkers (15): AC 7; Move 12"; HD 1; hp 7; #AT 2; Dmg 2d4 (morning star); THACO 20; AL CN

Men-at-Arms (55): AC 7; Move 12"; HD 0; hp 1; #AT 1; Dmg 1d8 (long sword); THACO 20; AL N

Sahuagin (249)

Terrain: Ocean/Salt-water Sea

Total Party Levels: 48 (Average 8th)

Total Magic X.P.: 12,150

Total g.p. X.P.: 16,500

Monster X.P.:

Kill: 21,727 Defeat: 16,296 Retreat: 5,432

Set Up

* This encounter can occur if the PCs are traversing a large body of salt water in any vessel at least as large as a small merchant ship. The trip must be at least several days long and the ship should be out of sight of land when the encounter occurs.

The Lair

The sahuagin lair is a small city about 500 feet below the surface of the sea. The city consists of stone, domed buildings grouped around a larger central edifice. The buildings are all covered with long, gently undulating strands of seaweed that give the city the look of a natural undersea formation.

The sahuagin greatly resent the surface ships that arrogantly ply the waters over their homes. They stifle their resentment until those times when a ship is becalmed or otherwise crippled in their territory. Then they loose their hatred with a vengeance. (The sahuagin seldom risk attacking fully mobile ships as they fear that those ships may slip past the trap and return with warships to end the sahuagin menace once and for all.)

The Doldrums

The first sign of trouble comes on the second day out of port. The wind dies down and the ship is left to slowly drift along (movement is 1/4 of normal). The crew refuses to man the oars (if the ship has any), muttering about the "demon doldrums" and the "calm of death." If the PCs press the sailors for explanations, they sullenly reply that ships disappear from this region every now and then. It always happens on those infrequent occasions when the wind drops and ships drift helplessly with the sluggish current. Neither the ship nor the crew are ever seen again. Common superstition holds that using oars will only bring a ship to the attention of the demons of the deep and seal the doom of all aboard. No amount of bribery or threatening avails to persuade the crew to man the sweeps.

If the PCs attack any crew members or try to force them to use the oars, the entire crew revolts. This uprising is only put down when half the crew is killed or incapacitated.

Ship's crew: AC 7; Move 12"; HD 1; hp 6; #AT 1; Dmg 1d8 (cudass); THACO 20; AL N (The number of crew depends on the type of

ship and the circumstances of the voyage—length of trip, availability of sailors, etc.)

The Assault

The first night after the ship reaches the calm area, during the second or third watch (determine randomly), the sahuagin launch their attack.

Sahuagin (80): AC 5; Move 12"/24"; HD 2 + 2; hp 15; #AT 1; Dmg 1d6 (spear), 1d4 (crossbow quarrel); THACO 16; SA sheath weapons when in water and get five attacks—1d2/1d2/1d4/1d4/1d4 (only get first three attacks if weaponless and using legs to stand); AL LE

Sahuagin lieutenants (8): AC 5; Move 12"/24"; HD 3 + 3; hp 24; #AT 1; Dmg 1d6 (spear), 1d4 (crossbow quarrel); THACO 16; SA see above; AL LE

Sahuagin chief: AC 5; Move 12"/24"; HD 4 + 4; hp 33; #AT 1; Dmg 1d6 (spear), 1d4 (crossbow quarrel); THACO 15; SA see above; AL LE

Sahuagin assistant priestess: AC 5; Move 12"/24"; HD 4; hp 26; #AT 1; Dmg 1d6; THACO 15; SA see above and as 4th-level cleric spells (see following); AL LE

Spells:

1st level: curse, cure *light wounds*, *protection from good*

2d level: *hold person*, *slow poison*

The cleric casts curse upon the ship's inhabitants (-1 penalty to morale and attack rolls) just as the sahuagin forces are about to climb aboard. She (all sahuagin clerics are female) stays away from the ship unless all the crew and PCs are dead. Her only other involvement in the battle is the possible casting of a *hold person* on any PC who distinguishes himself during the battle. When the outcome is decided one way or another, she descends to the lair far below to report to the sahuagin baron in charge of the city.

