

For ADVANCED DUNGEONS & DRAGONS® Game

RPGA™ Module 3

THE FORGOTTEN KING

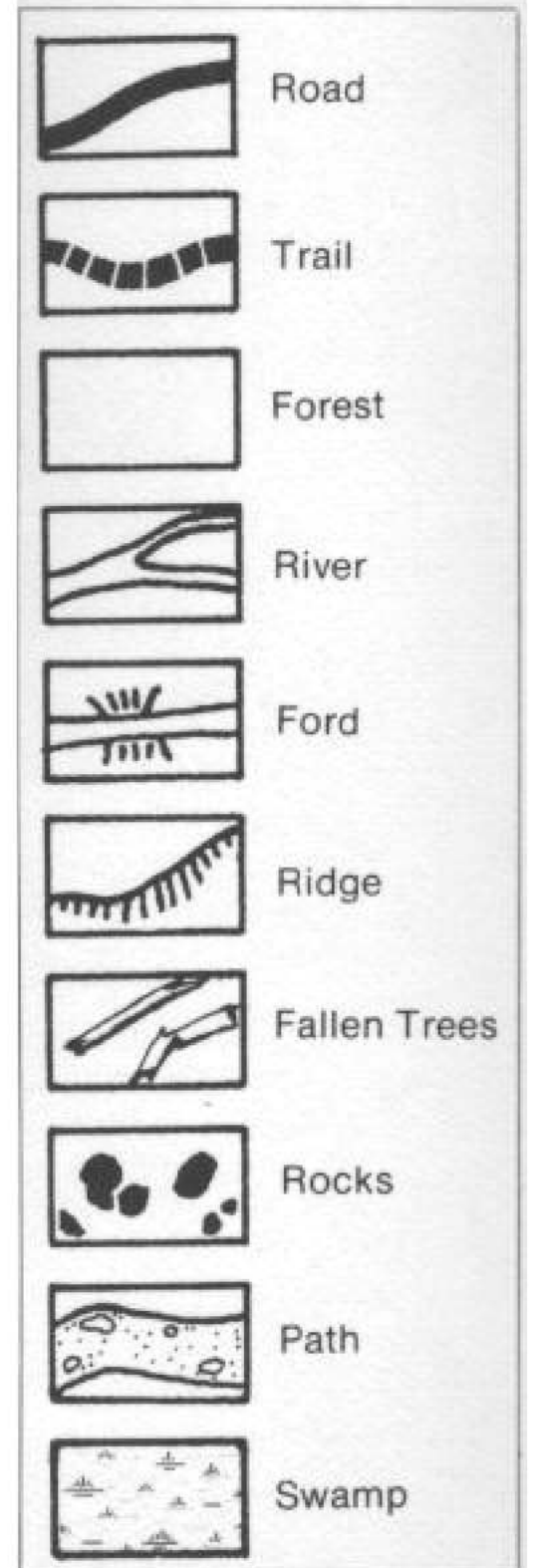
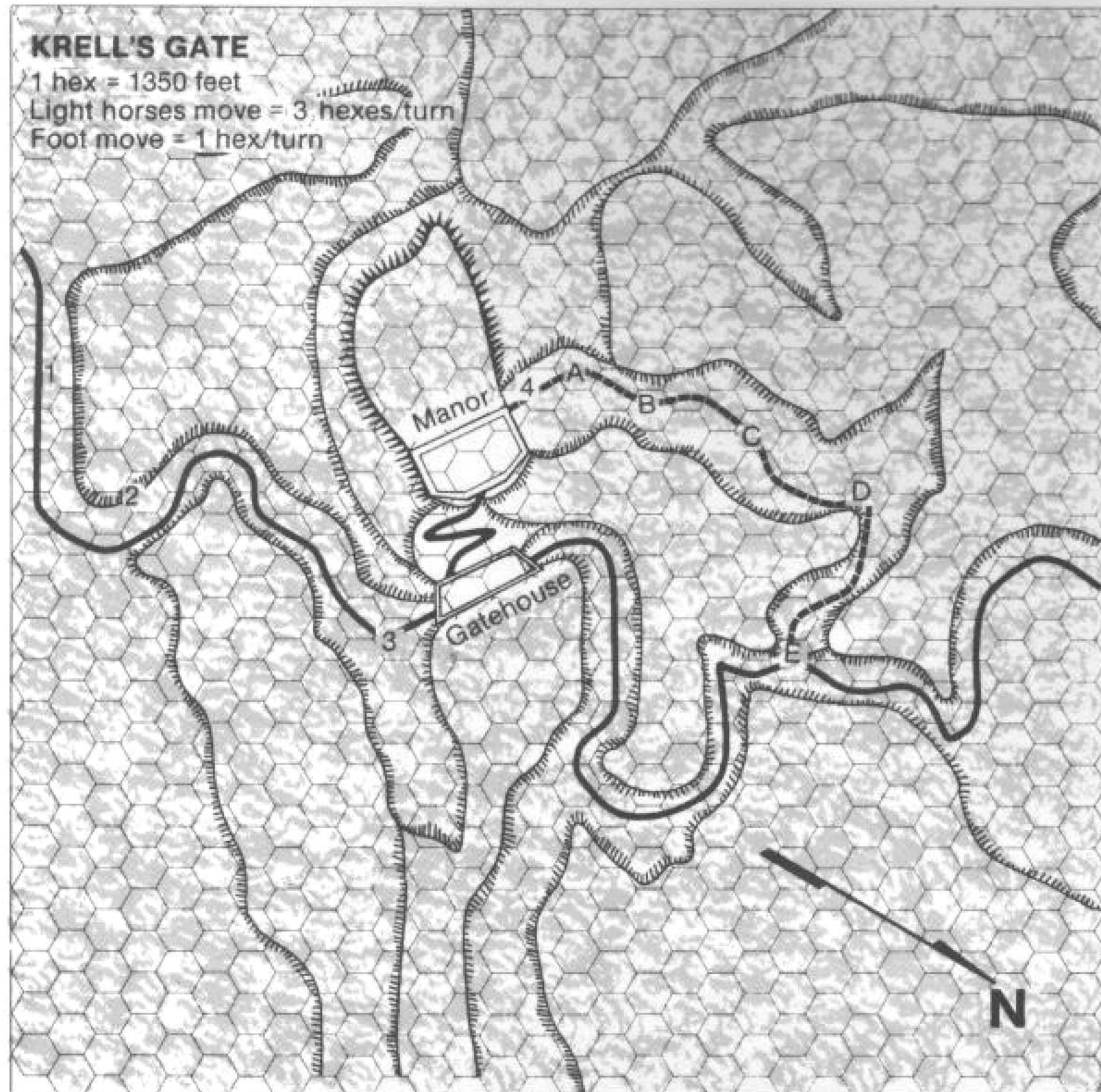
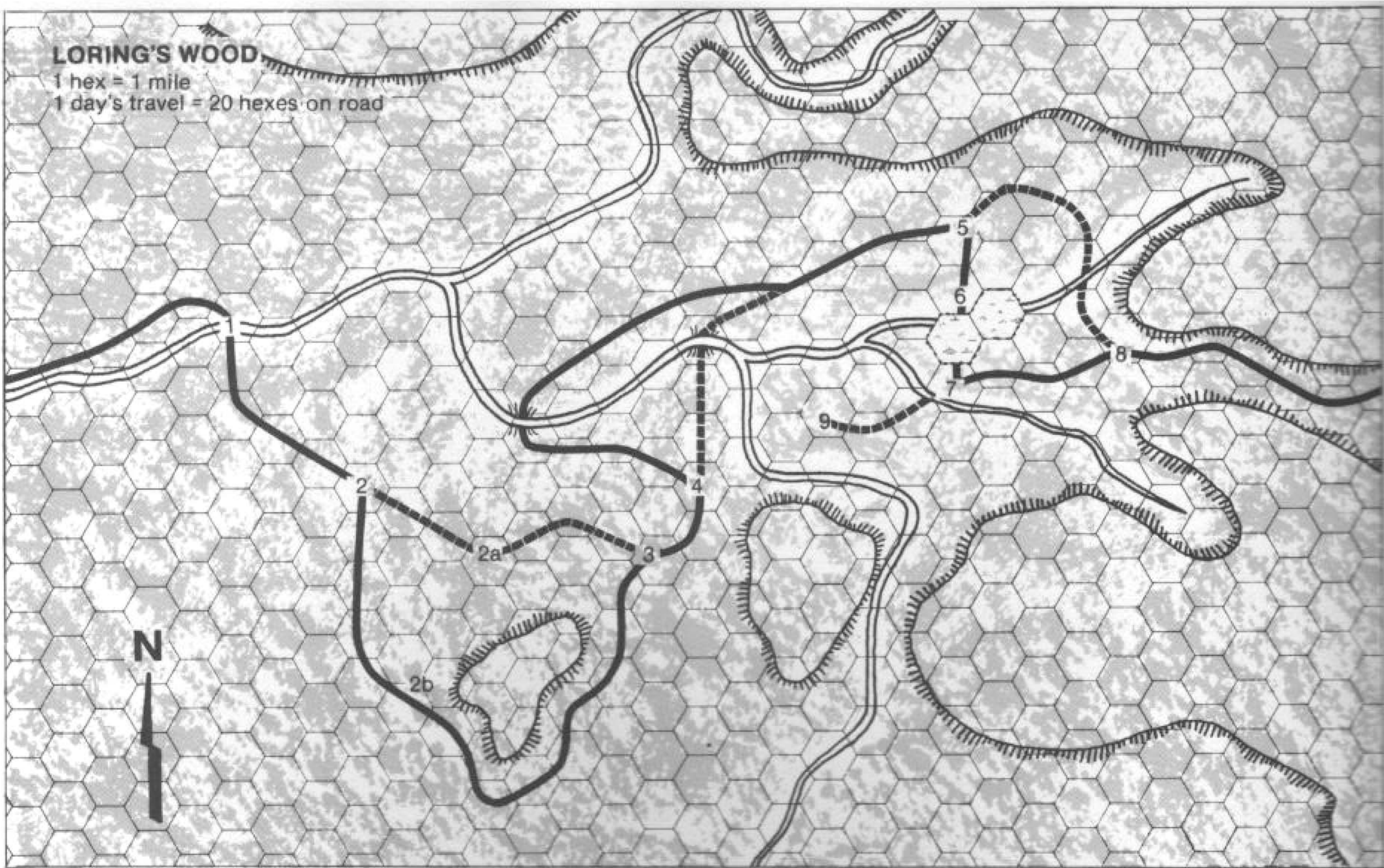
By Bob Blake

Two AD&D™ Adventures for 6-10 Characters, Levels 4-7



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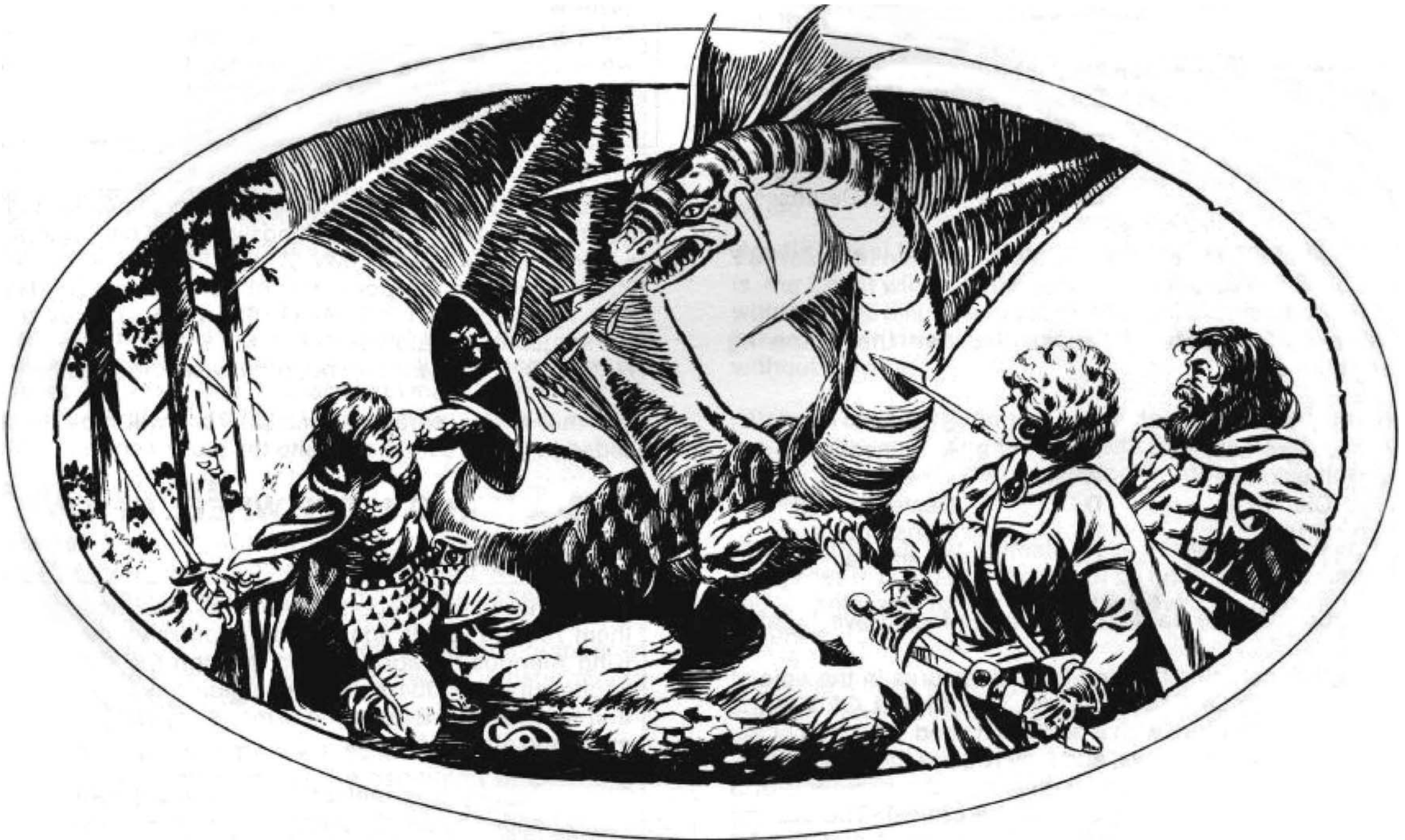


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ADVANCED DUNGEONS & DRAGONS®

RPGA™ Module 3

THE FORGOTTEN KING

This module contains two first round tournament adventures that were originally run at the GEN CON® XVI Convention. They are the first and second parts of an extended adventure that has a total of eight parts in all. These adventures can be run separately or together, in either a tournament or a campaign setting. The Dungeon Master (DM) should read each adventure thoroughly before running it for the players.

