

Advanced Dungeons & Dragons®

Official Game Adventure

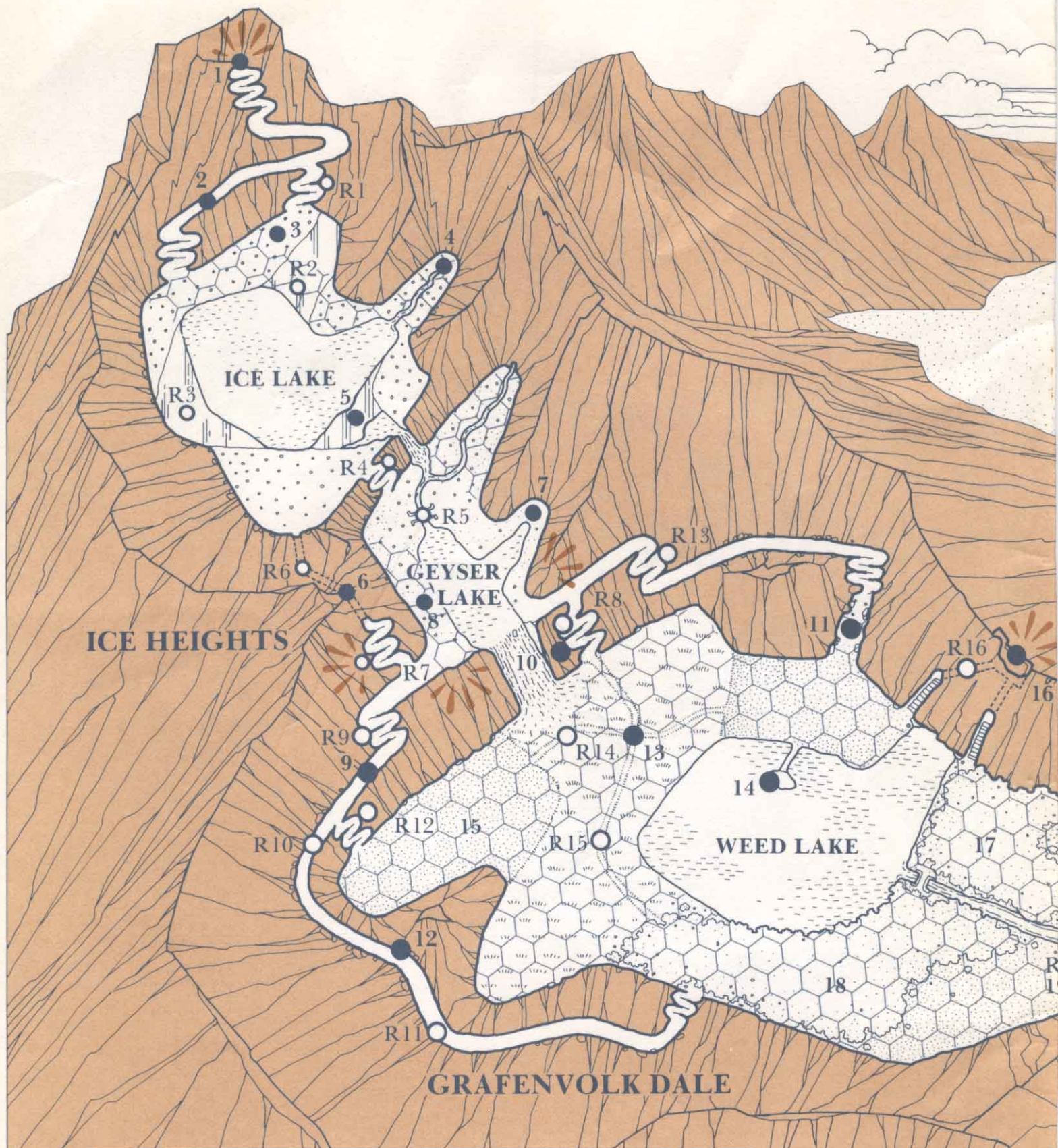
EYE OF THE SERPENT

by Graeme Morris



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ICE HEIGHTS

GRAFENVOLK DALE

1. HARDWAY MOUNTAIN
EACH HEX REPRESENTS 1/2 MILE

Official **Advanced Dungeons & Dragons**®

One-on-one or Group Adventure for 1st Level Characters

EYE OF THE SERPENT

by *Graeme Morris*



Abandoned on the roof of the world! The Serpent's Eye beckons, but only the brave will survive the lessons of Hardway Mountain.

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INTRODUCTION

This is an outdoor adventure for first level AD&D™ characters. The module is intended for one-on-one play by a dungeon master and a single player, and has been designed to provide a suitable starting point for the development of the specialist skills of a druid, ranger or monk character. The player decides the actions of the character and of three pre-rolled first level NPCs (non-player characters) who make up the rest of the party.

Alternatively, the module is suitable for a party of 4-6 first level adventurers.

The adventurers are captured by a pair of rocs and deposited at the top of a mountain. Left alone for a while, they must escape and survive the harsh journey to the plain below, drawn on by the lure of the 'Serpent's Eye'.

Although the encounter areas are pre-specified as usual, the wilderness terrain over which most of the adventure takes place allows the possible routings between them to be changed to suit the party involved. Suggested routings for adventures to test a druid, ranger or monk have been provided, but DMs can have fun producing unique and interesting adventures by arranging the routings in their own way.

HOW TO USE THIS MODULE

This module uses a standard set of encounters which are linked together by routings which can be varied to change the adventure.

In this module, the statistics of monsters and non-player characters have been standardized. The information is given after the monster/NPC's name, as follows:

AC = Armour Class; **MV** = Movement Rate; **HD** = Hit Dice (monsters) or Class/Level (NPCs - see below); **hp** = current hit points (figures in brackets are max. hit points of wounded creatures); **#AT** = Number of Attacks; **D** = Damage Caused by Attacks; **SA** = Special Attacks; **SD** = Special Defences; **MR** = Magic Resistance; **Int** = Intelligence (monsters and minor NPCs only); **AL** = Alignment; Ability Scores (major NPCs only - see below); **Size** (monsters and minor NPCs only); **xp** = Experience Points awarded for overcoming; **THACO** (see below); Source of further information.

These routings, for example narrow mountain ledges or short, underground tunnels, can be either 'open' (usable by the adventurers) or 'closed' (a ledge collapsed or a tunnel blocked, for example).

The routings are described on page 4, and on page 5 there is a diagram showing the encounter areas and connections between them. The diagram is used to record which routings are open and which are closed.

The final choice of routings is up to the DM, but if the module is to be used to start a new druid, ranger or monk, it is suggested that the appropriate, standard set of routings is used. These standard sets are given on page 4.

If one of the standard sets is not used, the DM has the opportunity to shape the style, challenges, rewards and length of the adventure. Before doing this, the DM should read the encounter descriptions carefully, decide which ones would be appropriate for the characters and players, and then choose a set of routings which will provide an interesting and testing adventure (not forgetting that there must be at least one way of getting from one end of the adventure to the other!).

If this module is to be used as a one-on-one adventure for a druid, ranger or monk, the player should be provided with details of the non-player characters who will make up the rest of the party. The tear out sheet (pages 31-32) contains details of four NPCs, but only three of these should be used, as follows:

With a druid: cleric, fighter and thief.

With a ranger: cleric, magic user and thief.

With a monk: cleric, fighter and magic user.



ABBREVIATIONS

The following additional abbreviations are used: **C** = Cleric, **D** = Druid, **F** = Fighter, **P** = Paladin, **R** = Ranger, **M** = Magic User, **I** = Illusionist, **T** = Thief, **A** = Assassin, **Mk** = Monk, **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma, **MM** = AD&D™ Monster Manual, **MMII** = AD&D Monster Manual II, **FF** = FIEND FOLIO® tome, **PHB** = AD&D Players Handbook, **DMG** = AD&D Dungeon Masters Guide.

THACO = To Hit Armour Class Zero. This is the roll on a d20 needed by a creature to hit an opponent with AC:0 (see DMG p196-215). In most cases, the roll needed to hit other armour classes = THACO-AC. Some creatures, whose hit probability is very low, have been given THACO of 20*, and in

these instances the DM should consult the relevant tables (see DMG p74-5) to find the rolls needed to hit other armour classes.

Boxed Sections include that information which the characters would get from the first sight of an area or room. The DM may either paraphrase or read them out as written. In cases where player characters would instantly recognise the monsters seen, the DM should substitute the monsters' name(s) for the description.

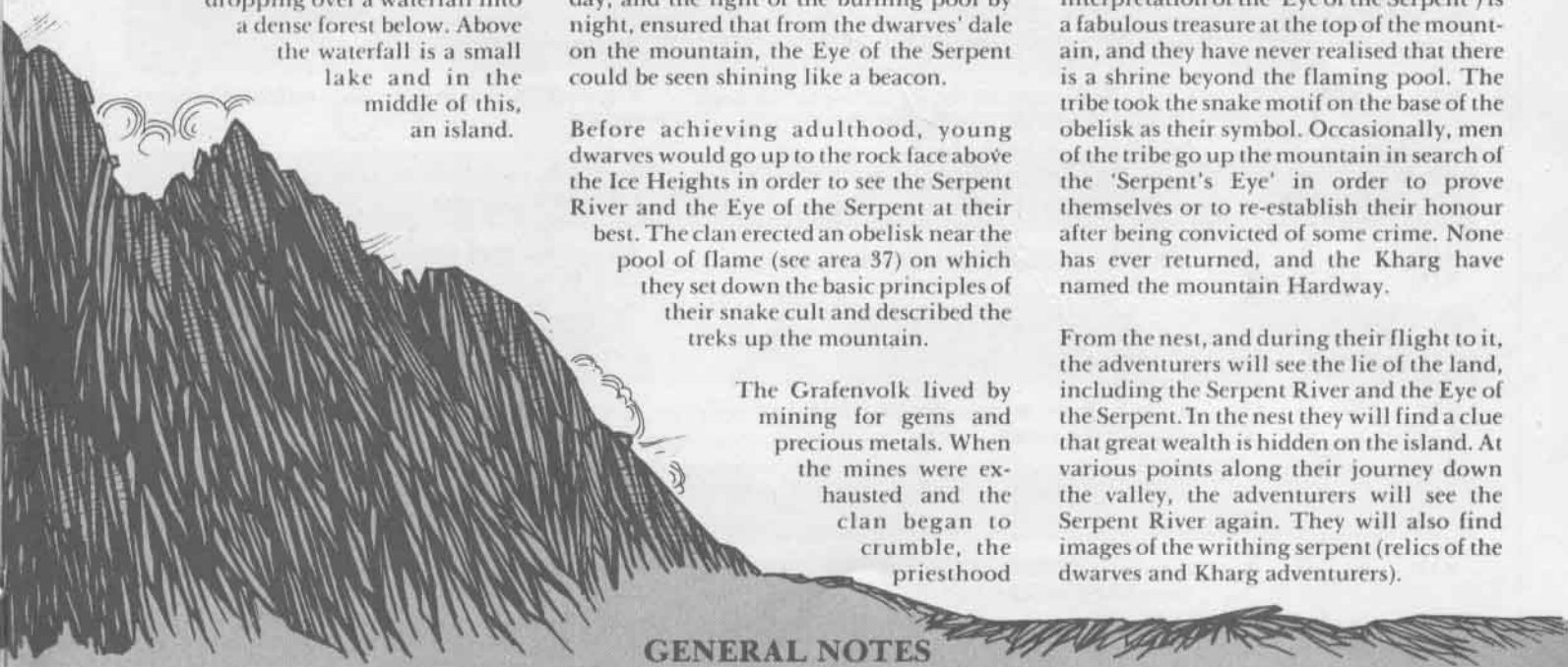
Ability Checks: Sometimes characters must make dexterity or constitution checks. To make a dexterity/constitution check, characters must roll their dexterity/constitution or less on a d20. The effects of the roll are explained in each case.