The sahuagin have much experience at ship boarding and all know their duties. The cleric, chief, and 20 regular sahuagin remain in the water while 60 regular sahuagin and the eight lieutenants attack the ship. The sahuagin clamber up the ship in three waves, each separated by one round.

As the first wave silently clambers up the hull of the ship, the second wave is right behind. The third wave, the chief, and the 20 sahuagin with him all fire crossbows into the sentries as the first wave scampers over the ship's rail (divide the 41 quarrels fired equally between all the sentries). On the second round, the first wave engages the remaining sentries in melee and charges into the captain's and crew's quarters, while the second wave climbs aboard and the third wave slings

their crossbows and prepares to climb up.

The chief and the 20 sahuagin with him stay in the water and pick off any unengaged crew members with their crossbow fire.

Any time two or more sahuagin are attacking a crew member or PC, if at least two of them score hits in the same round, they grab their victim and try to throw him overboard. Crew members are thrown over automatically, but the players may roll Strength Checks for their PCs in this situation. Success means that the PC breaks free of the sahuagin, remains on deck, and may attack on the next round. Failure means that the PC goes over the rail and probably (1 - 4 on 1d6) drops his weapon.

Whenever a character is thrown overboard, two of the 20 sahuagin held in reserve swim over and attack the hapless character. (Crew members and PCs who are knocked into the water suffer a -4 penalty to their attack and damage rolls—see page 32 of the *Dungeoneer's Survival Guide*.)

If you do not want to run such a large-scale battle, simply assume that in the crew vs. sahuagin battles, three crew members and two sahuagin die each round (in addition to any casualties the PCs inflict on the monsters). When there are only about six or so crew members left, you should run the battles individually since the die rolling required is no longer so time consuming.

Any PC of 3d level or higher stands out from the general riffraff of the crew. The sahuagin have been ordered to bring any such characters to their city alive. At least three sahuagin attack each qualifying PC and try to knock him overboard. The sahuagin below then grab the PC's feet and pull him down to their city. This trip takes two rounds and the PC is not able to reach the sahuagin to attack them. The PC is stripped of all weapons and gear and then deposited in a special building that is half filled with air. The whole procedure takes only two rounds, and since characters can hold their breath for 1/3 of their Constitution score, rounded up (see the *DSG*, page 12), then only those PCs with a 3 Constitution fail to survive the trip. The sahuagin leave the PC in the building, lock the only exit, and return to the battle.

Whenever a new PC is brought to the prison, a crowd of female and young sahuagin gathers around and gawks at the gill-less oddity. They scatter every time a new prisoner is brought down, but reappear once the male sahuagin leave.

The sahuagin fight until all the crew and PCs are dead, or until the evil creatures have lost 50 of their number. If they win, the ship is stripped of all metal (a valuable commodity under the sea) and scuttled so as to leave no trace of its fate. The dead crew and PCs are

dragged down to the city to be the main course in the evening meal. Any live PCs are brought to the prison and locked in.

The Sahuagin City

If the sahuagin lose the fight for the ship, they retreat to their city, posting five guards along the way to watch for an attack by the remaining PCs. The chief and the cleric are ushered into the presence of the city's baron and head priest to explain the failure of the attack.

Sahuagin baron: AC 2 (*plate mail* +1); Move 12"/24"; HD 6 + 6; hp 50; #AT 1; Dmg 2d4 + 2 (*broadsword* +2); THACO 11 (includes sword bonus); SA see above; AL LE

Baron's nine guards: AC 5; Move 12"/24"; HD 3 + 3; hp 25; #AT 1; Dmg 1d6; THACO 16; SA see above; AL LE

Head priestess: AC 3 (*plate mail*); Move 12"/24"; HD 7; hp 40; #AT 1; Dmg 1d6; THACO 13; SA see above and spells below; AL LE

Spells:

1st level: *curse*, *cure light wounds*, *protection from good*

2d level: *chant*, *hold person*, *spiritual hammer*

3d level: *dispel magic*, *prayer*

4th level: *cure serious wounds*

There are also six sharks that guard the sahuagin city. They are sent to aid the sahuagin watching the route from the surface down to the city.