[STOP!] If you are a player, please stop reading here. Knowing the details of this adventure will spoil the fun for everyone.

INTRODUCTION

The encounters in these adventures were originally designed for a team of 10 characters, levels 4-7, of varying classes and abilities. Each encounter has boxed information to be read to the players and unboxed DM notes describing how to run it. Some encounters have a **Tournament notes** section with special instructions for tournament play only. The characters used in the original tournament have been included at the rear of the module.

In addition, the following abbreviations are used:

AC = Armor Class	#AT = Number of Attacks
MV = Move	THACO = To Hit AC 0*
HD = Hit Dice	D = Damage
hp = hit points	SA = Special Attacks
	SD = Special Defenses

*THACO 20² means this is the second 20 - AC 1 is also hit only on a roll of 20.

Non-Player Characters (NPCs) also use the following abbreviations:

F = Fighter	S = Strength
M = Magic-user	I = Intelligence
I = Illusionist	W = Wisdom
C = Cleric	D = Dexterity
D = Druid	C = Constitution
T = Thief	Ch = Charisma

The number after the class is the level: F4 = fourth level Fighter

This module contains the first two adventures in the epic of THE PROPHECY OF BRIE. The first, THE WHEEL OF TIME, is a wilderness adventure with a riddle at its end. This part of the search is measured in days, and may require the player characters to stop occasionally for healing—the presence of a cleric on this part of the quest will be critical. The second adventure, LOCKSMITH, requires both speed and careful negotiation by the players, with the possibility of a nasty ambush at the end. It requires that the DM keep track of two separate lines of action simultaneously, as these may intersect at any point in the last part of the adventure.

TOURNAMENT PLAY

As tournament adventures, the recommended running time is 3 hours per adventure. As originally run, achieving the goal was the primary victory condition, with area penetration secondary. Casualties, then expenditure of resources (spells, items, etc.), were used as tie-breakers. The tournament also has various conventions, which follow:

Players are presented with precreated characters. Characteristics, equipment, spell lists, and magical items are listed. *Players may not add to or alter this list.*

Players may only use the Players Handbook during play. Use of the other rule books is prohibited. However, all personal magical items that the characters start with are known and completely understood by the owners.

There are no wandering monsters in tournament play. The random monster tables included here are for campaign play only.

Monsters will fight to the best of their ability unless the tournament notes specify otherwise: such monsters will neither check morale nor flee unless noted. Monsters will be fully aware of the capabilities of their weapons, magical items, and spells, and will use these to advantage,

Note that tournament characters do not advance in level between rounds. The pacing of the modules is such that no time for training is available between the scenarios.

Loring's Wood Wandering Monsters	
Encounter occurs in 1 in 10 (d10); checks at morning and night.	
1. 1-3 Bears, black	5. 1 Skunk, giant
2. 1-12 Boars, Wild	6. 2-20 Wolves
3. 2-20 Ogres	7. 208 Spiders, giant
4. 2-5 Owlbears	8. 3-30 Stirges

*A standard patrol consists of 10 light horsemen in ring mail and shield. All are armed with longsword and hand axe, as well as three javelins (AC 6; MV 9"/24"; F0; hp 5 each; #AT 1; THACO 20²; D by weapon) on light warhorses (AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; D 1-4/1-4). They are led by a sergeant in chain mail (AC 4; MV 9"/24"; F1; hp 8; #AT 1; THACO 20; D by weapon), but otherwise armed as his men.

Note that NPCs, caravans, and pilgrims will most likely be headed in the direction opposite the party's course

SCENARIO 1: THE WHEEL OF TIME

PLAYER BACKGROUND

Two hundred years ago the people of the kingdom of Pelham rose in revolt against the oppressive monarchy of King Alendus II. Mobs surged through the streets of the capital city of Widdershin, forced their way into the palace, and ransacked it. Everything of monetary value was carried away and all else burned.

The monarchy was replaced by a council, which is currently headed by the seneschal Gwydion. However, that the council is now floundering is no secret and this has resulted in a groundswell of popular opinion for the return of the monarchy. A strong individual is needed now to pull things back together, but there is one big problem: who will be king? Certainty not Gwydion nor any of the council!

Perhaps the answer lies in a packet received from a religious sect known as the Brothers of Brie. Several old manuscripts were enclosed, the most important of which is the following prophecy:

with six hands of Loring the lost upon the wheel of time at the moment Bazel mounts his chariot to do battle with the

seven daughters, the dead king shall rise to sieze the triad with hands that cannot grasp and eyes that cannot see. All wards broken and the mystic barriers pierced with mating swords. three saints and sinners will struggle in the dust. Both and neither to triumph and while the sundered earth spews forth the dregs of centuries, a new order shall come upon the land.

Most intriguing to be sure, but which dead king? With the looting of the palace all those years ago, not even the proper lineage of the dynasties is remembered. But there is one king still held in reverence by one and all, Llywelyn the Just, Llywelyn! Of course! The Prophecy is ancient, probably written about the time of the founding of Pellham. Its authenticity is unquestionable, but is this the time of its fulfilment?

Gwydion has selected your group to investigate and to recover Llywelyn if possible. Working closely with scholars from the Brothers of Brie, you decide that the first leg of the quest should be to determine if indeed it is time for the return of Llywelyn, The exact nature of the "Wheel of Time" is not known, but it is felt to be a druidic device used to determine the timing of astrological events. Loring must refer to Loring's Wood, a small forest northeast of Widder-shin, so that is where the quest begins. You may travel by boat as far as the small stream that empties into the River Damrosil from Loring's Wood, but from there you must travel into the forest on foot, as the creek is unnavigable. You are to find the Wheel of Time as soon as possible and deduce, if you can, its operation, to prove that the time of which the Prophecy speaks is at hand.

Campaign note: Suggested compensation for the quest is 500 gp (and XP) per character level per adventure completed, plus whatever treasure and magic the party recovers.

DM INTRODUCTION

The map is scaled at 1 hex - 1 mile. Thus the party will cover about 20 hexes in a day (5 off the trails), subject to any special delays specified in the text. This does **not** include most normal encounters, which are too brief to significantly delay a day's march.

TOURNAMENT NOTES

Time frame: The party will not know how long the adventure will be. They will be searching Loring's Wood until they find the Wheel of Time or decide it isn't there. The DM should not actively discourage the party from resting for a few days for healing if they want, but should mention that the number of days they take to find the Wheel is significant in determining who wins the tournament.

Spell Recovery: Spell casters will be allowed to replenish or modify their spell selections at the beginning of each day, Keep track of the number of days the party takes. The best team will find the Wheel of Time and determine the meaning of the two light beams in the fewest number of days.

Weather: The weather is always clear and sunny unless otherwise noted in the text (call lightning will not work).

Forest Animals: For tournament purposes, small forest animals will not have any significant information for the party. Let the players have as many such encounters they want, but try to use as little of their time as possible.

Start; Play starts with the party on the forest path. They have left the boat that brought them up the Damrosil and have moved inland. The time is early morning. Game animals and their signs are plentiful

KEY TO LORING'S WOOD

1. CREEK CROSSING

The forest path you have been following turns toward a creek that is about 15' wide. Here, a huge tree trunk spans the water, its ends buried in the brush and trees on each side. The path continues on the other side, wending further into Loring's Wood, and the paving stones of an old road can be seen there.

The old road is an ancient trade route through Loring's Wood. The characters will remember this fact if the players ask. No further information about it is available.

The "log" is actually a treant (AC 0; MV 12"; HD 10; hp 40; #AT 2; THACO 10; D 3d6/3d6; SA animate trees; SD never surprised). There are two more here (AC 0; MV 12"; HD 10; hp 35 (far bank), 50 (near bank); #AT 2; THACO 10; D 3d6/3d6; SA animate trees; SD never surprised), one at each end of the bridge. Long ago, the treants were warped by evil magic. Now of evil intent, they intend to ambush the party as it crosses the creek.

If the party crosses here, the treant on the far bank will automatically gain a surprise attack at +4 "to hit" against one character who crosses the bridge. The one on the party's side will then suddenly attack the rear of the party the same way.

Simultaneously, the "bridge" will rise, dumping all the characters on it into the creek, which is 4 feet deep. The treants are intelligent, and will try to make their ambush as complete as possible. Thus, an unwary party might find its front and back members surprised, and the central ones thrown into the water!

Tournament notes: If the druid asks what type of tree the log is, the treant will look like an oak tree unless the druid comes within melee distance to make a careful examination. At close range, he will discover the ambush and the treants will attack without surprise.

Attempts by lightly armored characters to jump the creek will result in them missing the opposite bank and falling into the water. The stream banks are too muddy to provide good footing.

The treants will not animate trees in the tournament. If the party tries to avoid this encounter by finding another crossing, the treants will follow and attack two turns later without surprise.

If the party tries to run from the treants, the base chance for evasion depends on the movement of the slowest character in the group:

9" or less	30%
12"	50%

Add +10% if the evading group has less than 6 characters. Add +30% if the group leaves the trail.

The treants will receive free blows each round a disengaging group fails to evade.

2. THE FIRST FORK

After leaving the creek, the trail winds through the forest. Occasional ancient paving stones reveal that you are still on the old trade route.

Be sure to announce whenever a party has come to the end of a day. Eventually, they will reach the first fork in the path. An

examination of this area will reveal that the old road lies along the right path.

2a. THE LEFT PATH

The left path leads deeper into the forest. The foliage is quite thick, completely blocking sunlight and the air is still and musty-smelling. On all sides, huge,ropy vines hang from the trees, some tightly stretched. A vague feeling of uneasiness hangs over each of you, as if your small band is being watched.

A party that specifically studies the vines will realize that some of them are actually strands of spider webbing. A party that takes the hint and returns to the fork will avoid this encounter.

This is the lair of an **ettercap**. A party that continues will run afoul of the snares of the ettercap. Have each character roll 4d6. Those who roll their dexterity or less will avoid the snares (these, with the aid of a springy sappling, jerk the victim feet-first into the air, to hang upside down and defenseless). If six or more characters fail their rolls, only five will be snared, lowest dexterities first. Snared characters will be whipped upward, to hang 6 feet above the forest path. It will take a combined strength of 17 to pull a character down far enough so the snare rope can be cut. A snared character in light armor (less than ring mail) and armed with a cutting weapon may free himself from the snare in four rounds.

Meanwhile, the unsnared members of the party will be surprised by three giant spiders (AC 4; MV 3"12"; HD 4+4; hp 12,15,20,25; #AT 2; THACO 15; D 2-8; SA poison, webs). The surprise round the spiders will shoot webs at random party members. Treat the attack as short range missile fire, counting all characters as AC 10 (base "to hit" is a 5), modified by dexterity. Characters struck will be out of the fight unless freed (this takes 10 rounds unless the webs are burned). After the surprise round the spiders will close to melee and attack.

The actions of the ettercap (AC 6; MV 12"; HD 5; hp 24; #AT 3; THACO15; D1-3/1-3/1-8; SA poison) depend how the spiders are doing. If they are losing badly, the ettercap will avoid the party altogether. If the spiders are doing well, the ettercap will sneak out and start binding the snared characters, approaching from behind with some of his web material. One character will be bound in two rounds. A snared character may attack at a -3 penalty the first round and -5 the second, but will be helpless thereafter. Also, all defensive benefit from dexterity or shield is lost. Once all snared characters are firmly tied, the ettercap will kill them one at a time at random, using its claws and bite (twice normal attacks; automatic hits for maximum damage).