HARDWAY MOUNTAIN

Most of this adventure takes place in a long, deep valley which winds down from the top of Hardway Mountain (see **Map 1**).

On their way down from the top of the valley to the plain below, the adventurers will pass from a region of ice and snow (the **ICE HEIGHTS**), into an area of cool woodlands and marshes (the **GRAFENVOLK DALE**), across a verdant green meadow (the **BARROW SWORD**) and finally through a mist-laden swamp (the **SLOUGH MIRE**).

At the bottom of the valley, the river flows out into a grassy plain and meanders across it, eventually dropping over a waterfall into a dense forest below. Above the waterfall is a small lake and in the middle of this, an island.



BACKGROUND

Seen from the mountain, the river looks like a snake writhing across the plain with the lake for its head and the island for its eye. It was named the 'Eye of the Serpent' by the Grafenvolk dwarves — a clan which lived on the mountain in the wooded part of the valley (the **GRAFENVOLK DALE**).

The dwarves built a cult around the Serpent River, and chose the island as the site for an underground shrine (areas 39 and 40). The entrance to the shrine was a concealed door of rock crystals behind a pool of everlasting flame (area 38). The reflection of sunlight from the crystals by day, and the light of the burning pool by night, ensured that from the dwarves' dale on the mountain, the Eye of the Serpent could be seen shining like a beacon.

Before achieving adulthood, young dwarves would go up to the rock face above the Ice Heights in order to see the Serpent River and the Eye of the Serpent at their best. The clan erected an obelisk near the pool of flame (see area 37) on which they set down the basic principles of their snake cult and described the treks up the mountain.

The Grafenvolk lived by mining for gems and precious metals. When the mines were exhausted and the clan began to crumble, the priesthood

of the Cult of the Serpent fell under the influence of a group of duergar (evil dwarves) who hastened its downfall. Although the dwarves have gone, the duergar linger on in dark chambers below the original temple (areas 42-48), where they hoard the remains of the dwarves' treasure.

Some time later, the Kharg (a tribe of humans who by herd and train horses), came to the plain below the mountain. They found the island, the pool of flame and the stump of the obelisk but, knowing little of the dwarven tongue, they made a poor translation of the fragment of the inscription which remained (see area 37). They believe that the 'Serpent's Eye' (their interpretation of the 'Eye of the Serpent') is a fabulous treasure at the top of the mountain, and they have never realised that there is a shrine beyond the flaming pool. The tribe took the snake motif on the base of the obelisk as their symbol. Occasionally, men of the tribe go up the mountain in search of the 'Serpent's Eye' in order to prove themselves or to re-establish their honour after being convicted of some crime. None has ever returned, and the Kharg have named the mountain Hardway.

From the nest, and during their flight to it, the adventurers will see the lie of the land, including the Serpent River and the Eye of the Serpent. In the nest they will find a clue that great wealth is hidden on the island. At various points along their journey down the valley, the adventurers will see the Serpent River again. They will also find images of the writhing serpent (relics of the dwarves and Kharg adventurers).

GENERAL NOTES

The slopes on either side of the valley running down Hardway mountain are very steep and the terrain beyond is impassable. Within the valley, movement is often restricted by rivers, lakes, swamps, rock-faces and so on. The routes which go around, through or across these obstacles are shown on the main map, and many are described in the table on page 4. The DM should not make it unduly difficult for the adventurers to find these connecting routes, but the terrain should be used to discourage the characters from diverging off the routes which have been selected.

The climbing equipment available to the party (ropes, spikes and so on) will probably be limited. Ice-covered slopes are treated as 'smooth, but cracked — slippery'

and normal rock slopes are treated as 'somewhat rough - non-slippery' (**DMG** p19).

The main river, except for the rapids (see page 12) may be forded, but above the Geyser Lake (see page 9) the water is very cold and characters entering the river who are not magically protected must make a constitution check or suffer 1-2 hit points of cold damage from the crossing. Streams may all be forded easily and safely.

Any characters immersed in the Ice Lake (see page 9) must make a constitution check each round or suffer 1-4 hit points of damage per round from cold unless they are magically protected. The Geyser Lake is also very cold but does not cause damage.

The Weed Lake is so choked with weeds that the characters will not be able to swim in it (see page 12).

The swamps and marshes are very dangerous places. Characters moving in them - except on paths or islands - must make a dexterity check each round or fall into a quagmire. Unless rescued, they will go under the surface after d4+2 rounds and drown 3 rounds later.

The weather during the adventure will be cool and damp; often cloudy with occasional light rain. Although their journey down the mountain will take several days, the characters will not normally have any problems finding food, water or places to camp.

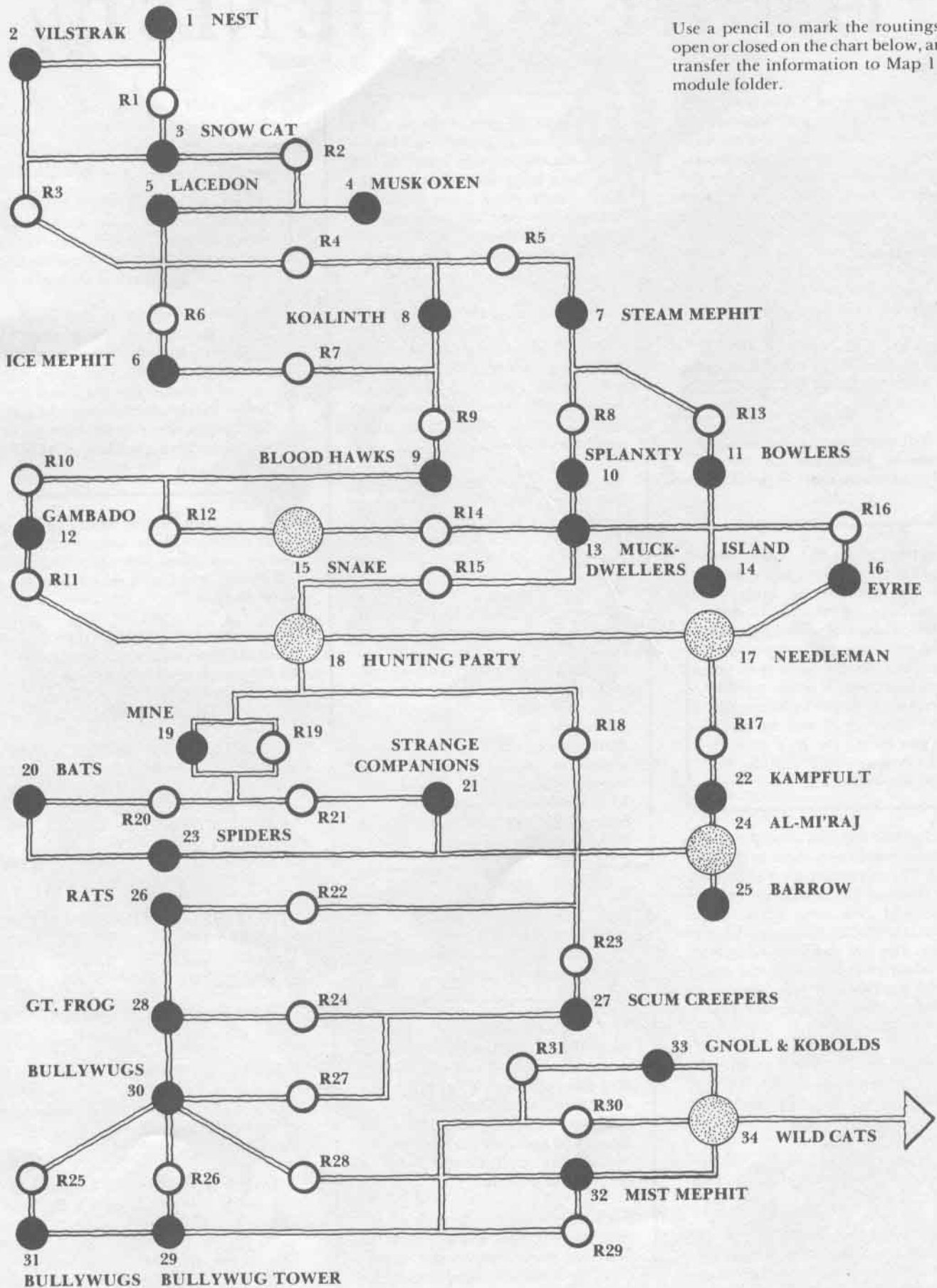
CHOICE OF ROUTES

Below are listed the possible routes connecting the the encounter areas in this adventure. Each of these can be made either open (i.e. passable) or closed (i.e. impassable) by the DM (see **HOW TO USE THIS MODULE** - page 2). This table gives the standard routings for parties led by a ranger (R), monk (Mk) or druid (D) - routes marked O should be open, those marked X should be closed.