Sharks (6): AC 6; Move 24"; HD 7; hp 40; #AT 1; Dmg 3d4; AL N

If the sahuagin were defeated in the surface battle, they immediately begin preparations to defend the city. The remaining sahuagin males await an attack 100 feet above the city, while the females are grouped into units of 10 and posted about the city. The young are taken to a place of safety near to the city, but still far enough away to escape detection if the PCs' forces are victorious.

Sahuagin females (150): AC 5; Move 12"/24"; HD 2; hp 12; #AT 5; Dmg 1/1/1d2/1d2/1d2; THACO 16; AL LE

The female units are posted at the spots marked "X" on the map. They hide in the dense seaweed that grows from all the city's buildings. The baron, priestess, assistant priestess, and the baron's guards wait above the central building.

Two males are posted to guard the prison entrance. If a rescuing force comes to the city and is attacking the male defenders 100 feet above the city, there is a 20% chance per round that the prison guards desert their posts to join in the fray. The lock on the gate can be picked from either side by a successful *pick locks* roll. The gate can be broken open by two successful *bend bars/lift gates* rolls. Escaped PCs can reach the surface in two rounds (for humans) or three rounds (for all other PC races). (This rule is from page 13 of the *DSG*.)

If the sahuagin do capture some PCs and the other PCs do not rescue them, the PCs have a chance to escape on their own. Once the threat from the surface is eliminated, the sahuagin no longer post guards outside the

PCs' prison (they assume that the sharks will finish off any escapees). The PCs can open the gate as above and swim away, provided they wait until the town is asleep to escape (otherwise the sahuagin quickly recapture them). Escaping PCs can steal weapons from a house (25% chance of detection for nonthieves, 10% for thieves).

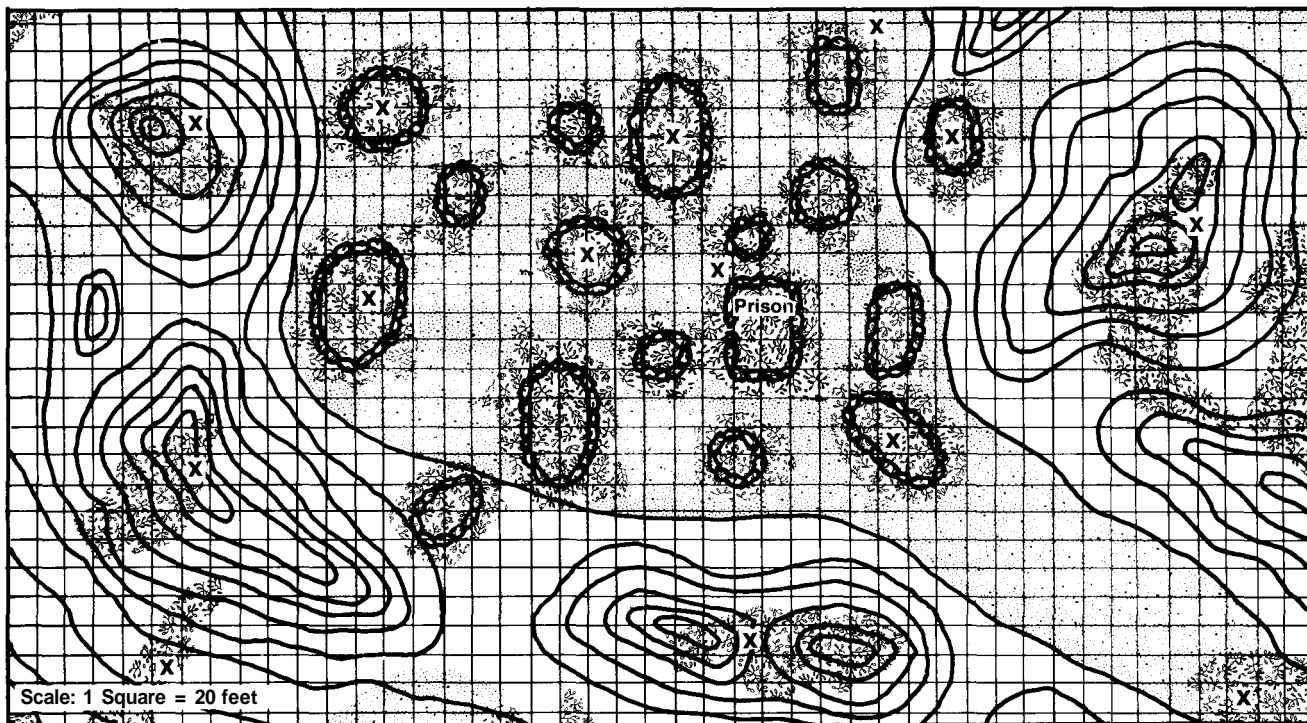
In this case, the escaping PCs encounter two sharks (statistics as above) halfway to the surface. The PCs strike with a -4 penalty as they are trying to reach the surface while fending off the sharks.