If reduced to 8 hp or less, the ettercap will surrender and start wheedling and whining for the party to spare it. If questioned, it will plead ignorance, but will tell the party to look for the mad hermit (the ettercap knows what will happen when they reach encounter 5, and expects them to die there),

2b. THE RIGHT PATH

The old road leads straight south through Loring's Wood. You notice that there are fewer game animals about, and their signs are quite scarce. Here and there it looks as if something large has broken down trees and flattened the vegetation. Deep, muffled croaking is occasionally heard through the dense foliage ahead. Suddenly, the path opens into a clearing, revealing a cave opening in the side of a small hill to the left

The cave is the lair of two wyverns (AC 3; MV 6"/24"; HD 7+7; hp 42,50; #AT 2; THACO 13; D 2-16/1-6; SA poison tail) which

are presently watching the party from the vantage point of a 60' tall oak tree on the right side of the clearing. They will swoop to the attack if the party enters their lair, or when the party attempts to leave the glen to the east.

3. THE STONE CAIRN

Beyond encounter 2 the party will come to the point where the trail from encounter 2a rejoins the old road (2b).

The forest path twists and turns, rises and falls as it negotiates increasingly rougher terrain. The forest growth is thick, though it is not difficult to see clearly some distance into it.

As you round the shoulder of a small hill, a beautiful glen opens before you. It is approximately 100 yards in diameter and covered with a thick turf of lush grass. The perimeter is ringed with stately beech trees that must be at least 300 years old. Near, but not exactly in, the center of the glen is a copse of smaller beeches, whose branches have grown together to form a leafy canopy above a small cairn of rocks.

The party may bypass the cairn and exit on the other side of the glen with no apparent ill effects. If they choose this course of action, proceed to 4. If they investigate the copse and cairn more closely, read the next paragraph.

Set amidst a drift of leaves, the cairn has been built in the form of a 5-foot high truncated cone, the 10-foot diameter base tapering to a top 2 feet across. There is a shallow depression in the top of the cairn that holds a clear, watery liquid.

The bard's legend lore ability will not identify the cairn nor the liquid, which has a musty odor. The liquid is magical. Drinking from this basin will befuddle the mind of the imbibor to the extent that he will forget who he is, who his friends are and why he is in this forest. A saving throw vs. Spells (at a -2 penalty) is applicable. A **dispel magic** will cancel this effect, though a deep sleep will result that will last 24 hours. If the party searches in the leaves near the base of the cairn, they will find the remains of a lyre. Atop the instrument is an oddly proportioned leather glove in perfect condition. The glove is odd in that it is half again as wide as a normal man's hand and monogrammed with the letter "L." If it is moved, the portion of the lyre revealed shows no sign of rot or disintegration. A **detect magic** will register positive on the glove, but not the lyre. The glove belonged to Loring the Lost, though it is vital you make NO mention of him at this time. Loring was the twelfth king of Pellham and also a bard. He drank from this same basin and wandered away to who-knows-where. (He will be encountered in a later module in this series.)

4. THE FORD

The path continues to a fork. The left branch has paving stones from the old trade route while the right winds off into the forest in the general direction the party has been traveling. The players must decide which way to go.

The circuitous woodland track leads once again to the stream, and it's apparent that the stream must be crossed in order to continue. There is no log bridge this time, but rather a simple ford.

The water is only a few inches deep and the bottom is hard-packed and sandy. There is no problem for the characters here at all, though the description is included for parties who wish to take elaborate precautions.

5. THE MAD DRUID

Onward you travel, the path leading deeper into the forest. The terrain here is quite rocky, and those with sharp ears can hear a deep, melodious chanting coming from somewhere ahead. A faint path can be seen winding away in the opposite direction from the chanting, A strong wind has sprung up, as the tree tops sway violently back and forth.

If the party takes the faint path, they will travel through the forest until they come to another ford. Once they cross the ford they will eventually come to encounter area 8. Otherwise, proceed with the following encounter.

Tournament Note: Once the party disturbs the mad hermit here, they have few options—the hermit will use the trees he controls to force the characters into a quicksand trap. This part of the action must flow rapidly and smoothly—do not let play slow down here.

Cresting a rocky rise, the chanter can be seen amidst a group of trees. He is an ancient creature, his cracked and weathered features making him appear much as a tree himself. He is clad in thin bark, and apparently has no concern for appearances as his garment is tattered and his straggly dirty-gray beard and hair are tangled and unkempt. He has not seen you, though his chanting has quickened its pace and the whole forest now seems alive and mimics his movements.

The party is now free to take any action they wish, including going back to the other path.

The man is **Eveyd**, a 315 year-old half-elven druid (AC 10; MV 12"; D12; #AT 1; THACO 14; D 1-6: S 10, I 16, W 18. D 10, C 12, Ch 15). He owns a quarter staff. His spells are:

- First level:** animal friendship, entangle, faerie fire (x2), pass without trace, speak with animals
Second level: barkskin (x2), feign death, cure light wounds (x2), warp wood, heat metal
Third level: call lightning, neutralize poison, tree, protection from fire, stone shape
Fourth level: call woodland beings, hallucinatory forest, dispel magic, plant door, protection from lightning
Fifth level: pass plant, control winds, commune with nature
Sixth level: cure critical wounds, wall of thorns
Seventh level: transmute metal to wood

Eveyd has cast **barkskin** on himself to give him AC 9, as well as **protection from fire** and **protection from lightning**. He has also cast **hallucinatory forest** to double the number of apparent trees. Notice that the player druid can walk through these phantasmal trees, but the others cannot, even if he tells them they are not real.

Eveyd has lived alone in this same forest all that time, Unfettered by the obligations of society, he has devoted his talents to the art of animating trees (AC 2; MV 3"; HD 2; hp 8; #AT 1; THACO 16; D 1-8). This is accomplished by the chanting, and his power is such that all trees within the sound of his voice are thus affected, He has a telepathic link with them, thus being easily warned of intruders. There are literally hundreds of trees here that he may command, but they will only attack if the party attacks them or Eveyd first.

Eveyd's advanced age makes him a link with the past, and his telepathic abilities enable him to pick up on the thoughts of all beings, thus he knows the party's quest, He knew Loring, and knows of the Wheel of Time, but remembers neither with fondness. Loring accosted Eveyd, desiring the location of the

Wheel, and Eveyd reluctantly gave the information, for while he had no connection with the druids who at that time maintained the shrine, he was loathe to tell of its whereabouts to a stranger, and a human at that. So he directed him to the magic pool (area 3), and Loring never found the Wheel. The remembrance of these events will enrage Eveyd, and his wrath will now fall on the characters.

"By root and branch! Beset again am I by fools, but not by one but (fill in the number of live characters in the party) this time. I know ye seek the Wheel of Time, and ye win fare no better now than did the hapless Loring. Duped was I then, but never again! My true friends will aid me in your utter annihilation that I may be left in peace."

The trees begin to move even as the strange creature finishes his tirade. Escape the way you came is impossible, but a small gap in the closing circle of writhing, menacing trees remains open.

The animated trees will force the players in the direction of the gap. Deciding to stand and fight is futile, for even if Eveyd is slain his trees will ruthlessly attack to slay the invaders, The ring of trees will continue to close and force the party into the next encounter area.

Eveyd will cast **wall of thorns**, such that a rectangle is formed around himself, each end being 1" long and each side 2" long. Each wall thus formed will be 1" high and 2' thick. If he has taken 50% or more damage, he will cast **plant door** to escape to his forest, then **tree**. Eveyd will **feign death** if it appears that he will die before he can escape.

6. THE MARSH

You manage to escape the closing ring of trees through the small gap in their line, The reason for the gap is now apparent—a low bluff and a shear drop of 15' onto flat ground awaits as the trees move in!

The flat ground is quicksand, and the morass is too wide to jump to the other side. There is no way the party can avoid being forced from the bluff, though those with the ability to levitate will be able to escape the quicksand and see the coming rescue.

It's not really the end, of course, but be as dramatic as possible in the description of this scene. Any hurried attempts the party makes to extricate themselves will prove fruitless. Ropes thrown at the animated trees will be broken and thrown back, shrubbery along the edge will pull out by the roots, etc. Finish this quickly, as the only purpose of this section is to lead smoothly into the next encounter. It should not waste the party's time or resources.

As the party sinks into the morass, you hear shouting from the direction opposite the bluff. Many colorfully dressed men are running up to the far edge of the quicksand. They are the last thing you see before you go under.

7. THE GYPSIES

The party will be rescued from the quicksand by friendly gypsies and will be taken to their camp. Those who sank in the quicksand will awaken to find themselves once again on dry land, their clothing has been removed and hung from trees to dry, and their equipment neatly piled nearby.

Looking around, many people can be seen. They are dressed in bright, almost gaudy, clothing and from the many wagons, you surmise that they are nomadic gypsies. There are close to 50 men, women, and children busily

engaged in everyday tasks. They pay you little heed, except for two standing nearby. The most commanding figure is a bear of a man, 6 feet tall and you'd guess 220 pounds, dressed in a bright yellow, satiny shirt, black pants and heavy leather boots. A vibrant green scarf fits snugly about his head and a gold loop dangles from his left ear. He is clean-shaven except for a bushy black moustache, and his breath reeks of garlic. Upon his shoulder sits a magnificent parrot, with a little hat of the same green material as his master's scarf.

By his side stands a wizened, hunchbacked old crone of indeterminate age who is clad in black homespun. The black shawl she has pulled over her head hides most of her features, though you spy a few wisps of steel gray hair, and her beak of a nose dominates her face. You are particularly struck by the intensity of her eyes, like glittery polished obsidian chips that dart nervously, missing nothing.

"Ah, good! They're finally coming around," says the man. "Esmerelda, gather the other women and cook some food. These strangers are cold and hungry, and that's a fact. Shoo now! Go! Go!" The old crone acknowledges the command with a nod and a "Yes, Mikhale," then goes to do his bidding.

Mikhale turns his attention back to you. "Well, my friends, and a near thing it was. We came up on that quicksand just as the last of you were going down. I don't know what trouble you're in, but I'll suffer no man, or lady for that matter, to drown in a slimy bog. Four of our lads dived in and pulled you to safety and, as you were unconscious, we brought you here to our humble camp. Rest yourselves now, while we build up the fires and feast. If you need anything, simply ask."

This is a band of gypsies who really did happen along at the right time. His story is true, as far as it goes. The party will find, however, that some of their items are missing (the items are only missing if the character lost consciousness):

- | | |
|-------------------------------|------------------------------------|
| 1. Lyman dagger, all money | 6. Brutelle all money, torches |
| 2. Silveran potion of healing | 7. Dugal all arrows +2, tinder box |
| 3. Jenelle shield, all oil | 8. Ringo net, gem, wine skin |
| 4. Tremblaine nothing | 9. Glynnis all money |
| 6. Arwyn sandals | 10. Berta nothing |

The gypsies will also have burned two (2) charges from the **wand of lightning** in an attempt to figure out what it is, so subtract these if applicable. If Mikhale or any of the other gypsies are confronted about these missing items, he will shrug his shoulders and state that obviously they were lost in the quicksand. Actually, the items have been removed from camp and buried in the forest. The party may search if they wish, but they will never find them. After they have finished eating it will be full dark and Mikhale will engage them in conversation. The parrot is sitting on his shoulder, attentive but quiet.

"Feeling better now? Good! None the worse for wear, I see. I've been itching to ask you about the map you've made. I see that you have come into this wood from the west, and we from the east. Interested in seeing what we've mapped?"

The map that Mikhale produces is accurate, though he's left out some important details. If the party wishes to purchase a copy of the gypsy map, it will cost them 100 gp, or a magic item. It shows the road from this point to area **8**, the tunnel, and beyond to the edge of Loring's Wood. Mikhale continues:

"You know, I could not help but overhear that madman with the funny trees shout something about Loring and the Wheel of something-or-other, I and my small band are searching for the Wheel of Fortune, once the pride of our clan but lost long ago by my great-great uncle Lenard, the gods curse his soul!" he mutters, spitting on the ground. "Ever since that luckless day we have been vagabonds, unwelcomed and unwanted. Our search may never end, but I and my sons and their sons shall never turn from our task. But perhaps I can aid you. We passed a highly decorated wooden wheel set in a shrine on our journey from the east. If this be your wheel, you need but follow the pathway towards the rising sun and you shall have an end to your troubles. Good night, weary travelers, and may Dagda watch over you. I and Bluebeard must be off to bed." With that he leaves you and climbs into a gaily decorated covered wagon, leaving Bluebeard on a perch by the curtained opening.

There is not much else to be done here. The gypsies will all turn in for the night, leaving the party to their own devices, though there are six guards left to watch the wagons. If the party tries to investigate the woods they will be warned away by the guards. The party must NOT find the secret trail to area **8** at this time. If the party wishes, they may talk with Bluebeard; he will even fly over to them if they whistle and offer some food. This way they can talk and not be overheard.