R	Mk	D	Description when OPEN	Description when CLOSED	
R1	X	O	O	An alarming but safe climb from ledge to ledge, with many hand holds between.	What seems at first to be a safe route soon becomes impassable.
R2	X	O	O	A thick sheet of ice providing a safe passage across a corner of the lake.	It is very obvious that this ice sheet will not bear the adventurers' weight.
R3	O	X	X		
R4	X	X	O	A steep, snow-covered path provides a safe route up or down the cliff.	This ice-covered cliff offers no safe way up or down.
R5	O	X	X	The river has cut deep, leaving a natural arch of ice as a natural bridge.	The stumps of a collapsed arch of ice face each other across the river.
R6	O	O	X	In a tunnel cut through ice, steps lead upwards from the snow-covered plain.	After a short distance, the tunnel is blocked by a solid mass of ice.
R7	O	O	O	Cracks and ledges on the ice-sheet provide a safe climb up or down the steep slope.	The steep sheet of glassy ice has no ledges or hand holds.
R8	O	X	X	A rugged, winding path runs down the cliff. It is a safe and easy climb.	A path once led down the cliff but the central part has crumbled away.
R9	X	O	O		
R10	X	O	O	The ledge along the cliff continues.	Several hundred yards of the ledge have fallen away here.
R11	O	X	X		
R12	O	O	O	A clear, safe route of ledges, slopes and easy climbs with many hand holds.	The near-vertical rock face has no safe routes up or down it.
R13	X	X	X		
R14	O	O	O	A clear, firm, winding path (10-15 feet wide) through the marsh.	The path winds into the marsh but soon comes to an obvious and abrupt end.
R15	X	O	X		
R16	O	X	O	A tunnel of dwarven construction (10 feet wide and 10 feet high).	The tunnel is completely blocked by fallen masonry.
R17	X	O	X	A narrow (20 feet wide) gulley with vertical rock faces on either side.	This narrow gulley was blocked long ago by a massive land slide.
R18	X	X	X	A narrow rock ledge (5 feet wide) above the western side of the rapids.	A ledge runs a short way above the rapids but soon narrows and ends.
R19	O	X	X	A dark mine tunnel, 10 feet square, its roof supported by wooden props.	The pit props have collapsed and the tunnel is blocked by a rock fall.
R20	O	X	X		
R21	X	X	O		
R22	X	X	O	A dwarven, rock-hewn tunnel, 10 feet square, leading to the spiral stairs.	The tunnel has been deliberately blocked with huge slabs of masonry.
R23	O	O	X	An old, narrow trail meanders down and along the cliff. It is still safe.	A landslide has swept away the path which once ran down the cliff.
R24	O	O	X	A safe path, bordered on either side by deadly quicksands, winds through the dense vegetation of the swamp. Its width varies between 10 and 15 feet.	After winding through the swamp for a short distance, the path comes to an obvious dead end.
R25	X	O	X		
R26	O	X	O		
R27	X	O	O		
R28	O	X	O		
R29	X	X	X		
R30	X	O	O		
R31	O	X	X		

ROUTE PLANNING CHART

Use a pencil to mark the routings either open or closed on the chart below, and then transfer the information to Map 1 on the module folder.



FLIGHT TO THE NEST

(Encounter Area 1: Map 1)

The adventure starts on a lonely country road, well away from any settlements, where the party of first level adventurers are carried off by a pair of rocs. The adventurers should be encouraged to travel along the road by means of a suitable (preferably false) rumour and should be allowed to equip themselves beforehand using whatever starting money they may have. If the module is being used to start a druid, ranger or monk character, only this adventurer needs to be equipped since the equipment of the three NPC companions (see **HOW TO USE THIS MODULE** - page 2) is fully detailed on the tear-out sheet (see **NON-PLAYER CHARACTERS** - pages 31 and 32).

The rocs will attack the party many miles from Hardway Mountain on an open stretch of road where there is nowhere to hide:

Soaring high above the clouds, two tiny, dark shapes appear. Soon, these become recognisable as birds — eagles perhaps, or even larger creatures. Much larger! As they plummet towards you, mighty wings swept back, you realise to your horror that these are rocs: terrible beasts capable of carrying off even elephants and beyond the power of men to harm. Before you even have time to look around for somewhere to hide, the monsters are upon you.

It is intended that the rocs should capture the adventurers and carry them to the nest unharmed. The awesome power of the rocs should be obvious to the adventurers and the DM should give clear hints to the players that it would be futile and dangerous to resist. The DM should have the rocs attack to injure only as a very last resort but, for the purposes of this adventure, their attempts to grab the adventurers will succeed automatically.

2 rocs: AC 4; MV 3"/30"; HD 18; hp 90 each; #AT 2 or 1; D 3-18/3-18 or 4-24; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 7250 each; THACO 7; MM.

When all the adventurers have been grasped, the rocs will carry them to their nest (area 1).

The players' map (on the outside of the module folder) represents the general impression that the adventurers will get of the lie of the landscape:

Helpless in the grip of the rocs, you are swept aloft, higher and higher until the countryside below is laid out like a map. Mile after mile, the rocs' steady wing beats carry you towards whatever fate awaits, but for now you can console yourselves with the magnificent view and your fortune at still being alive.

After some time, the open country gives way to a dense forest and beyond this a broad grassy plain, but it seems that the rocs' destination lies still further. Dead ahead, a dark snow-capped mountain looms up beyond the plain, flanked on either side by lesser peaks.

Running like a gash down the mountain side, a deep valley sends forth a river onto the plain below. The river meanders through great loops until it forms a small lake, then drops over a ledge and disappears into the forest below. The river and lake remind you of the body and head of a snake, and the image is completed by an island in the lake like the snake's eye. Never faltering, the rocs carry you towards the mountain peak, following the course of the valley. At its mouth is a steamy marsh, above this a grassy meadow, woods and lake, and higher still are two more lakes, icy blue and bounded by snow-covered slopes. Finally, you come to the rocs' nest, perched on a rocky crag near the peak.

1. Rocs' Nest

The rocs will deposit the adventurers in the nest and then fly off:

The nest is a massive structure of tangled trees and branches — there is even an old wagon and half a small boat incorporated into it! The central hollow, where you have been dumped, is carpeted with leaves and straw, and contains the sad remains of the rocs' past victims — both animal and human.

For a few moments, the rocs remain near the nest then, apparently satisfied that their captives are secure, they flap away into the distance.

The rocs will not return to the nest for 4 hours, but the DM should encourage the party to make haste to leave:

As you watch them leave, your eyes are drawn down to the magnificent view from the nest. Spread out below you is the long valley, hemmed in on either side by towering walls of rock.

Beyond the valley is the winding river. Shimmering in a shaft of sunlight which breaks through the clouds, it reminds you more than ever of a snake. Just for a moment, before the clouds close over, the light catches the island in the lake, which answers with a sparkling glint like a winking, inviting eye.

The nest contains the bones of the rocs' past victims. These were mostly cattle, horses and sheep, but there are also the splintered bones of a dozen humans and demi-humans.

The adventurers will find a thin, crumpled sheet of copper with a neat inscription on it in the common tongue:

TRIAL BY ORDEAL

**Ji SUREFOOT, HORSE THIEF,
MURDERER.**

**FEARING THE GUARDIAN
OF THE ISLAND, YOU HAVE
CHOSEN TO SEEK
THE SERPENT'S EYE
ON HARDWAY MOUNTAIN.
SUCH IS YOUR RIGHT.**

GO THEN.

**NOTHING BUT DEATH OR THE
SNAKE'S PRECIOUS JEWEL CAN
GIVE YOU BACK
YOUR HONOUR.**

**ARN FLOWMANE, GUARDIAN
OF THE ISLAND.**

Below the inscription is a stylised picture of a writhing snake and, next to this, the following words have been crudely inscribed with the point of a dagger or similar implement:

*Evil old fool, death and honour have
I found but the Serpent's Eye was
yours all along!*

The copper challenge was carried by Ji Surefoot, an unfortunate Kharg tribesman whose bones now lie mingled with the





others in the nest. It is illustrated below the players' map on the outside of the module folder.

The only other items of use or value are:

- a helmet (non-magical) painted with gold and decorated with semi-precious stones (value - 600gp).
- a leather backpack containing: a 50-foot length of rope; a packet of dried food (the equivalent of one week's iron rations); a wine-skin full of sour wine; a bag holding 50gp; a vial of holy water; and a ceramic bottle (labelled 'healing brew') containing one dose of a potion of **healing** (a colourless, odourless, tasteless liquid).
- a silver dagger (value - 20gp); a long sword in a scabbard; a small wooden shield and a quiver holding 11 arrows (six with silver heads).

After exploring the nest for a short while (and preferably after they have found the copper sheet) the adventurers will notice that there is a rocky ledge only 40 feet below the nest, offering the hope of escape.

The ledge below the nest is the top of the route down from area 1 shown on **Map 1**. Once the adventurers have escaped from the nest, the rocs will not search for them, although the DM might wish to use an occasional glimpse of them flying high overhead as a means of encouraging haste in the party during the adventure.

Views of the Serpent's Eye

At various points of the descent down the valley, the adventurers will get further views of the Serpent River and the 'Eye of the Serpent' island shining like a beacon. When the party reaches each of these points (listed below) the DM should take the

opportunity to spur the adventurers on to their goal. No descriptions have been provided, but the DM should either create his own or paraphrase the one given above (area 1).