If the captured PCs do not escape within three days, all but one of them (determine randomly) go into the dinner pot on the third day. The remaining PC is kept alive as a curiosity. If the captives include members of both sexes, then one member of each sex is kept alive.

If the rescuers kill all the male sahuagin and all but 50 of the females, the rest flee their city, never to return. The captured PCs are rescued safe and sound.

The Sahuagin Treasure

Each building in the city takes one manturn to search (i.e., it takes one character one turn to search. Two characters can check a building in ½ a turn, etc.). A complete search of the town yields 5,000 gp, 2,000 pp, 3,000 ep, a set of dwarf-sized *plate mail* +3, 10 *potions of water breathing*, a *trident of yearning*, and a *wand of frost* (90 charges).



The Book of Lairs

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Combined Monster Statistics Chart

Monsters are listed in the order in which they appear in this book.
All monsters marked with a "*" are secondary monsters within an adventure.

Monster	AC	Move	HD	hp	#AT	Dmg	THACO	SA	SD	AL
Ogre Mage	4	9"/15"	5+2	42	1	1d6+5	15	Y	N	LE
Shadows	7	12"	3+3	27	1	1d4+1	16	Y	Y	CE
Zombie Master	9	12"	10+2	37	1	Spc	19	Y	Y	CE
* Zombie Eagles	9	12"	1	3	1	1d6	19	Y	N	N
* Zombies	8	6"	2	16	1	1d8	16	Y	N	N
* Zombie Dwarves	3	6"	2	5	1	1d8	16	N	N	N
Ghouls	6	9"	2	5	3	1d3/1d3/1d6	16	Y	Y	CE
* Ghasts	4	15"	4	28	3	1d4/1d4/1d8	15	Y	Y	CE
Mummy Mystic	-3	12"	6+3	51	1	1d12	13	Y	Y	LE
* Mummy Dogs	3	15"	4+3	30	1	1d12	15	Y	Y	LE
* Mummy Giants	4	12"	8	51	1	4d6	13	Y	Y	LE
* Mummy Treant	0	12"	6	40	2	3d6	15	Y	Y	LE
Brigand Leader	-1	12"	9	55	3/2	1d8+6	8	N	N	CE
* Brigands	5	12"	2	11	1	1d6	20	N	N	CE
Rock Reptiles	3	6"	5+12	44	1	1d4+12	13	Y	Y	N