Bluebeard's normal vocabulary consists of these four phrases, "Birds can't talk." "Won't say." "Tell your fortune?" and "How are you fixed for blades?" As long as he is questioned normally these are all the words he knows. Have fun with this! If the monk uses her speak-with-animals ability, or the druid a **speak with animals** spell. Bluebeard will volunteer some very interesting information:

1. Bluebeard has seen the secret path to the west that starts in the woods beyond the gypsy camp, and will suggest the party go that way.
 2. A few miles to the west is a large stone circle guarded by a huge black lizard
 3. Mikhale forgot to mention that there are two mountain giants on the eastward path,
 4. Bluebeard saw nothing of any circle or wheel when they passed through on the east road.
- Proceed to area **8** if the party chooses to follow the path to the east, or area **9** if they follow Bluebeard's advice and take the secret path to the west.

8. A MOUNTAIN CAVE

The way becomes broader as you head steadily eastward, and eventually the remains of the old road are discovered; more of the major route that once passed through Loring's Wood, long ago abandoned. The terrain is quite hilly and rocky, the foot hills of the mountains that can be dimly seen far away. There is a booming noise like thunder, though the sky holds no hint of a storm.

The crumbling paving stones swing in a wide curve around the foot of a hill. Before you, the road runs straight through a narrow defile, heading sharply upwards. About 150 yards ahead you can make out the mouth of a cave, perfectly circular and highly carved, framing two gigantic figures. The thunder is their laughter, as they are engaged in some game, which you must have interrupted, for they stop, peer down at you, then say, "Step aside, ants, or suffer the consequences!" Stooping over, they each retrieve huge boulders from the roadside and hurl them down the narrow canyon. The stones bounce off the sides of the canyon and gain speed as they bear down on you.

The two mountain giants (AC 4; MV12"; HD 12; hp 50,60; #AT 1; THACO 9; D 4d10; SA hurl rocks up to 20" for 2d8), are just passing through, camping here only for a short while to scout out the country. Mikhale and his gypsies bribed their way through this pass with a wagonload of wine, but didn't see fit to warn the party. Who knows? If the party is destroyed the gypsies might be able to talk the giants out of their loot! The giants will not negotiate with the party. They wilt hurt boulders until the party is close enough to *melee* (two volleys at least), then strike with their massive fists.

If the party vanquishes the giants, they will find the cave to be the entrance to a tunnel on the old road, nothing more. The only thing of value in the giants' possessions is a faded map that shows the beginning of the secret trail at area 7. Alternately, the party could go to the gypsy camp. The gypsies will be gone, but the ranger or druid will be able to find the secret trail if they search the area.

Characters who follow the road east will travel for half a day before leaving the forest. It will take half a day to return to the tunnel entrance where they met the giants.

9. THE CIRCLE OF STONE

Travel through the thickets on the secret path is difficult, but not impossible. One striking thing is that all normal forest sounds have ceased. In fact the silence is oppressive, much like the feeling just before a violent storm strikes. Through the wild tangle, tall stone shapes rise among the trees, and from amidst these emanates a dim, though definite, white glow. A tell-tale thump and the swish of a heavy body moving through leaves and forest debris is your only warning before a huge form, blacker than the Pit, with evil yellow eyes rears in front of you and opens its gaping maw. Black dragon!

The monster is an old black dragon (AC 3; MV 12724"; HD 8; hp48; #AT3; THACO 12; D 1-4/1-4/3d6;SA acid breath). He is not exactly guardian of the shrine, as his evilness does not permit him to enter it, but this is his territory and he will defend it. After his initial acid attack, he will take to the air and swoop in twice more, using its breath weapon (48 points of damage, save for half). Determine the victims randomly, but assume only one per breath unless the party deliberately closes ranks. After using his three breath attacks he will attempt to land (for 3d6 damage) on a random character, who may dodge by saving vs. Death, modified by dexterity bonus if applicable. The dragon will then *melee* to the finish.

Safe for the moment, you now have the opportunity to examine the stones. The tall ones form a rough circle, and enough of them have lintels bridging the tops of two uprights that it is possible to imagine that all the monoliths were once so capped. The hub of the circle is dominated by a huge stone disc, deeply carved with symbols and runes and mounted horizontally on carved representations of serpents. In the center of the disc is a pinnacle about 10 feet tall, topped by a crystal. Emanating from this crystal are two brilliant beams of light, though the source of the illumination is not visible. The vivid shafts of coruscating (sparkling) light strike the rim of the disc at two distinct and separate points.

This, of course, is the Wheel of Time. The crystal acts like a prism to refract beams of light. The conjunction of the constellations Bazel and the Seven Daughters occurs every 40 years. It results in an extremely bright light, bright enough to activate the crystal. The other light source is the moon, whose orbital eccentricities result in its light striking the crystal from different angles. These two light sources are refracted so that two concentrated beams strike the rim of the Wheel at different

points. The timing of events is accomplished by measuring the circumference of the Wheel between the points. The measuring device in this case is the magic glove the party should have picked up in area 3.

Six glove widths will exactly measure the circumference between the two light beams, thus proving this part of the Prophecy. If the players do not have the glove, they cannot verify the time, even though they may guess at the proper method. Even with the glove, they must state that they are using it as a ruler to measure the distance between the beams at the rim of the Wheel to succeed.

CAMPAIGN NOTE

If the party fails to find the glove, the DM can always introduce the glove into other adventures if desired. If the players can't figure out how the glove works, but want to continue the quest, the DM can always send a learned NPC scholar back to the Wheel with them—the conjunction can be assumed to last several weeks in this case.



SCENARIO 2: LOCKSMITH

PLAYER BACKGROUND

The first leg of the quest for the lost king was to determine if indeed it was time for the return of Llywelyn, Loring's Wood was the locale of the search, and after facing such hardships as hostile treants, a mad druid, and a black dragon, you found the Wheel of Time and proved that the time spoken of in the Prophecy was at hand. Now the seneschal Gwydion has summoned you again to give you a briefing on another task that if successfully completed, will hasten the return of good King Llywelyn,

Lord Krell, also known as Krell the Robber Baron, has sent word by trusted messenger to Gwydion that he has in his possession a set of keys, from all appearances of great antiquity. If the council is interested in them, he is prepared to sell.

Krell has justly earned both his titles. He is a robust fighter who honed his craft early in raids against orcs and hobgoblins to the south and east, and single-handedly slew the dragon Hoarfrost in the wintry wilds of the Caspan Mountains. The hoard of the dragon was vast, and allowed Krell to build both a fortified manor house on a plateau overlooking the only pass through the mountains south of Widdershin, and a gatehouse astride the main road at that point. As he controls the traffic, Krell also exacts a toll for passage. Some think his fees are outrageous, hence his second title.

The seneschal has done very little to hinder Krell in his business dealings, as Krell has on more than one occasion thwarted invasion attempts through the pass and has never molested a tax collector.

The purchase of these keys has been approved, and you are to go to Krell Manor to settle the matter by the time of the

new moon, a fortnight hence. The keys, lost for centuries, are believed to be the ones used to seal Llywelyn's tomb; how Krell came by them is unknown, but it is obvious he does not know their value as he has asked the ridiculously low price of only 10,000 gp for the set. According to Gwydion, each key should be a foot long and sparingly bejeweled, three of silver, three of gold and three of iron.

Gwydion has entrusted to you a small chest containing the 10,000 gp in gems and jewelry. You are to time your journey to arrive at Krell's stronghold at the time of the new moon, seal the bargain and return with the keys.

DM INTRODUCTION

Unknown to the seneschal, Krell has sent out more than one messenger in an effort to sell the keys. He has been contacted by another interested party. He has agreed to meet with them as well, and on the same day! Krell really does not know the significance of the keys, though he is smart enough to realize that they are obviously a set. He keeps them in a velvet bag sealed with a braided gold wire, and will not open it for inspection—caveat emptor! He has, in fact, removed and hidden one of the iron keys. Once the deception is discovered, he will sell the remaining key for another 10,000 gp.

It must be emphasized that Krell's stronghold is very strong. There is no hope for the party to go in and take the keys by force. While it might be possible to slay Krell himself, the 100 or so troops and other retainers at the manor can easily overwhelm anyone daring to use force!

A key feature of this adventure is the DELAY assessed against the party when they choose a course of action that will slow them down. The DM must keep careful track of the **number of turns** the party is delayed. The more the player party is delayed, the longer start the evil party will have to make its escape. Delays are specified in the encounter key. It is imperative that the DM keep an accurate tally of delays.

Time and Movement: The map is scaled so that a character mounted on a light horse can make 3 hexes in one game turn, while a character on foot will make 1 hex in a game turn.

Horses: For tournament purposes, all characters are assumed to be mounted on light war horses (AC 7; MV 24"; HD 2; hp 12; #AT 2; THACO 16; D 1-4/1-4).

Campaign note: Random wilderness encounters occur only if the party wanders off the main road, or takes more than a day to complete this adventure.

Southern Mountain Wandering Monsters

Encounter occurs 1 in 12 (d12); check every 4 hours on road.

1.	1-6	Bears, brown	5.	6-9	NPC party
2.	2-8	Giants, hill	6.	10	Patrol
3.	1-6	Griffons	7.	10-40	Pilgrims
4.	20-50	Merchant Caravan	8.	2-20	Wolves

KEY TO THE TRAIL

1. THE GRIFFONS

It is the last morning before the night of the new moon. You expect to reach Krell Manor at noon, in another two hours of easy riding. The road twists and turns through the mountains, getting steeper all the while. For some time, a group of six black-cloaked horsemen has been visible on the road about a half mile ahead. As they ride behind the intervening

shoulder of a wooded slope, your observation of them is suddenly interrupted by shrill cries from above.

There is effectively no surprise here, as the two griffons (AC 3; MV 12"/30"; HD 7; hp 27, 35; #AT 3; THACO 13; D 1-4/1-4/2d8) are closing to the attack. The party has time for one missile attack (two if they don't arm for melee). Anyone who attempts to ride in pursuit of the horsemen will be attacked by a griffon in preference to other targets,

2. HAZARDS OF THE TRAIL

The mysterious horsemen are now out of sight, and you continue your winding journey to Lord Krell's manor. The road becomes rougher as you travel, and the lead horse shies away from a small slide of hand-sized rocks clattering down the steep slope to your right

The trickle of rocks is the danger sign of an impending rockslide trap. If the party halts and sends a character able to find traps ahead, a trip wire will be found mere inches in front of the lead horse. A dwarf can verify new construction upon close examination of the rocky slope. A ranger who looks for tracks will note that a horse with a broken shoe has recently passed here,

If the slide is triggered, the front two ranks of the party will be hit by the falling rocks and boulders. Each rider or mount involved takes 2d8 damage (9 points of damage in tournament play).

The mounted group ahead of the characters are representatives of an evil faction that is intent on getting into Llywelyn's tomb. They will raise **Grellyn**, an unknown co-ruler during Llywelyn's reign. Krell has agreed to meet with them today as well, figuring first come, first served. While the party was engaged with the griffons, the evil party stopped and hastily rigged the deadfall.

3. KRELL'S GATE

The road continues up into the mountains, climbing a little more gently now than before. As you crest a small rise, Lord Krell's manor is visible on a plateau overlooking the pass. One hundred feet below, a fortified gatehouse, much like a castle, spans the road and completely fills the pass to a height of 40 feet. Numerous men-at-arms can be seen walking its crenelated battlements, and more wait before its oversized portcullis.,

When the characters approach the guards near the portcullis, read the following.

Ten men, clad in chain mail and tunics of black and crimson, each armed with a halberd and a club, and a large fellow toting a two-handed sword, stand guard. As the guards snap to attention, their leader strides to the center of the road and stops, legs wide spread and sword held firmly in front of him. "Greetings, travelers. State your business at Krell's Gate,"

If asked if another party has arrived, the sergeant will say that another group rode through six hours ago. (If any players ask the DM directly how far the other party was ahead, they should be told the other party should be less than an hour ahead.) This gatehouse is quite well fortified,

Gate Guard:

Sergeant (AC 3, MV 6"; F4; hp 34; #AT 1; THACO 15; D 1-10+3; S 17, I 12, W 11. D 15, C 16, Ch 8) in scale mail with a two-handed **sword +2**

10 heavy foot (AC 5, MV 6"; F0; hp 6 each; #AT 1; THACO 20²;

D 1-10 or 1-6) in scale mail and shield with halberd and club

On the battlements:

Leader (AC 4; MV 9"; F3; hp 20; #AT 1; THACO 18; D 1-6+1) with chainmail and military pick

20 heavy crossbowmen (AC 5; MV 9"; F0; hp 6 each; #AT 1; THACO 20²; D 1-4+1 or 1-6) in chainmail with crossbows and short swords

At each portcullis:

Leader (AC 4; MV 9"; F3; hp 17; #AT 1; THACO 18; D 2-8) chainmail, shield, and broadsword

10 Light crossbowmen (AC 5; MV 9"; F0; hp 5 each; #AT 1; THACO 20²; D 1-4 or 1-8) in chainmail with light crossbows and military forks

Reserves:

30 heavy footmen (AC 5; MV 6"; F0; hp 6 each; #AT 1; THACO 20², D 1-10 or 1-6) in scale mail with halberds and clubs

Light horse leader (AC 4; MV 9"/24"; F2; hp 15; #AT 1; THACO 20; D 1-6 or 1-8) in banded mail and shield with javelins and longsword

20 light horse (AC 6; MV 9"/24"; F0; hp 5 each; #AT 1; THACO 20; D 1-6 or 1-8) in ring mail and shield with javelins (3) and longsword; horses (AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; D 1-4/1-4)

The party now has three options:

OPTION 1: ATTACK. The description of the defenses at the gate area should be sufficient to deter such action, but if they decide to fight anyway, have the gate guard retreat into the gatehouse as the portcullis is lowered, while the bowmen pepper the party with quarrels. Krell is expecting them, but he will brook no violence or high-handedness from them, even if they are agents of the government. The sergeant will tell them that he will deal with them when they learn better manners. Assess three turns' delay and rerun encounter **3**.