The river and island are visible:

- i) during the climb down from the nest (above R1)
- ii) during the climb down from the ice mephit's cave (encounter area 6 - R7)
- iii) from the cliff edge at the bottom of the Ice Heights, as far west as R9 and eastwards to R13
- iv) from the eyrie of the Grafenvolk dwarves (encounter area 16)
- v) from the top of the cliff at the bottom of the Barrow Sward, where the river falls down into the Slough Mires
- vi) from the ledge overlooking the mouth of the Slough Mires, from where the river flows out into the plain (encounter area 33)

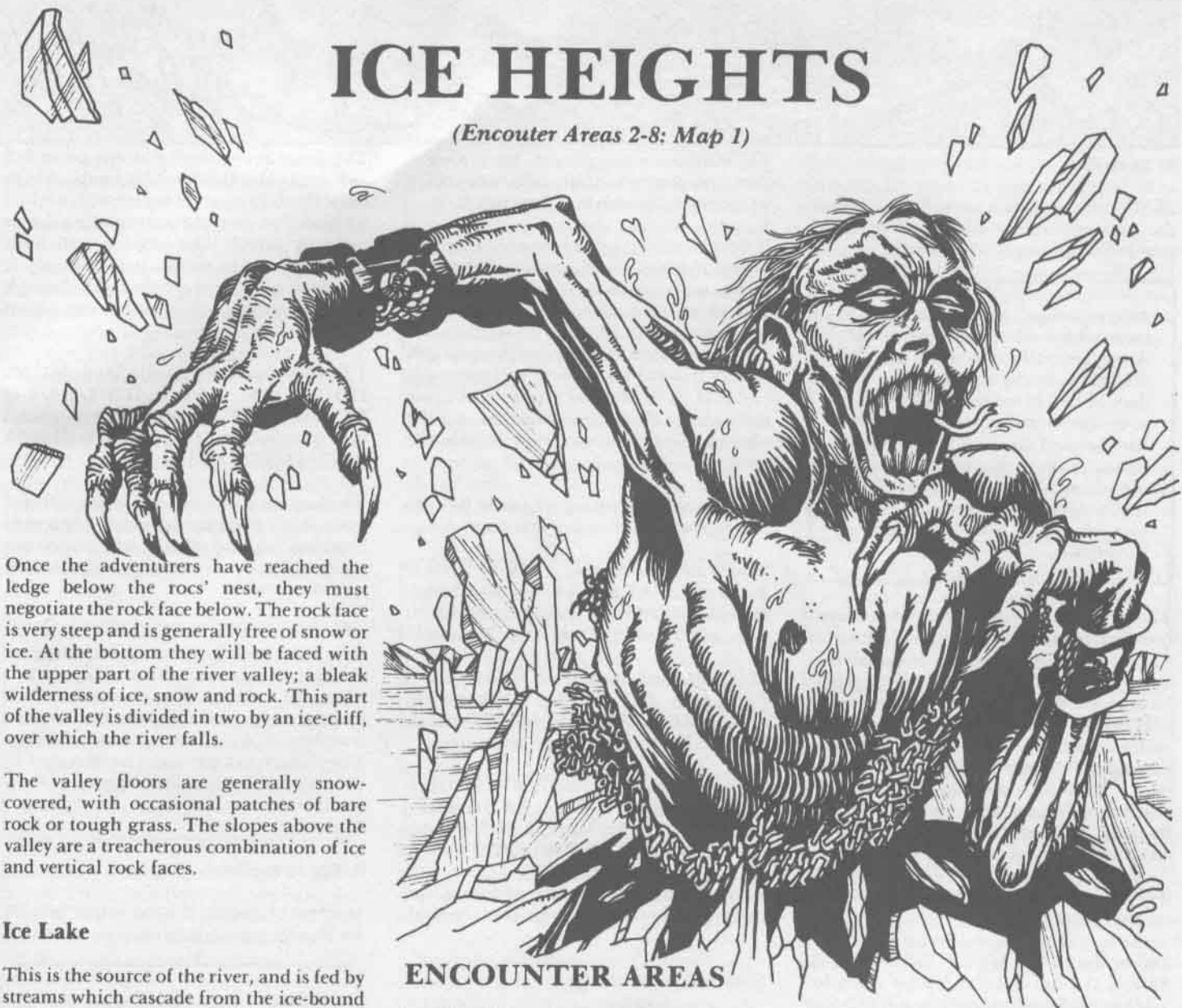
RANDOM ENCOUNTERS

The duration of the adventure depends on the route taken by the party. To maintain the excitement of the adventure, however, it is preferable that the party makes good progress and the DM may wish to encourage this by the judicious use of random encounters. Suitable random encounters are described below.

Ice Heights (roll 1d4)	Grafenvolk Dale (roll 1d4)	Barrow Sward (roll 1d4)	Slough Mires (roll 1d4)	Plain (roll 1d4)	Encounter
1	1			1	2 wolves: AC 7; MV 18"; HD 2+2; hp 12 each; #AT 1; D 2-5; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 71 each; THACO 16; MM.
2		1			6-8 giant rats: AC 7; MV 12"; HD 1/2; hp 3 each; #AT 1; D 1-3; SA Disease; SD Nil; MR Std; Int Semi; AL N; Size S; xp 10 each; THACO 20*; MM.
	2		1		2 giant killer frogs: AC 8; MV 6"/12"; HD 1+4; hp 9 each; #AT 3; D 1-2/1-2/2-5; SA Surprise, lep, tongue; SD Nil; MR Std; Int Non; AL N; Size S; xp 54 each; THACO 16; MM.
3	3		2		2 blood hawks: AC 7; MV 24"; HD 1+1; hp 6 each; #AT 3; D 1-4/1-4/1-6; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 32 each; THACO 18; FF.
4	4	2			5 giant bats: AC 8; MV 3"/18"; HD 1; hp 5 each; #AT 1; D 1-4; SA Nil; SD Manoeuvrability; MR Std; Int Non; AL N; Size S; xp 15 each; THACO 20; FF.
		3	3	2	2 giant ants: AC 3; MV 18"; HD 2; hp 9 each; #AT 1; D 1-6; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size S; xp 38 each; THACO 16; MM.
			4	3	2 giant fire beetles: AC 4; MV 12"; HD 1+2; hp 8 each; #AT 1; D 2-8; SA Nil; SD Nil; MR Std; Int Non; AL N; Size S; xp 36 each; THACO 18; MM.
		4		4	1 eagle: AC 6; MV 1"/30"; HD 1+3; hp 6; #AT 3; D 1-2/1-2/1-2; SA Dive; SD Only surprised on a 1; MR Std; Int Animal; AL N; Size M; xp 47; THACO 18; MMII.

ICE HEIGHTS

(Encounter Areas 2-8: Map 1)



Once the adventurers have reached the ledge below the rocs' nest, they must negotiate the rock face below. The rock face is very steep and is generally free of snow or ice. At the bottom they will be faced with the upper part of the river valley; a bleak wilderness of ice, snow and rock. This part of the valley is divided in two by an ice-cliff, over which the river falls.

The valley floors are generally snow-covered, with occasional patches of bare rock or tough grass. The slopes above the valley are a treacherous combination of ice and vertical rock faces.

Ice Lake

This is the source of the river, and is fed by streams which cascade from the ice-bound peaks above. The water is bitterly cold (see **GENERAL NOTES** - page 3) and ice has formed over the shallower parts (R2, R3 and area 5).

Geyser Lake

This lake feeds the waterfall which drops into the wooded dale below. It is a few degrees warmer than the upper lake, since it receives the outflow from the geyser (area 7), and the narrow paths on either side of it are free of snow. Even so, the waters feel icy cold.

River and Streams

Between the cliff and the lower lake, the river is fast-flowing and very cold (see **GENERAL NOTES** - page 3). The streams flowing into the river and the lakes are all narrow and may be forded easily.

ENCOUNTER AREAS

2. Vilstrak Attack

A vilstrak is hiding by the mountain ledge (which is about 15 feet wide), waiting to attack creatures passing by. There is only a 25% chance that it will be noticed before it attacks and the following description assumes that it has not been spotted (otherwise the DM must amend the description accordingly):

Jutting abruptly out of the rock face, the wide ledge leads you onwards — channelled between the blanched sky above and the snow-covered valley below — unable, for the moment, to go up or down. At least the ledge seems safe, solid and unyielding. But then a boulder breaks away from the rock face and topples towards you, transforming as it does so into the rough shape of a pouncing man.

The vilstrak will fight until killed, since it has no hope of escape on the narrow ledge.

1 vilstrak: AC 2; MV 9"; HD 1-6hp; hp 4; #AT 2; D 2-5/2-5; SA Surprise on a 1-4; SD Nil; MR Std; Int Low; AL N(E); Size M; xp 11; THACO 20*; MMII.

Its lair is inside a large, hollow boulder, 30 yards further along the ledge, and a ranger has the usual chance of following the creature's tracks back to it.

Just where the tracks disappear into the boulder, the rock is very thin and may be smashed through easily with blunt weapons. Inside the boulder is a roughly spherical cavity (6 feet across). Here, the adventurers will find some chewed animal bones, a dozen pretty pebbles and rocks (no value), a nugget of gold (value - 20gp) and a fine, unadorned, metal shield +1 (large).



3. Snow Cat

As they descend this snow-bank towards the upper lake, the adventurers will be attacked by a hungry snow lion:

Asleep beneath an even blanket of pure white snow, the land is still. Apart from the icy wind and the scudding clouds, nothing stirs — or does it? Out of the corner of your eye you seem to catch a movement. What had seemed an innocuous white shape resolves itself into a large, crouching white cat. Without warning it springs forward and bounds towards you in a flurry of scattered snowflakes.

The snow lion (simply a white-furred breed of mountain lion) is well camouflaged, and will not be noticed until it is only 20-50 yards (d4+1 x 10) from the party. Its aggression is a result of its hunger and it will break off its attack if any meat is thrown to it before it reaches the party. If it succeeds in killing a character, it will fight to the death. Otherwise it will flee if reduced to 7 or fewer hit points and, with its speed and agility, will soon shake off any pursuit.

The snow lion has no treasure but its pelt would be worth 50gp.

1 snow lion: AC 6; MV 15"; HD 3+1; hp 15; #AT 3; D 1-3/1-3/1-6; SA Rear claws for 1-4/1-4; SD Surprised only on a 1; MR Std; Int Semi; AL N; Size M; xp 170; THACO 16; MM - lion, mountain.

4. Musk Oxen

This small herd of musk oxen is foraging in a steep-sided valley. Its only exit is towards the lake:

On one side, a small, steep-sided valley leads away from the lake. The blanket of snow is thinner here, allowing a few patches of wiry grass to show through. At the far end, some shaggy musk oxen are grazing. They see you, and bellowing cries echo across the valley. The females usher their calves into a defensive group, while the bulls glare at you, stamping their hooves and snorting clouds of breath into the air.

The beasts are not aggressive, but as long as they are cornered in this side valley, they will defend themselves if threatened.

If the adventurers ignore the oxen they will not be attacked, but the bulls will become increasingly agitated if approached and will charge the adventurers if the party moves to within 20 yards or attacks with missile weapons. In this event there is a 20% chance that the whole herd will stampede (see MM p14). Magical attacks will cause the males to charge only if the party is the obvious source of whatever befalls the oxen.