Sylph	9	12"/36"	3	22	0	0	—	Y	Y	NG
* Air Elemental	2	36"	16	100	1	2d10	7	Y	Y	N
Basilisks	4	6"	6+1	42	1	1d10	13	Y	N	N
Harpies	7	6"/15"	3	24	3	1d3/1d3/1d6	16	Y	N	CE
* Constrictors	5	9"	6+1	45	2	1d4/2d4	13	Y	N	N
* Griffons	3	12"/30"	7	50	3	1d4/1d4/2d8	13	N	N	N
* Roc	4	3"/30"	18	140	2/1	3d6/3d6 or 4d6	7	N	N	N
Trolls	4	12"	6+6	52	3	1d4+4/1d4+4/2d6	13	Y	Y	CE
* Kobolds	7	6"	1/2	4	1	1d4	20	N	N	LE
Tyrannosaurus Rex	5	15"	18	144	3	1d6/1d6/5d8	7	N	N	N
* Ornitholestes	4	24"	2	16	1	2d4	15	N	N	N
* Deinonychus	4	21"	4+1	33	3	1d2/1d2/2d4	15	Y	N	N
* Paleoscincus	-3	3"	9	72	1	2d6	12	N	Y	N
Hydra	5	9"	16	128	5	2d6	7	Y	Y	N
Hu Hsien	7	15"	6	38	1	1d6	13	Y	Y	CE
* Spiders, Giant	4	3"*12"	4+4	24	1	2d4	15	Y	N	CE
* Bakemono	6	6"	1-1	5	1	1d10	20	N	N	CE
* Goblin Rats	7	9"	3	18	1	1d8	16	N	N	LE
* Oni	4	9"	8	50	2	3-10/3-10	12	Y	N	LE
Cave Bears	6	12"	10	78	1	1d8/1d8/1d12	10	Y	N	N
Goblin Leaders	4	6"	1	7	2/1	1d6/1d6 or 1d6	19	N	N	LE
* Goblins	6	6"	1	4	1	1d6	20	N	N	LE
Wight King	2	12"	4+3	35	2	1d8	15	Y	Y	LE
* Wights	5	12"	4+3	19	1	1d4+spc	15	Y	Y	LE
Ogres	4	9"	4+1	25	1	1d10	15	N	N	CE
* Ogre Mage	4	9"/15"	5+2	34	1	1d12	15	Y	N	LE
Leopard	6	12"	3+2	26	3	1d3/1d3/1d6	16	Y	Y	N
Leopard	6	12"	6	40	3	1d6+2/1d6+2/ 1d10+2	13	Y	Y	N
Orcs	6	9"	1	4 to 8	1	1d6 to 1d8	19	N	N	LE
Apes, Carniv.	6	12"	5	37	3	1d4/1d4/1d8	15	Y	N	N
* Apes, Gorill.	6	12"	4+1	25	3	1d3/1d3/1d6	15	Y	N	N
* Boas	5	9"	6+1	45	2	1d4/2d4	13	Y	N	N
Bear	4	12"	7+7	60	3	1d6/1d6/1d8	12	Y	N	N
* Badgers	4	6"(3")	3	22	3	1d3/1d3/1d6	16	N	N	N
* Worgs	6	18"	4+4	15 to 32	1	2d4	15	N	N	NE
* Giants, Hill	4	12"	8+1d2	64 to 66	1	2d8	12	Y	Y	CE
* Firbolg	2	15"	13+1d6+1	90	1	2d20+10	8	Y	Y	CG
Centaur	4	18"	4	24 to 29	1	1d8	15	N	N	CG
Faerie Dragon	1	6"/24"	4	16	1	1d2	15	Y	Y	CG
Kobolds	7	6"	1/2	2 to 4	1	1d6	20	N	N	LE