OPTION 2; FOLLOW THE NPC'S, The guards will exact a toll of 10 gp per person and open the gate. You may describe the interior of the gatehouse to them (buildings 1 to 7). After leaving the gatehouse, the party should be told that they see no one ahead of them. If a ranger noted the broken horseshoe mark at the rock slide and checks again, tell him that no such mark is apparent in the tracks on the road. Announce the periodic passage of turns. Penalize the party one turn each turn they say they will proceed with the chase. There will be nothing at **Point E** at this time, as the evil party is still in the manor. When the player characters decide to give up and return to the gate, assess half the number of turns delay for the return trip. (If they decide to return after only one warning, they lose only one turn.) Rerun encounter **3**.

OPTION 3: SEE KRELL The guards will let the party through the portcullis (you may describe the interior of the gatehouse to the players, buildings **1** to **7**), then open another that opens onto a path up the mountainside to the wide plateau and the manor house proper. Go to building **8**.

BUILDING KEY FOR THE GATEHOUSE

1. Cavalry barracks. These are quarters for the light horsemen (detailed in encounter 3) when off duty.

2. Stable. There are 40 light horses (AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; D 1-4/1-4) kept in the gatehouse. Twenty of them are stabled here at any given time.

3. Corral. Another 20 light horses are kept here, ready for immediate action.

4. Smithy. The blacksmith is mainly occupied with shoeing the

horses, though he is quite capable of making minor repairs to armor and putting a keen edge on a sword.

5. Storage. This building contains fodder and tack for the horses.

6. Foodstuff Storage. Also, the sergeant-of-the-guard maintains private quarters here and keeps a strongbox to hold the tolls he collects. It presently contains 500 gp in assorted coins.

7. Yard. Exercise and training area for both cavalry and foot soldiers.

KEY TO THE KRELL MANOR GROUNDS

All the action in this part of the adventure occurs in just a few rooms of the manor house, though all rooms are detailed for completeness. Likewise, the rest of the buildings on the plateau are included to give the party an idea of Krell's holding. Remember, this is Lord Krell's personal property, and visitors cannot simply wander around,

8. Inner Barbican. Two 30 foot diameter by 30 foot high towers connected by a 20 foot wide by 30 foot long by 20 foot high building are set in the curtain wall that totally surrounds Lord Krell's holding. This fortification, once serving the same function as the gatehouse, is manned by 20 heavy foot (AC 5 (scale mail and shield); MV 6"; F0; hp 6 each; #AT 1; THACO 20²; D 1-10 (halberd) or 1-6 (club) led by an captain (AC 3 (banded mail and shield); MV 6"; F3; hp 18; #AT 1; THACO 18; D 1-8 (battle axe). They do not look for much trouble since the guards on the road will not allow anyone access to the path without proper clearance.

The captain will ask the party to state its business. If they party decides to fight their way in, for some reason, go to **OPTION 1**; if they state that they are emissaries from the Council of Widdershin to see Lord Krell, they will be passed through the gate and escorted to the manor house proper (**9**),

9. Manor House. This is the most imposing structure on the plateau, and houses Krell and his more intimate associates. It is a two-story stone building, and itself well fortified, reflecting Krell's military background. After the party has cleared the barbican, they will enter the manor through the double doors in the front. (See the **Key to the Manor House** for further details),

10. Guard Barracks 1. The ground floor of this two story building is a common area, while the upper floor provides sleeping quarters for up to 20 men. Their commander has a small corner of the ground floor to himself. All guards are presently in the mess hall.

11. Guard Barracks 2. See building **10**.

12. Temple of Dunatis. Hendrik, the local cleric, conducts organized worship of this minor god once a month.

13. Armory. Weapons of all types may be found here, enough to equip 300 men.

14. Armorer's Quarters. The forge and anvil dominates this small building. The armorer is capable of making any type of armor, though he specializes in chain and scale mail.

15. Bowyer/fletcher. Few of Krell's troops use regular bows, so this fellow is more adept at the making of crossbows and quarrels. There are 30 light crossbows and 600 quarrels here now.

16. Stable. Six heavy warhorses (AC 7 (2 if barded); MV 15"; HD 3+3, hp 12, 14, 16, 17, 17, 20; #AT 3; THACO 16; D 1-8/1-8/1-3) are kept here as mounts for Lord Krell and his companions.

17. Blacksmith. Normal smithy work is carried on here, including all kinds of metal repair (except to armor), shoeing horses, and making and repairing tack.

18. Corral. Four medium horses (AC 7; MV 18"; HD 2+2; hp 8, 9, 11, 16; #AT 3; THACO 16; D 1-6/1-6/1-3) and four mules (AC 7; MV 12"; HD 3; hp 14, 15, 15, 17; #AT 1 or 2; THACO 16; D 1-2/1-6) are kept here because of their brutish nature. They will attack anyone who comes up to the fence,

19. Vegetable garden.

20. Storage. This building holds foodstuffs and normal clothing for the men.

21. Storage. This area is for animal feed and bedding,

22. Livestock Pen. This area contains 40 sheep.

23. Servants quarters.

24. Guard Barracks 3. Same as building 10.

25. Guard Barracks 4. Same as building 10.

KEY TO THE MANOR HOUSE

9a. Foyer

You are led up the graceful, curved steps to the double doors which open into a large chamber. There are two guards here (AC 5 (scale mail and shield); MV 6"; F0; hp 6 each; #AT 1; THACO 20²; D 1-10 (halberd) or 1-6 (club). Each wears a black surcoat over his armor with a crimson panther emblem on the left breast. The room is lit by six oil lamps, one on either side of each door and one in the center of the west and north walls.

The party will be met by **Carruthers** (AC 9; MV 12"; F4; hp 30; #AT 1; THACO 18; D 1-4 (dagger); S 13, I 16, W 15, D 15, C 16, Ch 16). He is a man in his late 60s. His build is slim, though he sports a slight paunch. He wears his gray hair long, making no attempt to cover his receding hairline. He is clad all in gray, with the crimson panther emblem sewn to his tunic.

Carruthers is Lord Krell's most faithful adviser, having been a member of Krell's father's household. When Krell came into his own, he brought Carruthers along with him. He is quite shrewd and totally loyal. With strangers he assumes the mien of a menial servant. He will ask the party to wait while he announces their arrival to his lord. If the party decides to wait for his return no delay is assessed.

The characters may try to force their way into Krell's presence at any time. The guards will not attack unless the party draws weapons or displays obvious hostile intentions. If the party is taking pains not to start a fight they will get in to see Krell (**9g**) this way with no further delay.

The party's arrival has placed Krell in an awkward situation, as he has just sold the keys to another group (the black-clad horsemen). Upon hearing Carruthers' message, they offer Krell an additional 5,000 gp to delay the party while they make their escape through a rear exit. Never one to turn down gold, Krell and Carruthers hatch this subterfuge.

Realizing that these adventurers cannot be kept simply waiting for very long, it will be made to appear that Krell is enraged at being interrupted. Krell will cuff Carruthers on the face hard enough to draw blood, and Carruthers will delay the party as

long as possible.

After a minute, you hear shouting ("You doddering old fool? I told you I was not to be bothered now. Get out!") and the sound of a blow. A thoroughly cowed Carruthers comes back into the foyer and says, "My lord respectfully asks that you take the air in the garden and refresh yourselves from your journey with meat and wine. He is engaged in some urgent private matters, and will be with you shortly. Please follow me."

If the party follows Carruthers, go to the garden **9b**.

9b. The garden

This is a beautiful place, with gravel paths running through a well-kept lawn and many rosebushes and flower beds. There are four stone benches, a finely carved fountain, and four guards.

There are windows in the south wall that will allow the characters to look into the mess hall (**9f**) and see all the troops eating. The windows in the north wall looking into the Great Hall (**9g**) are covered by heavy crimson draperies. The party cannot see in here.

Carruthers will lead the party here, and immediately a magnificent repast is brought to them. But the subterfuge continues. One of the characters will spot a piece of paper under a wine ewer. It says, "Krell means to sell you false goods, but I know where the real keys are. Leave the garden by the west door and I will take you to them, (signed) Carruthers." Shortly after, the four guards in the garden will be summoned into the Great Hall, leaving the party alone in the garden. There is no delay for this.

If the party chooses to follow these instructions, go to **9c**; if they enter the Great Hall, go to **9g**; if they decide to sit and wait, tell them a turn has passed and they are still waiting, though a servant comes in bearing more food and drink. Each turn they wait is another turn of delay. After four turns, they will be summoned to the Great Hall

9c. Hallway. This is simply a hallway between the kitchen and the Great Hall. If they meet Carruthers here after eating (see **9b**), he will take them into the kitchen (**9d**).

9d. Kitchen. All the cooking is done in the three fireplaces, and there are two tables and two cabinets used for preparation and storage respectively. There is also a stairway down to the cellar (**9e**); Carruthers will lead the party here if he is with them. The half dozen servants in the kitchen know nothing of value,

9e. Cellar. The party will be led here by Carruthers (see **9b**) to play out the charade he and Krell have set up. Muttering vile epithets, Carruthers will rummage around in an endless jumble of boxes, crates, etc., in search of the keys, which, of course, are not here. Carruthers will make occasional exclamations of triumph (every second box) and dig frantically in something, only to come up empty-handed. Assess the party 1/2 turn for each box, crate, etc, they let him examine. Round up any fractional turns. When they leave, take them back to the garden (**9b**).

9f. Mess hall. There are two fireplaces and four 50-foot long tables. Presently there are 50 guards (AC 5 (scale mail and shield); MV 6"; F0; hp 6 each; #AT 1; THACO 20²; D 1-10 (halberd) or 1-6 (club)) taking a meal.

9g. Great Hall. Immediately inside the door is a 40-foot long table, head end to the west. Sixteen upholstered wing benches are spaced around the table, and three finely-wrought gold candelabras sit upon it at 10' intervals. The remains of a meal

can be seen amidst the rich plates and silverware. Beyond the table, slightly left and right of center are two 10' square fireplaces, Each is covered by a chimney, hung by chains from the ceiling and fitted with a 10' square smoke collector. Between them hangs a circular, ironbound wooden chandelier, the light supplied by eight lit oil lamps around its rim, A stairway up along the west wall provides access to the second floor rooms and balcony, and there are four shields (one a **shield +2**), 3 spears (one a **spear +3**), a light crossbow, a case of four **quarrels+2**, a **bastard sword +1** and a **javelin +2** hanging on the walls.

There are six guards (AC 5 (chain mail); MV 9"; F1; hp 7 each; #AT 1; THACO 20; D 1-10 (halberd) or 1-6 (short sword) on duty, located at the points denoted by "G." Three more guards, armed with short sword and light crossbow (D 1-4), stand on the balcony.

Lord Krell (see the **Major NPC** section) sits at the head of the table. He is a slim man, about 6 feet tall with a thin, aristocratic face, piercing blue eyes and a high, rounded forehead underneath wavy, light brown hair. He sports a thin, well-trimmed mustache the same color as his hair, though sprinkled with gray. While witty and very charming, he is a rogue, constantly seeking to better his position in life, He is dressed in black and crimson, the colors of his house. The wide sleeved tunic he wears hides the **bracers of defense AC 2**, which he always wears when not armored. The ring of **telekinesis** is worn on the third finger of his right hand.

If the party tries to cut their way in, or if fighting breaks out as a result of the negotiations, suggested tactics for Krell and his friends are given later. Otherwise. Krell addresses them:

"Greetings to you, emmissaries of the Council of Widder-shin, I am Lord Krell, at your service. Please be seated and we will talk."

Make small talk as desired until someone brings up the subject of the keys (no delay is assessed here).

"I am truly sorry you have journeyed so far for nothing. The antique keys have been sold to someone else who made a more generous offer, which, as I am a man of business, I could not refuse, I regret any inconvenience this has caused you and the Council, But stay and dine with me; you are welcome to stay at Krell Manor for as long as you'd like,"

The dinner offer should appear bogus to the party, as it is obvious that a group of people has just finished eating. If they accept the offer, penalize them three turns. If they want to leave, let them; the only place they can go is back to the road. If they refuse the meal and press Krell for details concerning who purchased the keys, he will tell them that they were a group of five, all clad in black, who arrived shortly before the party. He will not tell how much was paid, though he will laughingly tell the characters he was well paid to delay them, For a small fee (100 gp) he will tell the party which way they went.