The females and young will only fight in self-defence and then as a last resort.

2 male musk oxen: AC 7; MV 15"; HD 4; hp 18 each; #AT 2; D 1-6/1-6; SA Charge, trample; SD Nil; MR Std; Int Semi; AL N; Size L; xp 157 each; THACO 15; MM - bull.

11 female musk oxen: AC 7; MV 15"; HD 3; hp 12 each; #AT 1; D 1-4; SA Stampede; SD Nil; MR Std; Int Semi; AL N; Size L; xp 59 each; THACO 16; MM - cattle, wild.

12 young musk oxen: AC 7; MV 15"; HD 1; hp 5 each; #AT 1; D 1-4; SA Stampede; SD Nil; MR Std; Int Semi; AL N; Size M; xp 45 each; THACO 19; MM - cattle, wild.

The oxen have no treasure, of course, but their flesh is very good to eat if it is cooked.

5. Ghoul under the Ice

The southernmost part of the lake is covered by a sheet of ice. This ice is, in itself, safe to walk upon, but a lacedon (marine ghou) lies beneath it and will burst through it to attack when the adventurers reach the narrow, central portion of the ice sheet:

The unyielding ice is slippery beneath your feet but thankfully shows no signs of giving way under your weight.

Then, without warning, there is a loud crack, and you are showered with flying shards of ice as the sheet before you bursts upwards and a man-like beast leaps free of the water.

Its long, blackened talons claw the air and, with a hideous leer, the creature lunges towards you.

The water below the ice at this point is 3 feet deep. The lacedon was easily able to burst through a part of the ice which it had scraped thin but the surrounding ice is perfectly sound. The lacedon will fight until destroyed, unless it is turned. If turned, it will attempt to dive back through the hole in the ice in order to escape from the party.

1 lacedon (marine ghou): AC 6; MV 9"; HD 2; hp 6; #AT 3; D 1-3/1-3/1-6; SA Paralyse; SD Immune to sleep, charm etc.; MR Std; Int Low; AL CE; Size M; xp 77; THACO 16; MM - ghou.

The lacedon is dressed only in fragments of rusty chain mail and is wearing two gold bracelets (value - 40gp each) which are decorated with silver inlaid in the form of writhing snakes.

Clearly visible on the lake bed below the hole in the ice is the remainder of the rusted chainmail armour and a dagger in a decorated scabbard. The scabbard will fall apart at a touch, but the gems with which it was decorated are worth a total of 150gp. The dagger has remained undamaged by time since it is a magical dagger +1 (+2 vs. small creatures).

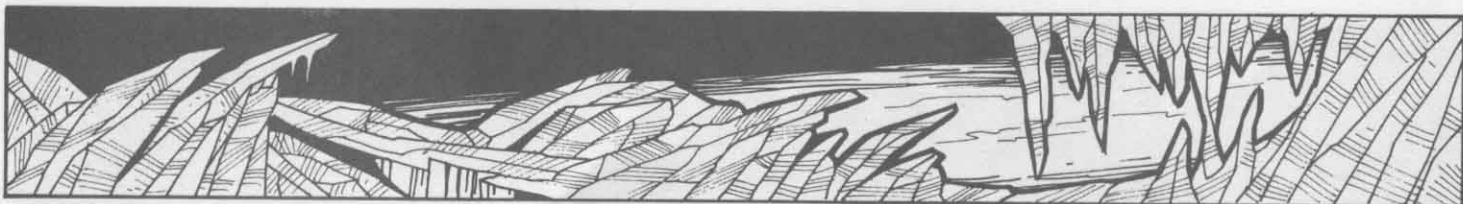
6. Egg in the Pool

In a cave of ice atop this mountain spur, an ice mephit guards the egg of a remorhaz:

Sheltered from the dagger-sharp wind, the freezing atmosphere of this flawless ice cave seems almost brittle. In the centre of the cavern is a pool and on the far side, illuminated by a faint blue glow from the depths, crouches a winged figure. Pale, translucent and angular, it might well have been carved from ice.

The ice mephit will not remain still for long. As soon as it sees the party it will swoop over the pool and attack. Although wounded by an encounter with the steam mephit (area 7), the ice mephit will perform its duty by protecting the remorhaz egg with its life (see below and area 7). It has no personal treasure.

1 ice mephit: AC 5; MV 12"/24"; HD 3; hp 12 (19); #AT 2; D 1-2/1-2; SA Breath, freeze; SD Special; MR Std; Int Ave; AL LE; Size M; xp 141; THACO 16; New monster (see page 29).



The ice mephit will always be unsuccessful if it attempts to gate in other mephits.

The pool of water is perfectly clear and is kept just above freezing point by the heat from a remorhaz egg lying at its bottom. The pool is 9 feet deep. Its sides are ice, but the bottom is the rock of the mountain. The egg is resting on a bed of tiny gems (fragments of blue quartz, total value - 110gp) in a shallow depression in the rock.

The egg is about 18 inches long, pale blue in colour and emits a faint blue light. If it is removed from the chilling effects of the water, it will begin to glow more brightly. Three rounds later, it will hatch to reveal a small remorhaz which will attack the party fearlessly, although the adventurers will automatically gain initiative in the first round of combat:

The egg pulses with an eerie, blue light which grows stronger by the second. Fine cracks appear, spreading rapidly across its surface, and suddenly a small, voracious, winged reptile is released into the world. Hungrily, it rears up and lunges towards you...

The remorhaz is far too small to swallow victims whole and does not yet have the power to cause its back to become dangerously hot. It has no treasure, but the glass-like shell of its egg will continue to glow indefinitely (although not very brightly) and could be sold to a jeweller for 50gp.

1 young remorhaz: AC 0 (head 2, underside 4); MV 12"; HD 7; hp 7; #AT 1; D 1-6; SA Nil; SD Nil; MR 75%; Int Animal; AL N; Size S (about 3' long); xp 281; THACO 13; MM (variant).

The remorhaz had been prevented from hatching by the chill of the pool, and the ice mephit had been sent to the prime material plane to tend to the pool and to protect the egg until its hatching would best suit the purpose of the mephit's master. The steam mephit (area 7) has been attempting to foil this plan.

7. Steam Mephit

Between forays to the ice cave (see below and area 6), the steam mephit basks in the water of a geyser. The adventurers will be aware of the geyser long before they meet the mephit, however:

There is a faint sound, like rushing water at a great depth. At first you can barely hear it, but it rises steadily and then bursts into an explosive whoosh as a cloud of steam bellows out from a side valley some distance ahead. The noise and steam continue for almost a full minute and then stop abruptly.

The geyser erupts every 10 rounds, and the DM should point out this regularity to the players as the party approaches it. The adventurers will see the steam mephit when they reach the mouth of the side valley:

No ice or snow clings to the side of this short, rocky gulley. Here the air is warm and steamy, heated by a bubbling pool of water barely 20 yards away. Half-submerged in the pool, enveloped by steam, a grey, winged figure glares at you threateningly.

The steam mephit will only engage in melee with the party if forced so to do. Otherwise it will try to avoid combat and will attempt to delay the adventurers so that they will be caught by the next burst of the geyser (see below).

The mephit will not pursue the adventurers if they flee from the valley but will try to escape (never to be seen again) if reduced to 5 or less hit points. The steam mephit cannot use its rainstorm of boiling water against the party as it has already used this ability today, attempting to undermine the ice cave (see below). Like the ice mephit (area 6), it will always fail in attempts to gate in other mephits. It has a platinum band around its neck (value - 70gp).

1 steam mephit: AC 7; MV 12"/24"; HD 3+3; hp 13(18); #AT 2; D 1-4/1-4; SA Breath; SD Special; MR Std; Int Ave; AL CE; Size M; xp 227; THACO 16; FF.

The geyser gives a full round of warning (in the form of the noises described above) before erupting. Characters within 10 yards of it when it blows will suffer 1-10 hit points of damage from boiling water and steam. This damage is halved if the victim makes a successful saving throw vs. Breath.

The steam mephit was sent to this plane to cause the remorhaz egg in the ice cave (area

6) to hatch prematurely, by removing it from its icy pool. Its first attempt at this resulted only in its being wounded and driven off by the ice mephit sent to guard the egg. Since then the steam mephit has been using its ability to create rainstorms of boiling water to undermine and collapse the ice cave, release the egg, and perhaps even kill the ice mephit. However, such an event is still many days away.

8. Koalinth Trap

A lone koalinth lives in the shallow waters of the lake edge. He has set a trap on the narrow (10-foot-wide) lakeside path:

Suddenly, the ground which only a moment before had looked firm and safe, tilts violently to one side, sending you sliding towards the dark, cold waters of the lake.

Under normal circumstances the adventurers have only a 10% chance of noticing the trap. It consists of a large (10-foot-wide by 15-foot-long), delicately balanced slab of rock concealed by a tangled growth of vegetation. When the characters step on it, the rock tilts violently towards the lake. Characters must make a dexterity check or overbalance into the lake which is 3 feet deep at this point. They will then be unable to act for 1 round while they regain their footing.

The koalinth will be hiding beneath the water, and will attack when the trap is sprung, concentrating on any elves or on those characters in the water.

1 koalinth (marine hobgoblin): AC 5; MV 9"; HD 1+1; hp 7; #AT 1; D 1-6 (spear); SA Nil; SD Nil; MR Std; Int Ave; AL LE; Size M; xp 34; THACO 18; MM - hobgoblin.

If the koalinth is badly injured (reduced to 2 or fewer hit points) and has a good opportunity to dive back into the water, he will do so in order to escape.

The koalinth came to this unlikely place as an outcast from his tribe. He was a leader, and still wears the gold armbands of office (three on each arm, value - 30gp each). His spear is made of bone inlaid with mother-of-pearl (value - 40gp), and he is wearing a ring of warmth. Attached to his belt is a silver amulet in the form of a writhing snake which the koalinth took from a young Kharg tribesman.

GRAFENVOLK DALE

(Encounter Areas 9-22; Map 1)



This section of the valley is noticeably warmer than the snow-bound slopes above, since it is at a lower altitude and the river has been warmed by the geyser (area 7) above the waterfall.