Monster	AC	Move	HD	hp	#AT	Dmg	THACO	SA	SD	AL
* Wild Boars	7	15"	3+3	21 to 23	1	3d4	16	N	N	N
Animal Trainer	5	12"	7	26	1	1d6	19	N	N	LE
* Bears	6	12"	5+5	38	3	1d6/1d6/1d8	13	Y	N	N
* War Dogs	6	12"	2+2	15	1	2d4	16	N	N	N
* Eagles	7	3"/48"	4	30	3	1d6/1d6/2d6	15	Y	Y	N
* Tigers	6	12"	5+5	40	3	1d4+1/1d4+1/1d10	13	Y	Y	N
Drow	-4	12"	7/10	53	3/2	1d8+4	14	Y	Y	CE
Ghouls	6	9"	2	16	3	1d3/1d3/1d6	16	Y	Y	CE
* Ogre Ghouls	5	9"	3	24	3	1d6/1d6/1d8	15	Y	Y	CE
Hobgoblins	5	9"	1+1	8	1	2d4	18	N	N	LE
Pixies	5	6"/12"	1/2	4	1	1d4	20	Y	Y	N
* Ogres	5	9"	4+1	21 to 26	1	1d10	15	N	N	CE
* Dire Wolves	6	18"	3+3	21	1	2d4	16	N	N	NE
Vampiress	1	12"/18"	8+3	67	1	1d6+4	12	Y	Y	CE
* Bats	8	1"/24"	1/4	1	1	1	20	N	N	N
* Rats	7	15"	1/4	2	1	1	20	Y	N	N
* Wolves, Winter	5	18"	6	32 to 42	1	2d4	13	Y	N	NE
Gray Elf Lord	0	12"	11+1	52	1	Spc	Spc	Y	Y	CG
* Gray Elves	4	12"	8/6	40	1	1d8	13	Y	Y	CG
* Griffons	3	12"	7	50 to 56	3	1d4/1d4/2d8	13	N	N	N
* Elf Warriors	2	12"	6	48	1	1d10+1	12	Y	Y	CG
Quicklings	-3	96"	1.5 to 4.5	10 to 30	3	1d4	16/15	Y	Y	CE
* Spiders, Giant	4	3"*12"	4+4	30	1	2d4	15	Y	N	CE
Rakshasas	-4	15"	7	43 to 50	3	1d3/1d3/1d4+1	13	Y	Y	LE
Gnolls	5	9"	2	7	1	1d10	16	N	N	CE
* Hyaenodons	7	12"	5	22 to 31	1	3d4	15	N	N	N
* Giants, Hill	4	12"	8+1d2	39 to 55	1	2d8	12	Y	Y	CE
* Trolls	4	12"	6+6	30	3	1d4+4/1d4+4/2d6	13	Y	Y	CE
Groaning Spirit	0	15"	7	50	1	1d8	13	Y	Y	CE
* Snakes	5	15"	4+2	20 to 30	1	1d4+spc	15	Y	N	N
Werewolf Fighter	5	15"	4+3	35	1	2d4+5	15	Y	Y	CE
* Wolfweres	5	12"	4+3	19 to 32	1	2d4+5	15	Y	Y	CE
* Ettin	3	12"	10	71	2	2d8/3d6	10	N	Y	CE
Lizard Men	4	6"/12"	2+1	13	3	1d2/1d2/1d8	16	Y	N	N
* Mud Men	10	3"	2	12	1	0	16	Y	Y	N
* Lizards	5	15"	3+1	22	1	1d8	16	Y	N	N
Guard. Naga	3	15"	12	92	2	1d6/2d4	9	Y	N	LG
* Yuan Ti	4/0	12"	8	55 to 61	2	1d10/1d10+3	12	Y	N	CE
Spectre	2	15"/30"	7+3	59	1	1d8+spc	13	Y	Y	LE
Spotted Lions	5/6	12"	6+2	38	3	1d4/1d4/1d12	13	Y	Y	N
Thri-Kreen	5	18"	6+3	44	5	1d4(x4)/1d4+1	13	Y	Y	CN
Gargoyles	5	9"/15"	4+4	32	4	1d3/1d3/1d6/1d4	15	N	Y	CE
Pseudovampire	1	12"/18"	8+3	60	1	1d6+4	12	N	N	NE
Ghost	8	6"	2	15	1	1d8	16	Y	Y	LE
Lich	1	12"	18	120	1	1d10	7	Y	Y	NE
Golem, Stone	5	6"	8	60	1	3d8	12	Y	Y	N
Dryad	9	12"	2	14	1	1d4	16	Y	Y	N
Otters	5	9"/18"	5	40	2/1	3d6	15	N	N	N
Sahuagin	5	12"/24"	2+2	15	1	1d6	16	Y	Y	LE
* Sharks	6	24"	7	40	1	3d4	13	N	N	N

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