If the party pays the bribe, Krell will tell them that their competition left hurriedly by a back exit that opens onto a rough mountain path. This path eventually junctions with the main road some distance to the east,

ff one of the characters is very astute and inquires if they took their horses on the path, Krell will tell them, "No, their half-ore lackey took all the horses down to the junction to meet them there. The rest chose the mountain path once I told them of a small cave thereon recently occupied by a young dragon that I had not had time to deal with. There is no cave or dragon, but apparently their greed got the better of them, as I thought it

would. They will be some time at their search for it, so I have no doubt that you could catch them."

The party now has two choices. If they decide to follow the evil party down the path, go to encounter 4; if they decide to ride to the junction, go to **Point E** of the mountain path,

Melee in the Great Hall

- RND 1: *The room guards* interpose between Krell and the party. *The balcony guards* fire at enemy spell-casters, *Krell* shouts for aid, using his ring of **telekinesis** to disrupt a party spellcaster by raising him 20' and dropping him for 2-12 (2d6) points of damage. *Doors open* on the main floor and balcony, *Lasier* (room l) and 5 guards (room j) emerge.
- RND 2: *The guards* and *Laisir* fight, *Krell* telekinases the **shield +2** and **spear +3** to himself. *Hendrik* (room q) arrives on the balcony and casts a **silence** spell on an enemy spell caster *Marbuul* (room r) arrives on the balcony and casts **charm person** on a different spell caster,
- RND 3: *The guards, Laisir, and Krell* fight *Hendrik* casts **light** in the eyes of the nearest fighter threatening Krell. *Marbuul* **slows** as many of the party as possible.
- RND 4: *Fifty guards* arrive from the mess hall (**9f**), *Krell, Laisir, and guards* fight, *Hendrik* uses **hold person** against a spell caster. *Marbuul* uses **magic missile** to advantage.

Notes: If player characters get to the balcony, the balcony guards will fight to protect Hendrik and Marbuul. If hard pressed, Hendrik will fight to the death, but Marbuul will drink his potion of **polymorph self**, turn into a bird, and fly out a window.

If the party fights and loses, they will be delayed a total of six additional turns, If they win and either Krell or Carruthers is alive, the penalty is two turns plus the time spent fighting (round fractions up).

Private Quarters (for non-tournament use)

Rooms **9i** through **9r** will not be entered by the party during tournament play as the guards will prevent such action.

9i. Bathing Room. This area is dominated by two large pools, one 30-foot-by-15-foot filled with cold water and another 18-foot-by-15-foot with heated water. Both are 3 foot deep. Ten pegs to hold clothes are driven into the west and north walls, and there is a table stacked with crimson towels set against the north wall. The room is vacant.

9j. Lower Guard Room. The room is furnished with three tables, 12 chairs and nine bunkbeds. There are five guards (AC 5 (chain mail); MV 9"; F1; hp 6 each; #AT 1; THACO 20; D 1-10 (halberd) or 1-6 (short sword)) here now. They are clad in the crimson and black livery of their master.

9k. Library and Study. A 12-foot-by-20-foot crimson carpet covers the floor along the north wall. Upon it sits an oaken desk and chair of fine workmanship, The east and west walls are lined with 8-foot high bookshelves, packed with bound volumes and scrolls.

9l. Laisir's Room. The living quarters of the captain of Lord Krell's personal bodyguard. **Laisir** (see **9g**). He is readying for duty, so he is fully armored.

9m. Treasure Room. Here Lord Krell keeps the most valuable goods liberated from merchant caravans and private adventuring, including bolts of silk, spices, craft work, manufactured goods and works of art.

9n. Guest Bedroom. This serves as the quarters for VIP's who must spend more than one day doing business with Lord Krell. The room is furnished with a comfortable, four-poster bed and an armoire (standing closet). A small fireplace in the west wall provides heat.

Second Floor

9o. Krell's Bedroom. The accouterments are similar to those in 9l. only more opulent. A bed, a dresser; and a cabinet sit against the south wall, a fireplace in the west wall, and an overstuffed chair in the northwest corner. A false bottom in the middle drawer of the dresser provides a hiding place for Krell's **chain mail +1**, potion of **heroism** and potion of **invulnerability**.

9p. Living Room. Krell privately entertains important guests here, as well as Hendrik, Marbuul, and Laisir. A couch occupies the southwest corner, a large table sits in the northwest corner, and a desk, flanked by two large candelabras. and chair rest against the east wall. A 20-foot long picture window provides a stunning view of the barracks.

9q. Hendrik's Quarters. The room is lavishly furnished with tapestries and draperies lining the west wall. Shelving and a cabinet, separated by a table and one chair, on the east wall contain private papers and various books and scrolls of a religious nature. There is no bed, but a pile of cushions in the northwest corner serves that purpose.

9r. Marbuul's Quarters and Laboratory. The sparse furnishings here consist of three long tables and a small bed. Shelving in the northeast corner holds many jars, bottles, and boxes of ingredients for Marbuul's experiments.

THE MOUNTAIN PATH

The adventurers will be fairly close to the NPC party if they have played well up to this point.

4. THE TUNNEL

A guard party of 30 footmen, assigned by Lord Krell, escorts you to the fortified rear gate of Krell Manor. As the heavy iron gates are unlocked and opened, ahead of you stretches a tunnel through the mountainside. The guards close the gates behind you. Walking down the tunnel, you see a glow ahead of you. The light is not coming from the outside, however. The door at the end of the tunnel is tightly closed and a small glowing orb hangs in midair before it.

The glowing ball is a **delayed blast fireball**. The evil party (see the **Major NPC** section), figuring that Krell would not be able to delay the characters long, is covering its own retreat. Pyros waited near the tunnel exit until he heard the gates close at the other end and the approaching footsteps of the party. He then cast the **delayed blast fireball** from a scroll, a **wizard lock** on the tunnel exit door, then a **dimension door** to rejoin his group,

Tournament notes: The fireball will explode four rounds after the party reaches the door, and its blast will entirely fill the tunnel (which is 15' x 15' x 140'). Running back to the manor is futile, as the gates are now locked from the other side and no one can open them in time. A **detect magic** will reveal the door has been enspelled, and a **knock** or **dispel magic** will break the **wizard lock**. Once this is done, the door will open on the first push. Any character who is still in the tunnel when the fireball explodes will take 50 points of damage (25 if a saving throw vs. spells is made).

The Pursuit

The evil party will be stopping at points **A**, **B**, and **C** to set traps (detailed later) to slow the characters. At this point the DM should total the number of turns the party has been delayed. A party pursuing along the mountain path will be ambushed at Point D if it starts with 4 or more turns of delay. A party taking the main road will be ambushed at Point D if it starts 7 or more turns behind. At 6 turns, both groups reach Point D simultaneously; at 5 or fewer turns delay, the player characters can set up an ambush of their own. Party movement begins when they exit the tunnel or the north gate of the gatehouse. See the **Delay Table** for how long certain actions will take in this pursuit situation,

Delay Table	
Action	Turns
Move 1 hex along path	1
Detect and remove a trap	1
Bypass trap by going off path	2
Set a trap (evil party only)	3
Triggering a trap	3

The DM can use the Evil Party Table to determine the position of the evil party on any turn.

Turns Delay	Evil Party Position
0	A; two turns left on trap
1	A; one turn left on trap
2	A; trap completed this turn
3	1 hex beyond A
4	B; three turns left on trap
4	B; two turns left on trap
6	B; one turn left on trap
7	B; trap completed this turn
8	1 hex beyond B
9	2 hexes beyond B
10	C; three turns left on trap
11	C; two turns left on trap
12	C; one turn left on trap
13	C; trap completed this turn
14	1 hex beyond C
15	2 hexes beyond C
16	3 hexes beyond C
17	D
18	D; ambush prepared

Setting traps: If the evil party is interrupted while setting a trap (including the turn of completion), the trap will not be set.

Detecting Traps. The traps have multiple tripwires. Each tripwire must be found and removed independently, or the trap will be set off. For tournament purposes each such attempt will be successful if the character has the ability to find or remove traps (the point here is to discover if the characters are intelligent enough to try to avoid multiple trapping). A **find traps** spell, properly used, will give away the game fairly quickly!

Point A

The party is moving through heavily wooded hills. At this point, **Aralligen** has used **major creation** from a scroll to create a combination of two "Malaysian mantraps" (scythe blades attached to bent saplings) and a spiked-wall-and-snare trap. Note that there are three trip wires beyond the mantraps themselves. The first rank of characters must make three dexterity checks (roll their dexterity or less on 4d6); if any of

the checks are failed, the traps are triggered. The characters in the second rank will be hit by the mantraps for 16 points of damage; those in the front rank will be impaled on the spiked wall for 30 points of damage. No saving throws are allowed in either case.

Point B

The party has passed the crest of a hill and continued down a defile which climbs another hill ahead, Ara Iligen, behind them under **improved invisibility** when they pass, casts **fog cloud**. Describe it such that the party will think it is **cloudkill**. The rest of Ara Iligen's party have set an avalanche of rocks and logs at the top of the far hill, connected to another set of three trip wires in the defile. If the characters run down the path away from the **fog cloud**, they have no chance to avoid the trip wires and will be struck by the landslide, each taking 24 points of damage (12 if save vs death ray is made, modified by dexterity). If they ignore it and look for traps ahead, they will pass the trap with the usual delay. They will trip the avalanche if they do not look for traps.

Point C

The trap here is more devious than the previous two. Ara Iligen has used **minor creation** and **major creation** and Pyros has used **dig**. It starts as a simple pit filled with spikes. When the victims step on the doors over the pit and fall in (taking 10 points of damage), larger spikes snap over from the sides to impale the character from above (doing 15 more points of damage). Then three logs, their limbs roughly trimmed to 6-inch spikes, suddenly drop from the overhanging trees to swing over the pit, making rescue very dangerous. A rescue fails if the rescuing character takes damage from the logs. The rescuing character roll his dexterity or less on 4d6 for each log. Each log will do 1-12 points if it hits. Trapped characters cannot escape the pit by themselves, The logs hang by ropes from branches above the pit. The ropes may be cut if a character climbs or levitates up to them, and there is no limit to the number of rescue attempts that can be made.

Point D

Part of the hillside has fallen away, forming a rock slide across the path. It is possible to climb over it, though difficult. The hill above the path is covered by large boulders and trees. Anyone standing atop the hill has a clear view of the path in both directions, but has good cover from anyone on the path. In other words, this is a perfect ambush spot!

IF THE NPCs ARRIVE FIRST; The evil party will stop here to set up an ambush, figuring the characters are close behind, While they are waiting, they will open the bag they bought from Lord Krell. Examining their treasure, they will find they've been tricked—one of the iron keys is missing. Krell still has it, though the evil party will think he sold it to the player characters. They will wait in ambush for the party, figuring to kill them, get the key, and go back to their masters.

IF THE PLAYER CHARACTERS ARRIVE FIRST (by taking the road to the junction point and working their way back); The party receives a description of the area, along with a strong hint that this would be an ideal place for an ambush. If they decide to do so, have them detail their plan of action. An ambush will result in one free surprise round and first round initiative for the ambushing group.

The opposition will appear on the path in the following order: Rendar, Ovak Nar, and Pyros; followed four rounds later by Ara Iligen and Blackleaf. The players must spring their ambush within two rounds. After the surprise round, Ovak Nar will cast **hold person** on the nearest character for Rendar to

kill. Pyros will cast **fireball** if a group of characters is available, otherwise he will **magic missile** a spell caster. Ara Iligen, under the cover of his **invisibility**, will run away, but Blackleaf will cast **haste** on himself and **fire arrow** on seven arrows to fire at the party at the rate of four per round. He will continue firing arrows under the haste spell until attacked. If victory seems a dim possibility at this point, he will also beat a hasty retreat into the woods.

If the party wins, they will find a velvet bag, unopened, on the body of Ovak Nar, It is heavy, and feels like it contains keys of the correct length. If the party doesn't open it and look inside, the adventure is over. If they choose to see what they've won, they will find that one of the iron keys is missing. Further searching will not produce the key, of course, but they will find a 5,000 gp necklace around Blackleaf's neck, if he is slain,

They might figure out what has happened and go back to Krell Manor to get the other key. Krell is expecting one of the groups back in any case, and will sell the remaining key for an additional 20,000 gp, or 10,000 gp and two magical items.

The Ambush Area

The hill has a steep, forested slope, scarred by the slide that has partially buried the path. The top of the slope is strewn with boulders and trees; the area of the slide is littered with large rocks and logs; the path itself is clogged with boulders and rubble; and the lower slope continues the slide area.