Many years ago, the dale was the home of the Grafenvolk dwarves. They are long since gone, and other creatures occupy their old domain, but the remains of their works can still be seen (areas 14, 16, 19, 21 and 22, and routes R16, R19, R20 and R21).

The surrounding mountain slopes on either side are steep, with nothing but steeper, impassable slopes and peaks beyond. Movement in the dale is restricted by the slopes, the marshes, the lake and the river which flows out from it.

The Weed Lake

The lake is only 40 feet deep at the most and has a gently sloping bottom. Despite the clarity of the water, the bottom cannot be seen even at the edges (where it is only about 2 feet deep) since the lake is choked with weeds. These will prevent members of

the party wading or swimming through any part of the lake. Over most of the area of the lake the weeds will not impede a raft or boat. Near where the river flows out of the lake, however, they are particularly dense and grow right up to the surface, preventing the passage of boats or rafts from the lake to the river.

Standing on a rocky islet in the lake is an ancient, battlemented refuge which may be seen from many parts of the dale (see area 14).

The Wood

The wood consists mostly of conifers with some mixed hardwood trees. The light undergrowth does not impede movement. Druids will be able to find oak or holly leaves without difficulty, but mistletoe may only be found in one place (area 17).

The Marshes

These treacherous meres are covered by a tangled mass of warped trees, bushes and

other growth. The tracks through the marshes may be followed safely with caution (e.g. by prodding with a pole). The DM should hint at the dangers of leaving the paths, and characters deliberately doing so must make a dexterity check every round or lose their footing and fall into a quagmire. Here, they will be quite helpless. Unless rescued, they will go under the surface after $d4+2$ rounds and drown 3 rounds later.

Visibility in the marshes is poor, especially below the falls where the cool air descending from the valley above causes mists to gather.

The River

Between the lake and the rapids, the river is fast-flowing but may be crossed safely. It forms rapids in the narrow gorge at the lower end of the valley (R18). Characters falling into the rapids, attempting to swim in them or trying to navigate a boat or raft through them, will be swept through to the quieter water beyond and will suffer $3d6$ hit points of damage.



Grass and Insects

The grass around encounter area 15 is very tough and about 8 feet high. It restricts visibility to only a few feet. When the adventurers enter this area, they will be plagued by swarms of mosquitoes and other insects, which are completely harmless although they will cause considerable discomfort and irritation.

ENCOUNTER AREAS

9. Blood Hawks

A pair of blood hawks have a nest overlooking the ledge, and will attack when the adventurers are directly beneath them. As they approach this point (within 30 feet), the adventurers will notice some small bones of humanoids and animals (the remains of the blood hawks' past meals):

The ledge narrows and you become even more conscious of the precipitous drop to the valley below. A screech from overhead causes you to look skyward just in time to see two shapes swooping towards you, each an angry riot of beak, feathers and talons.

The blood hawks have been denied the pleasure of human or humanoid flesh recently. They will fight the party until killed, choosing their targets at random each round.

2 blood hawks: AC7; MV 24"; HD 1+1; hp 6, 5; #AT 3; D 1-4/1-4/1-6; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 32, 30; THACO 18; FF.

The blood hawk nest is in a small cleft, 30 feet above the ledge. It may be seen easily from the ledge if looked for. For the purposes of climbing, the rock face below the nest is fairly rough and non-slippery (see DMG p19).

The nest contains three amethyst gems (value - 80gp each) and a silver amulet shaped like a writhing snake (value - 5gp).

10. Splanxty

East of the main falls from the Geyser Lake is a smaller waterfall, about 10 feet across. The climb down from the Ice Heights

crosses the waterfall and descends next to it on the western side for about 70 feet before re-crossing and descending towards the east. The small waterfall is the home of a splanxty:

Just this side of the broad falls which plummet from the lake above, is a gentler cascade. Its crystal waters split and recombine, spilling over rocks to fall splashing into swirling pools below — there to spill and fall again. Your path leads towards the waterfall. As you draw near, a slim woman rises smiling from one of the pools, her hair and robes flowing as if formed from the tumbling water.

The woman is an illusion created by the splanxty which is hiding in a small pool 10 feet above the path's upper crossing of the waterfall.

1 splanxty: AC 7; MV 15"/15"; HD 2; hp 12; #AT 1 (bow) & 2 (special); D 1-3 + special; SA Special; SD Special; MR 30%; Int Very; AL CN; Size S; xp 137; THACO 16; New monster (see page 30).

As the adventurers draw near, the woman will hold up her hand to indicate that they should stop, and recite this riddle:

*Young as spring, old as time,
Often falls, cannot climb,
Always rushing, never still,
In a bed, never ill.*

A correct answer would be "river", "stream", "waterfall" or something similar. The voice is that of the splanxty (projected by **ventriloquism**) who will give the party three guesses at the answer, repeating the riddle if the adventurers give a wrong answer. If the adventurers fail after three attempts, the image will demand a toll of three gems which are to be thrown into the waterfall.

If the adventurers solve the riddle or pay the toll, the woman will appear to dissolve back into the water and the party will be free to continue. Even so, the splanxty will animate the waterfall to splash the adventurers annoyingly as they cross the waterfall, descend beside it and cross again.

If the adventurers disbelieve the illusion, ignore it or attack it, or if they do not solve the riddle and refuse to pay the toll, the splanxty will animate the water to attack rather than annoy. It will become so

agitated that it will jump up and down in its pool and will no longer be hidden.

If it is threatened personally, the splanxty will defend itself with its bow and animated water, transporting itself through the water to confuse its attackers. It will flee, never to be seen again, if reduced to 6 or fewer hit points.

In the pool where the splanxty was originally hidden are six azurite gems (value - 25gp each).

11. Rocky Gulley

Some bowlers live amongst the scree and rocks on the lower slopes of this 30-foot-wide gulley. When the party passes below them, the bowlers will start a small rock-slide and roll down to attack:

This narrow, dry, barren gulley seems once to have been a river bed, but now your footsteps echo from the bare, rock-covered slopes. There is a low rumbling noise and all at once a mass of loose rocks on the western side begins to slide towards you.

The rocks and scree will reach the adventurers in the first round after they hear the noise. Each adventurer must make a dexterity check or suffer d4 hit points of damage. In the next round the five bowlers will reach the party and attack. Each of them has, at its core, a beryl gem worth 15gp.

5 bowlers: AC 4; MV 6" + special; HD 2-5hp; hp 2 each; #AT 1; D 2; SA Special; SD Nil; MR Std; Int Semi; AL N; Size S; xp 7 each; THACO 20*; MMII.

12. Valley of Bones

This gorge is the home of a gambado. If approached, it will attack viciously:

The floor of this dismal gorge is littered with bleached bones and hollow skulls. You can recognise the remains of goats, wolves and even some humans, but there is nothing to show what fate befell them.

The scatter of bones extends for about 50 feet along this 20-foot-wide gorge. The



gambado's head resembles a goat's skull. Its lair is in the centre of the gorge near the southern end of the gruesome debris. If any of the characters approach to within 4 feet, it will launch itself to attack but will retreat into its hole if reduced to 6 or fewer hit points.

1 gambado: AC 6; MV Leap 12"; HD 4; hp 18; #AT 3; D 1-8/1-4/1-4; SA Nil; SD Nil; MR Std; Int Low; AL CN; Size M; xp 157; THACO 15; FF.

Hidden in the gambado's pit are a gold and crystal ink bottle (empty, value - 10gp) and 60gp. Nearby are four other gambado pits which will be found automatically if they are searched for. Their former occupants are dead. Three are empty but the other has a cache on one side containing 30sp and a gold ring with a turquoise stone (value - 30gp).

There are five human skulls in the gorge, all from Kharg tribesmen. Most of their gear has long since rotted or rusted away, but there is a bronze brooch (value - 1gp) in the form of a curling snake. This will be found automatically if the area is searched.

13. Muckdwellers

The marsh is dank and misty. If a ranger examines the ground along any of the safe routes through it, he or she will find the tracks of muckdwellers leading in both directions. In their resting area, the muckdwellers feel secure from attack. Unless the adventurers make their approach known (by making loud noises, for example), the muckdwellers will be resting and will not surprise them:

The marsh is a little less boggy here, but still you must peer hard through the clinging mist to see the way ahead. A breath of wind clears the mist for a moment, and reveals half-a-dozen or more lizard-like creatures, squatting on their hind legs and hissing in a coarse, inhuman tongue.

When the two groups meet, two of the eight muckdwellers will squirt jets of muddy water at the eyes of the adventurers — one target each — chosen at random. The effects of these jets are described in *Monster Manual II*. The other muckdwellers will rush forward to attack with their fangs. The muckdwellers are not brave and when five or more have been killed, the survivors

will attempt to flee into the marsh (where the adventurers will not be able to follow them).

8 muckdwellers: AC 6; MV 3"/12"; HD ½; hp 3 each; #AT 1; D 1-2; SA Water jet; SD Nil; MR Std; Int Ave; AL LE; Size S; xp 10 each; THACO 20*; MMII.

The muckdwellers were resting against an old ash tree, and there are chewed fish bones scattered all around. Leaning against the base of the tree is a 2-foot-high wooden statuette of a lizard man (value - 5gp). This was stolen from Swilbosh, the lizard man who lives on the island in the lake (see area 14). The tree is hollow and contains the muckdwellers' hoard: 50gp worth of mixed coins, a broken gold bracelet (value - 40gp), a coil of silver wire (value - 30gp) and a thin, crumpled piece of copper sheet. Scratched on this are a picture of a snake and the name 'Eli Sweetgrass'.

The muckdwellers' lair is in the lake and may not be found by the adventurers.

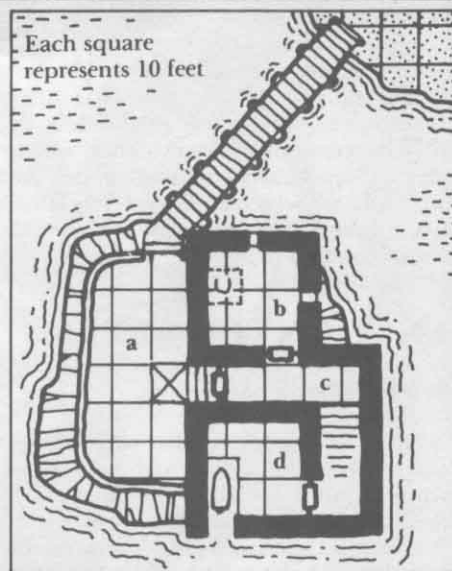
14. Island in the Lake

A lone lizard man, named Swilbosh, lives in this island refuge built by the dwarves but abandoned many years ago. Until recently he had been on good terms with the muckdwellers (see area 13) but since they stole one of his beloved wooden statuettes, open hostility has existed between them:

Perched on a rocky islet amid the weed-tangled lake, is a grim, battlemented building. Its ancient stones are stained and moss-covered, and the timbers of the stockade extending from one side are rotten. A grey figure paces the battlements as if on look-out duty but it does not seem to have noticed you.