Normal movement is one hex per 3" — half this if moving off the path or through the slide area, The terrain affects missile fire and saving throws as follows (due to cover and concealment):

In Forested Slope	+2 AC	-
Stationary in Slide Area	+2 AC	+1 Save
Stationary on Hilltop	+7 AC	+3 Save

The Evil Party's Ambush Plan

Rendar and Blackleaf will be hiding in the boulders above the path. Ovak Nar, Pyros, and Ara Iligen are hidden in the rocks and trees above. Pyros has cast **shield** and Ovak has **blessed** Rendar and Blackleaf. Blackleaf has **hasted** himself and Rendar. In the surprise round, Pyros will cast his best **fireball** spell to encompass as many as possible, especially opponent spell casters, Ara Iligen will cast a **color spray**, Ovak Nar will cast **prayer**, Blackleaf will use his **flame arrow**, firing four arrows per round at enemy fighters, while Rendar will fire, but engage anyone trying to break through. Once these initial routines are completed, continue the action as befits the situation. The evil party gets initiative on the first normal round,

Point E

If the party arrives here without first going to the manor, there is nothing here, If they have spoken with Lord Krell, you may tell them that the mark of a broken horse shoe can be seen in the dust enroute, if they ask. The party will find the evil party's half-ore lackey (AC 9; MV 24" (horse); F1; hp7; #AT 1; THACO 20; D 1-6 (short sword)) with six horses at the road junction, waiting for his masters. Whether he is slain or allowed to escape is of little importance. The party might guess from the horses that the evil party is still on the mountain path.

MAJOR NPCs

Krell's Holding

Lord Krell (AC 0; MV 12"; F10; hp 71; #AT 3/2; THACO 9; D 1-6+4 (**spear +3**); S 16, I 13, W 15, D 16, C 15, Ch 17), He has bracers of defense AC 2 and a **ring of telekinesis** on his person;

chainmail +1, a potion of **heroism**, and potion of **invulnerability** in his room; and a **spear +**, four **quarrels +2**, **javelin +2**, **shield +2**, and **bastard sword +1** on the wall of the Great Hall.

Laisir (AC-1; MV12"; F7; hp60; #AT3/2; THACO 10 D 1-8+6; S 18/76111, W 9, C17, D16, Ch 12; **plate mail+1**, **shield+1**, **long sword +2**)

Hendrik (AC 1 (plate mail and shield); MV 6"; C4; hp31; #AT 1; THACO 17; D 1-6+3; S 16, I 11, W 17, D 16, C 15, Ch 14; **mace +1**, scroll: **protection from magic**, **wand of negation**)

First level: **bless**, **cure light wounds (x2)**, **light**, **purify food and drink**

Second level: **hold person (x2)**, **silence**, **15'r.**, **slow poison**

Marbuul (AC 9; MV 12"; M6; hp 17; #AT 1; THACO 19; D 1-4; S 8, I16, W11, D12, C 13, Ch 11; **ring of protection +1**, **wand of Illusion**, scroll: **Invisible stalker**, potion of **polymorph self**, potion of **extra-healing**)

First level: **charm person**, **enlarge**, **hold portal**, **magic missile**

Second level: **detect invisible**, **knock**

Third level: **dispel magic**, **slow**

The Evil Party

Ara Iligen (AC 5; MV 12"; I10; hp 28; #AT 1; THACO 19; D 1-6 (quarter staff); S 9, I 17, W 13, D 17, C 14, Ch 16; **ring of protection +2**, scroll: **major creation**, **maze**)

First level: **color spray (x3)** **wall of fog**, **change self**

Second level: **hypnotic pattern**, **mirror image**, **blindness**, **detect magic**

Third level: **invisibility**, **1-r.**, **hallucinatory terrain**, **fear**

Fourth level: **minor creation**, **improved invisibility**

Fifth level: **major creation**

Blackleaf elf (AC 4 (leather); MV 12"; F6/M7; hp 35; #AT 3/2; THACO 12 bow, 14 sword; D1-6 (arrow) or 1-8+1 (longsword); S17, I16, W14, D18, C16, Ch 15)

First level: **shield**, **read magic**, **magic missile**, **charm person**

Second level: **invisibility**, **magic mouth**, **esp**

Third level: **flame arrow**, **haste**

Fourth level: **wizard eye**

Ovak Nar (AC 4; MV 9"; C9; hp 45; #AT 1; THACO 16; D d6+2 (footman's mace); S 16, I 14, W 18, D 13, C14, Ch 18)

First level: **sanctuary**, **cure light wounds (x4)**, **bless**, **detect evil**

Second level: **know alignment**, **speak with animals**, **chant** **hold person** **find traps**

Third level: **create food and water**, **dispel magic**, **prayer**, **speak with dead**

Fourth level: **neutralize poison**, **cause serious wounds**, **detect lie**

Fifth level: **raise dead**

Pyros (AC 10; MV 12"; M6; hp 28; #AT 1; THACO 19; D 1-4 (dagger); S 10, I 18, W 12, D 13, C15, Ch 13; scrolls: **dimension door**, **fireball (7d6)**, **dig**, **delayed blast fireball**)

First level: **sleep**, **magic missile**, **burning hands**, **shield**

Second level: **web**, **wizard lock**

Third level: **fireball**, **dispel magic**

Rendar (AC 4 ; MV 12"; half-ore F9; hp 64; #AT 3/2; THACO 8, bow 12; D1-10+5; S18/51, I 10, W9, D 15, C17, Ch9; **chain mail +1**, **two-handed sword +2**, long comp. bow)

Magic-users

First Level	Second Level	Third Level
Affect Normal Fires	Continual Light	Blink
Burning Hands	Detect Invisible	Dispel Magic
Dancing Lights	Invisibility	Feign Death
Detect Magic	Knock	Fireball
Feather Fall	Levitate	Flame Arrow
Hold Portal	Magic Mouth	Gust of Wind
Magic Missile	Shatter	Hold Person
Push	Wizard Lock	Prot/Norm Missiles
Read Magic		Lightning Bolt
Shield		Water Breathing
Shocking Grasp		
Sleep		
Spider Climb		

Clerics

First Level	Second Level	Third Level
Bless	Chant	Create Food and Water
Command	Detect Charm	Cure Blindness
Create Water	Find Traps	Cure Disease
Cure Light Wounds	Hold Person	Dispel Magic
Detect Evil	Resist Fire	Feign Death
Detect Magic	Silence 15'r.	Prayer
Light	Slow poison	
Prot/Evil	Snake Charm	
Purify Food/Drink	Spiritual Hammer	
Remove Fear		
Resist Cold		
Sanctuary		

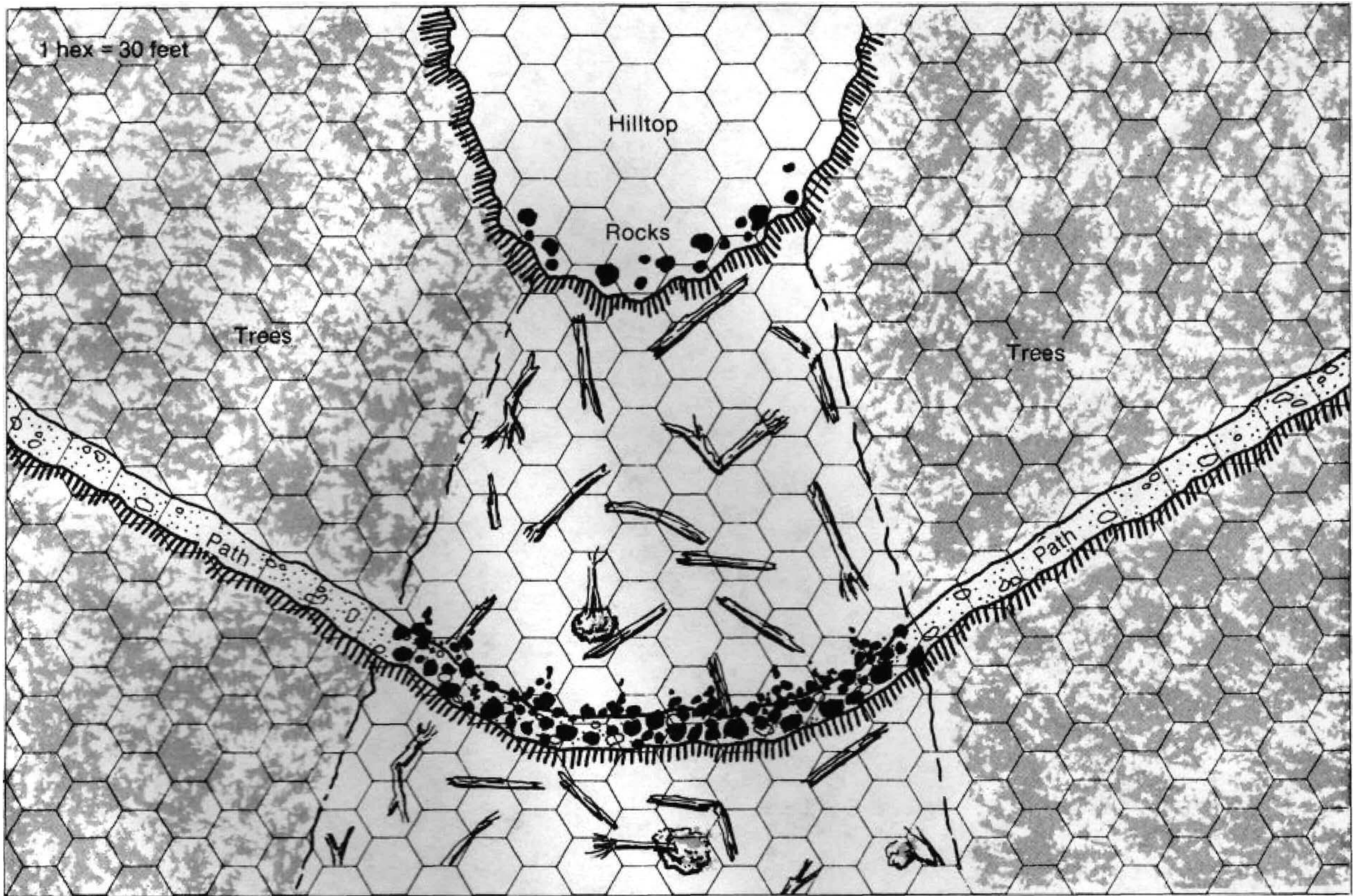
Druid/Bard

First Level	Second Level	Third Level
Detect Magic	Barkskin	Call Lightning
Detect Snares/Pits	Create Water	Cure Disease
Entangle	Cure Light Wounds	Hold Animal
Faerie Fire	Feign Death	Neutralize Poison
Invis. to Animals	Heat Metal	Protection/Fire
Pass without Trace	Obscurement	Snare
Predict Weather	Produce Flame	Tree
Purify Water	Trip	Water Breathing
Shillelagh	Warp Wood	
Speak with Animals		