The figure on the battlements is the phantom of one of the stronghold's former dwarf occupants. When the adventurers are able to see it clearly (that is, if they approach to within 60 feet) they must save vs. Spells (at -2) or panic as if affected by a **fear** spell. The fear of the phantom keeps the muckdwellers at bay.

1 phantom: AC N/A; MV 9"; HD N/A; hp N/A; #AT N/A; D N/A; SA Fear; SD Nil; MR Special; AL N; Size M; xp 0; THACO N/A; MMII.



a. Courtyard

The timber stockade is 6 feet high. The wood is sound but the gates have fallen flat:

The years, neglect and weather have all taken their toll on this place. Yet it seems that somebody has been here recently — somebody with a grim mission — since two fresh, scaly hides hang limply from a hook beside the door of the building.

The hides are from muckdwellers and were hung up by Swilbosh, who killed them. There is a 5-foot-deep pit trap at the foot of the steps leading up to the door.

b. Old Guardroom

This is Swilbosh's food-store:

Dried fish, more dried fish and yet more dried fish! From floor to ceiling and from wall to wall this room is crammed with wooden racks holding hundreds of fish and cels, all neatly slit and dried.

On the far side of the room, obscured by the racks of fish, is a locker and a ladder.

The locker contains five old light cross-bows (only one of which is usable), and dozens of quarrels (40 are usable). The ladder leads up to a trap door in the ceiling, which opens onto the battlemented roof of the building. A phantom (for details see above) paces the battlements.



c. Stairs

The stairs are trapped. There is a trip wire behind the door at the top of the stairs, which will trigger a heavy crossbow mounted at the foot. The quarrel from the crossbow has the same chance of scoring a hit as a 2 hit dice monster (i.e. a THACO of 16) and a hit will inflict 2-5 hit points of damage.

d. The Boathouse

Unless the adventurers silence their movements from the time they first enter the building, Swilbosh will hear them and will be hidden in the small dock, behind the boat (if he is taken unawares, Swilbosh will be seated at the table, carving a statuette from a block of wood):

The door swings open, and you are met by the gaze of a horde of diminutive beasts — all poised to leap or strike. You brace yourselves, but surprise turns to relief as you realise that these are lifeless, wooden statues carefully arranged around the walls of this damp room. On a table, lies a half-completed carving, surrounded by shavings — but of the sculptor there is no sign.

Swilbosh is well-hidden (10% chance of being spotted) but can see most of what happens in the room. He will jump out of the water to threaten anyone who interferes with his statuettes or to demand the return of the statuette stolen by the muckdwellers (see area 13) if he sees it. Swilbosh has no desire to fight and will only attack in self-defence, to protect his works of art, or to ensure the safe return of the statuette from the muckdwellers. Swilbosh speaks the common tongue and, if the adventurers comply with his wishes, he will offer them food and shelter (one night only) and will warn them about the muckdwellers (area 13) and the humanoids who have taken over the mine (area 19).

1 lizard man (Swilbosh): AC 5; MV 6"/12"; HD 2+1; hp 16; #AT 3; D 1-2/1-2/1-8; SA Nil; SD Nil; MR Std; Int Ave; AL N; Size M; xp 83; THACO 16; MM.

If the adventurers can prove that they have killed the muckdwellers (the statuette will be sufficient proof), Swilbosh will also give them the emerald hidden under the floor slab (see below).

In addition to the statuettes, the table and the carving tools, Swilbosh's room contains

a locker, several blocks of wood, a chair and a hammock. There is also a boat in the dock.

There are 23 statuettes in all, representing various creatures living in the valley. There are two muckdwellers, a bloodhawk, three hobgoblins, two snakes, four crows, three deer, a hedgehog, two wild boars, a bat, two dogs and a couple of al-mi'raj. They are all 2 feet high and worth 5gp each.

The locker contains three flasks of cheap, poor-quality wine, a large pot of fish paste, a box of carving tools, a fishing line with hooks, a cloak, and a bag containing 35gp and a silver hatpin set with a garnet stone (value - 300gp). The blocks of wood are for carving into statuettes at a later date. The table, chairs and hammock are unexceptional.

Swilbosh has hidden an emerald in a small silk bag (value - 1000gp) beneath one of the floor slabs (noticed as a secret door).

The timbers of the rowing boat have rotted through and it has sunk to the bottom of the pool.

15. Snake-in-the-Grass

Whichever route they take through this area of tall grass, the adventurers should always come across the old wagon, the chest and the snake which lives in it:

Buzzing with insects and taller than a full-grown man, the grass surrounds you like a sea. Just when it seems that the grass will never end, you come unexpectedly to a tiny clearing around an old, collapsed, open wagon. Its only visible contents are a rusted, iron-bound chest and some limp sacks.

The wagon was abandoned here many years ago. Eventually its wheels rotted and it collapsed to the ground. Since then, the bottom of the wagon and the chest have also rotted, and a poisonous snake has made a nest inside the chest by entering it from below. It will attack anyone who interferes with the chest.

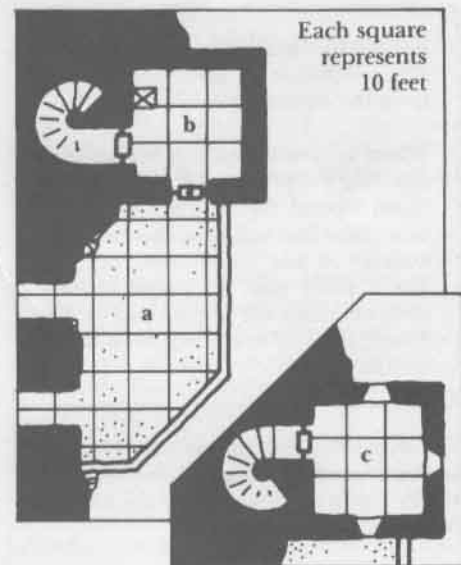
1 poisonous snake: AC 6; MV 15"; HD 2+1; hp 8; #AT 1; D 1; SA Poison (save at +1, failure results in 2-8 hit points of damage); SD Nil; MR Std; Int Animal; AL N; Size S; xp 279; THACO 16; MMII - snake.

The chest is locked (but not trapped) and the lock mechanism has rusted solid. However, if the chest is lifted or moved, its contents will simply cascade out through the rotten bottom; five snake eggs, the remnants of several articles of clothing, a pile of coins (1400sp) and a small bag containing four rings. Three of these are silver (value - 2gp each). The fourth is made of gold and is a ring of protection +1.

The sacks in the wagon are empty.

16. Eyrie

Here on the eastern side of the ridge, is the look-out tower from which the dwarves once viewed the world beyond their valley. The adventurers will be able to see the Serpent River from here.



a. Courtyard

The steps and tunnels from the main valley open into a courtyard below the look-out tower. If the adventurers appear to be about to enter the tower, the crows which live there will attempt to frighten them away:

You emerge onto a windswept platform on the eastern side of the mountains. A bleak, squat tower, crafted from the stark rock of the mountain, looms at one end, its dark windows staring out over the jagged grey peaks and ridges which drop away to the south-east. Perched on the battlements, a flock of sinister crows regard you with bright, malicious eyes.



If the crows believe that the adventurers are about to enter the tower, seven of the birds will fly down from the battlements (no surprise) and attempt to drive the party away.

The crows will retreat if four or more of them are killed. The survivors, and the other birds on the battlements, will then take cover.

7 crows: AC 7; MV 1"/36"; HD ¼; hp 2 each; #AT 1; D 1; SA Attack eyes 10%; SD Never surprised; MR Std; Int Animal; AL N; Size S; xp Nil; THACO 20*; MMII - raven.

b. Lower Room

The door at the base of the tower is locked. The lock may be picked or the door may be smashed open (requires 30 hit points of damage):

Roused by the draught from the open door, the dust of ages billows out from the darkness.

When it clears, you can see several box-like shapes on the floor of the room beyond, their outlines softened by a thick layer of dust. No-one but yourselves has come this way for many years and, to judge by the skeleton slumped against one of the boxes, the last to do so met with an untimely end.

The dust lies about an inch thick on every level surface and, although harmless, will billow up in dense clouds as the adventurers move around the room.

The skeleton is that of a dwarf, and it has a rusty dagger lodged between its ribs. Its clothing consists only of rotten rags and mildewed leather.

The dust-covered boxes are wooden lockers; there are five in all. These lockers are all empty and are neither locked nor trapped.

There is a concealed compartment, 1 foot square and 2 feet deep, in the western wall. It will be found automatically if the walls are searched. It is trapped but not locked.

When the compartment is opened, a 5-foot-square section of the floor in front of it will open up, dropping anyone on it into a 10-foot-deep pit. In the bottom of the pit is a second skeleton, also of a dwarf. It is wearing leather armour and has a short

sword. Lying by it is a set of thief's tools. All of this equipment is decayed and useless, but there are 15gp in the skeleton's belt pouch.

The trap may be disarmed by means of a hidden catch (usual find/remove traps chance).

In the concealed compartment is a wooden box. This nearly fills the cavity and must be pulled out before it can be opened. It is neither locked nor trapped and contains a fine tapestry (value - 200gp, encumbrance 300gp equivalent) wrapped around a small silver mirror (value - 25gp). The tapestry depicts, in a stylised form, the view of the Serpent River from the tower.

c. Watchroom

The stairs up from the lower room are dusty and gloomy. The doors at top and bottom are closed but not locked:

Once, it seems, this room was a warm refuge from the elements but now it offers you no comfort; the roof is mostly open to the sky, the windows are empty, windblown sockets and the furniture is ruined. Perched on the jagged ribs of the collapsed roof, the jet-black crows flap their long, ragged wings and caw menacingly.