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POINT E MAP



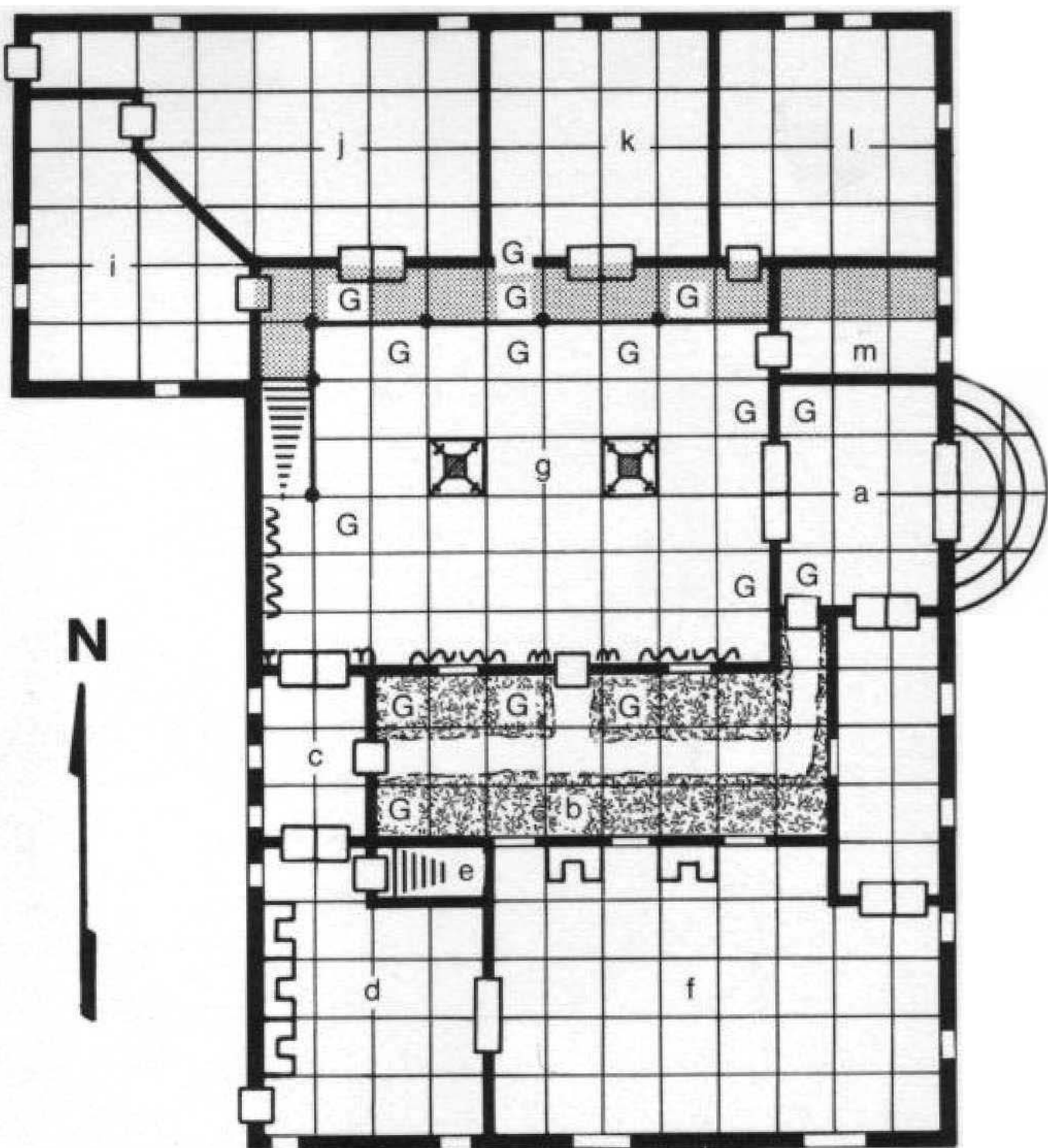
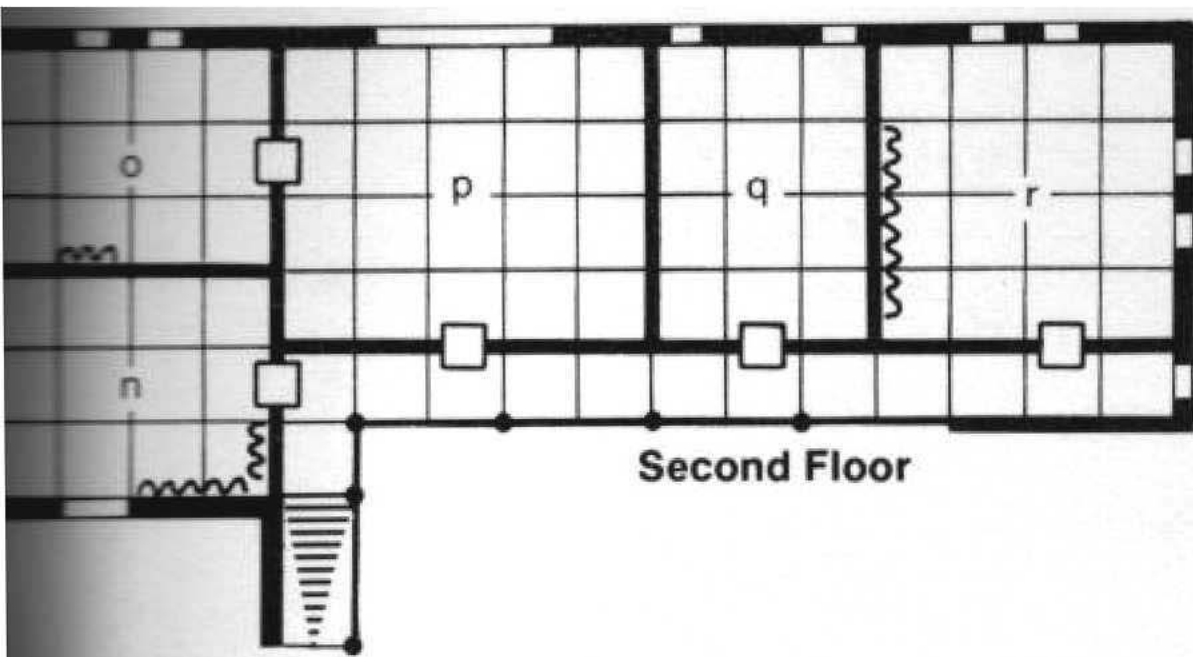
Character	Weapons	Magical Items	Equipment	Dugal			
Lyman	Dagger	bracers of defense AC 5, potion of fire resistance, scroll (at L7): dispel magic, extention I	dagger, 2 oil flasks, 50' rope, rations, 50 gp, spell books, components		Broad-sword hand ax, shortbow, dagger	broad-sword +1, 3 arrows +2, ring mail +1, shield +1	broadsword, hand ax, 2 daggers, shortbow, quiver/20 arrows, 3 torches, tinderbox, cloak, rations
Silevran	Q. staff	ring of protection +2, potion of healing, wand of lightning (8 charges)	q. staff, 12 darts, backpack, 50 rope, 2 water flasks, rations, 5 ep, spell books, components	Ringo	Short sword, club dagger	net of entrapment, potion of healing	short sword, club, dagger, leather armor, thieves' tools, large sack, 50' rope, extra robes, rations, 30 gp gem
Jenelle	Mace, hammer	hammer +1, chain mail +1 potion of extra-healing	mace, 2 hammers, shield, holy symbol, prayer beads, lantern, 5 oil flasks, silver mirror, 30 gp, components	Glynnis	Long-sword, javelin, daggers, sting	longsword +1, leather armor+2 Fouchlucan bandore	2 javelins, dagger, sling, 5 sling bullets, thieves' tools. 2 song books, rations, 4 * 15 gp gems, components
Tremblaine	Q. staff, mace	mace +1, shield +1, potion of extra-healing	mace, q. staff, scale mail wolfsbane, extra trousers, rations, 20 gp gem, components	Berta	Club, jo stick, dagger	necklace of missiles (5-3-3)	club, jo stick, 2 daggers, thieves' tools, extra pants, rations
Arwyn	Spear, sling	spear +2, cloak of protection +2, dust of appearance (1)	spear, sling, leather armor, sandals, silver bowl, rations, components				
Brutelle	Battle ax, hand ax, longsword	longsword +1 chainmail +2, boots of levitation	battle ax, 2 hand axes, longsword, 6 torches, tinderbox, backpack, 3 iron spikes, rations, 35 sp				



TOURNAMENT CHARACTERS FROM GEN CON "XVICONVENTION"

CHAR NUMBER	Lynnan	Silevran	Jenelle	Tremblaine	Arwyn	Brutelle	DugalMcVey	Ringo	Glynnis	Berta
RACE	1. H	2. E	3. H	4. 1/2E	5. 1/2E	6. H	7. H	8. Dw	9. H	10. H
SEX	M	F	F	M	M	F	M	M	F	F
Cls/IVI	M6	M5	C6	C4	Dir4	F6	Rngr6	T6	Bd 5/5/3	Mk6
HT	5' 11"	4' 8"	5'9"	5'4"	5'5"	6'	6' 3"	4'	5' 10"	6'
WT	150 lbs.	80 lbs.	125 lbs.	110 lbs.	115 lbs	140 lbs.	180 lbs.	150 lbs.	125 lbs.	150 lbs.
AL	LN	CG	N	LG	N	LG	NG	NG	LN	LG
HP	28	25	39	22	30	47	46	32	35	22
MV	12"	12"	12"	9"	12"	12"	12"	9"	12"	20"
STR	9	11	10	14	13	17	17	12	16	15
INT	17	18	11	9	10	9	13	10	12	10
WIS	10	10	16	17	15	11	15	11	15	15
DEX	15	16	14	16	14	15	16	17	17	16
CON	15	16	15	14	16	15	15	15	14	14
CHR	12	17	16	12	16	15	13	11	16	11
ARMOR	Bracers	None	Chain & shield	Scale & shield	Leather	Chain	Ring & shield	Leather	Leather	None
ATTACKADJ	0	0	0	0	0	+1	+1	0	0	0
DAMAGEADJ	0	0	0	0	0	+1	+1	0	+1	0
MISSILE ADJ	0	+1	0	+1	0	0	+1	+2	+2	0
OPEN DOORS	1-2	1-2	1-2	1-2	1-2	1-2	1-3	-	1-3	1-2
BEND BARS	1%	2%	2%	7%	4%	13%	13%	4%	10%	7%
THIEVING ABILITIES	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Language		
Ringo	60%	67%	60%	52%	42%	20%	62%	25%		
Glynnis	55%	52%	40%	45%	38%	20%	90%	25%		
Berta	—	52%	45%	47%	37%	20%	92%	—		

*Ringo's CON bonus included. Arwen's cloak bonus included

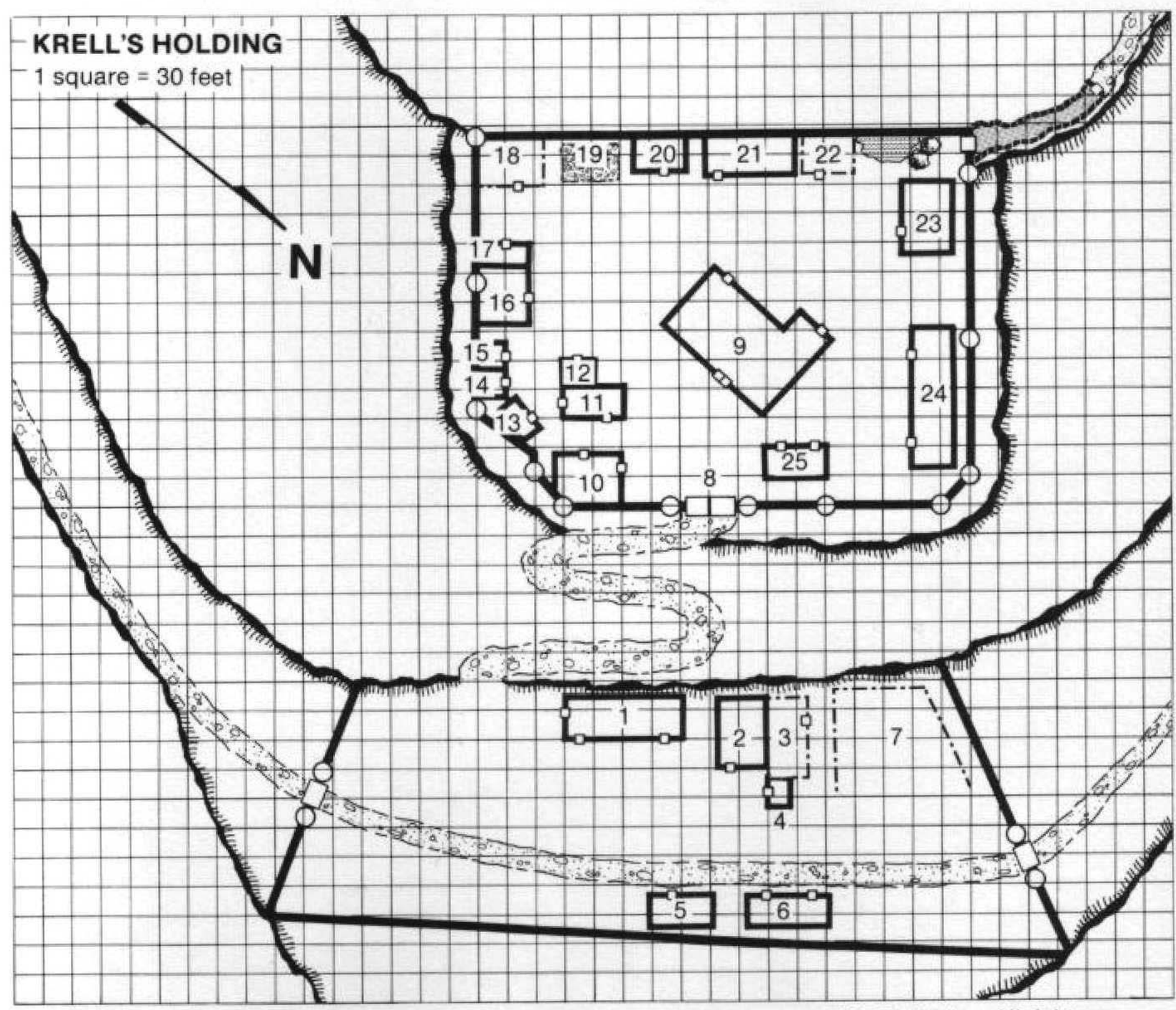


KRELL'S MANOR

	Door		Fireplace
	Window		Tapestry
	Stairs		Garden
	Fireplace		Guard
	Balcony		Fence



1 square = 10 feet



First module in the PROPHECY OF BRIE series

The High Council of Pellham is floundering. A restless populace claims nothing has gone right since the last king was deposed, nearly two centuries ago, and the political situation is turning ugly. Hope comes from a monastic order, the Brothers of Brie, in the form of an ancient prophecy. A long-forgotten king will rise in the hour of Pellham's greatest need and restore order, according to the Brothers. Can you prove that this is indeed the time for prophecy? Can you recover the keys to the tomb of the Forgotten King? The prophecy will not come to pass unless YOU succeed!

The Forgotten King is the first in a series of four RPGA™ modules concerning the Prophecy of Brie. It is an AD&D™ adventure for 6-10 characters, levels 4-7, that was originally run as a tournament at the GEN CON® XVI Convention. It contains two wilderness adventures, background information, maps, and detailed encounter keys.

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