There will be three crows here (two ordinary and one huge), in addition to the survivors from the attack on the platform (area 16a). If the adventurers leave at once, the crows will not attack. Otherwise all the birds will fight to the death in defence of their home and their fledglings.

1 huge crow: AC 6; MV 1"/27"; HD 1-1; hp 6; #AT 1; D 1-2; SA Attack eyes 10%; SD Never surprised; MR Std; Int Semi; AL N; Size M; xp 36; THACO 20; MMII - raven.

2 crows: AC 7; MV 1"/36"; HD ¼; hp 2 each; #AT 1; D 1; SA Attack eyes 10%; SD Never surprised; MR Std; Int Animal; AL N; Size S; xp Nil; THACO 20*; MMII - raven.

At first sight, the watchroom seems to contain nothing of value. The furniture (a table and four chairs) is ruined. The hearth is empty, and an empty chest lies open under the western window. Beneath the chest, however, is a leather pouch, brittle with age, which contains several sheets of inscribed parchment. The writing on this is illegible, but on one sheet a drawing of a snake may be made out.

The crows' nests are on the surviving timbers of the roof. Two of them each contain two defenceless fledglings. All five contain treasures of some kind: a gold earring (value - 10gp), a tiger eye gem (value - 25gp), some gold and silver thread (fragments torn from a tapestry - value 15gp), another gold earring (identical to the first) and an hematite stone on a silver chain (value - 10gp).

17. The Wood

This part of the wood is home to many creatures and plants. Only a needleman and the bloodthorn which shares its lair are any threat to the adventurers. The party will encounter the needleman 3 rounds after entering the wood:

The tall, straight trunks of the pines stand guard-like around you, rank upon rank, broken only by occasional clumps of other trees. Save for the birdsong, all is quiet, and the air is filled with the scent of pine. Nothing here seems threatening or out of place, but then, without warning, a gaunt, crouching figure springs from the cover of a large tree, its skin covered by a mass of bristling pine needles.

The needleman will flee (never to be seen again) if reduced to 6 or fewer hit points or if it is attacked with a spell or a magical weapon. Not even a ranger will be able to track down the fleeing creature.

1 needleman: AC 6; MV 9"; HD 3+4; hp 17; #AT 1-6; D 1-2; SA Surprise on 1-3 (d4); SD Camouflage; MR Sub-Std; Int Low; AL N; Size M; xp 136; THACO 15; FF.

The needleman has a small, dirty, cloth pouch hanging on a thong around its neck. The pouch contains two perfectly formed pine cones (no value), a lump of amber with a fly embedded in it (value - 80gp) and eight mistletoe berries (these will count as borrowed mistletoe for the purposes of casting druidic spells) wrapped in a fragment of parchment.

Although the needleman cannot be followed if it flees, a ranger will have a normal chance of following the tracks which it made on its way here from its lair.

The lair is at the eastern end of the rope bridge over the river:



Ahead, you see a welcome break in the dark canopy of trees, and the sound of rushing water reaches your ears. Following the sound, you find a narrow gully with steep, moss-covered sides, cut by a clear, splashing brook. The gorge offers no prospect of an easy crossing, but just here it is spanned by a rope bridge, old and ivy-covered but intact.

The gorge is 30 feet deep and its sides are treated as "rough - slippery" for the purposes of climbing (see **DMG** p19). The rope bridge is old and rickety, but safe.

The needleman's lair is a rough shelter leaning against the trunk of a gnarled oak near the eastern end of the bridge. Nearby are several hornwood and other hardwood trees. One of these, standing between the oak and the bridge, is a bloodthorn. It can reach characters attempting to use the bridge or enter the shelter, and it will attack using 1-4 tendrils each round until it and/or its five tendrils are destroyed.

1 bloodthorn: AC 4 (tendrils) / 3 (trunk); MV Nil; HD 6; hp 32+5/tendrils (attacks as 3HD monster); #AT 1-4; D Special; SA Special; SD Nil; MR Std; Int Non; AL N; Size M; xp 2795; THACO 16; MMII.

The shelter is made of pine branches and contains a bed of pine needles. Beneath this is a gold rod with a silver snake coiled around it (value - 120gp). The oak tree has a large growth of mistletoe (enough for the casting of 30 druidic spells) but this must be treated as lesser mistletoe if cut by a druid (see **PHB** p54).

18. Hunting Party

Soon after the adventurers enter the western part of the wood (i.e. after 1-4 rounds), they will encounter a hunting party:

A deer, its eyes wide with fear, its flanks streaked with blood from a deep gash, bursts from the undergrowth barely 20 yards away. For a brief moment it pauses, breathless and lathered with sweat, but the raucous blare of a horn and the baying of hounds from the direction whence it came stirs the unfortunate beast to flight once more and it disappears into the undergrowth.

Moments later, a hobgoblin and his three hunting dogs will appear (25 yards from the party) in hot pursuit of the deer. The dogs will attack the adventurers while the hobgoblin remains at a distance, firing his bow. He will join the melee after 2 rounds. The dogs will flee (never to be seen again) if the hobgoblin is killed. If the dogs are killed, or if he is wounded, the hobgoblin will flee.

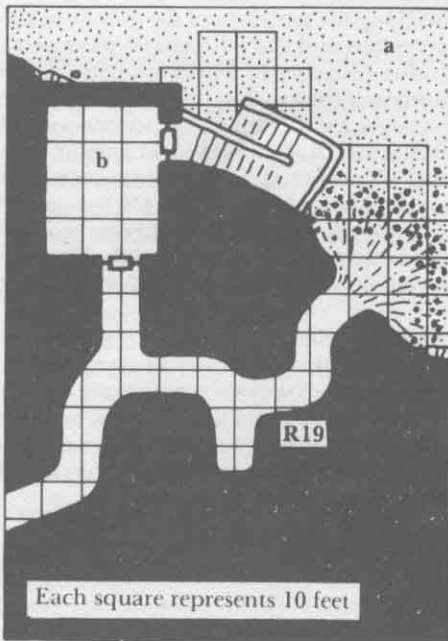
3 hunting dogs: AC 7; MV 15"; HD 1+1; hp 4 each; #AT 1; D 1-4; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp 28 each; THACO 18; MM - dog, wild.

1 hobgoblin: AC 5; MV 9"; HD 1+1; hp 5; #AT 1; D 1-6 (short bow) or 1-8 (long sword); SA Nil; SD Nil; MR Std; Int Ave; AL LE; Size M; xp 30; THACO 18; MM.

The dogs have no treasure, but the hobgoblin has 4gp in a pouch hanging around his neck, a silver box (originally a snuff box) set with obsidian stones (value - 80gp) and a key to the chest in the old mine (area 19b).

19. Abandoned Mine

The mine was built by the dwarves, but is now occupied by three goblins (area 19b). These are working and will not notice the approach of the party unless it is made obvious.



a. Outside the Mine

There is a grassy, open space between the wood and the foot of the cliff:

Beyond the wood, a pleasant green-sward extends to the base of a lowering grey cliff. Rough stone steps lead up the cliff face to a tightly shut stone door. Above this a narrow crack in the rock lets forth a meandering plume of grey smoke. To the left of the door you can see a dark hole, evidently the entrance to a mine, since a spoil-heap of small rocks is banked against the cliff below it.

The faint sound of hammering from the forge (area 19b) will be heard, if the characters listen carefully. Also, if the ground below the stairs is examined, the adventurers will find signs of recent habitation (cooked bones, apple cores, broken nutshells and so on).

The mouth of the tunnel to the left may be reached easily by climbing the spoil-heap below it. However, the tunnel beyond (R19) may be blocked by a rockfall.

b. Forge

The goblins will be working at their hearth:

As you push open the door, smoke and hot air billow out from the room beyond which is illuminated only by the red glow of a bulky central hearth. There is a hoarse cry of anger and surprise and three goblins lunge at you from the semi-darkness.

If the goblins gain initiative in the first round of combat, or if the adventurers do not close to melee range, one of the creatures will hurl a shovelful of hot coals at the party from the hearth. Any character within 20 feet of the hearth and in a 10-foot-wide area will suffer 1-2 hit points of damage from the coals unless they make a successful saving throw vs. Breath, in which case the damage is negated. The goblins will fight to the death.

3 goblins: AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 (short sword); SA Nil; SD Nil; MR Std; Int Ave; AL LE; Size S; xp 13 each; THACO 20; MM.

Each of the goblins has a belt pouch. These contain 12gp, 8gp and 5gp respectively. One of them also has a whetstone with a gold mount (value - 25gp). In addition to the hearth, the room contains a table, six stools, four mattresses and a chest.



Around the hearth are some smiths' tools (hammers, tongs etc.) and some old mining tools (picks and shovels) which the goblins were in the process of re-forging. Next to the hearth are five sacks of coal.

The stools are unexceptional, as is the table which bears the remains of a meal of mutton and carrots. Under the table are three sacks containing fruit (mostly apples), vegetables (carrots and potatoes) and nuts respectively. The mattresses are thin, straw-filled bags.

The chest is old (it belonged to the dwarves) and very solidly made. The lock may be picked or unlocked with the key from the hobgoblin (see area 18). The chest contains 10 clear glass bottles. Five of these are empty, three contain white wine and one holds brandy. The last bottle is corked and sealed with wax, and contains only a tightly rolled sheet of parchment — a scroll with the clerical spell **neutralise poison**. It may be extracted if the stopper is removed, but if the bottle is smashed there is a 50% chance that the scroll will be cut and ruined. If the chest is smashed open, there is a 30% chance for each bottle that it will break.

20. Giant Bats

The following description of the giant bats' cave assumes it is daytime and that the adventurers will be approaching it from the mine. If not, the DM should amend it accordingly:

The faint glimmer of light in the tunnel ahead becomes steadily brighter as you advance until, turning a corner, you are confronted by the dazzling brilliance of daylight. The hewn walls of the tunnel have given way to a wide cavern with a natural entrance. At first it seems unoccupied, but suddenly the air is filled with high-pitched whistles and the flapping of leathery wings.... bats!

The cavern is approximately oval in plan (running east-west) and is roughly 40 feet long, 30 feet wide and 20 feet high. The mine tunnel enters at the eastern end and the cave mouth is at the western end. As long as the adventurers remain in the cave, the bats will continue to attack irrespective of their losses. Beyond the cave, the bats will not attack if four or more of their number have been killed. On the floor of

the cave are the bones of the bats' animal victims and a gold amulet shaped like a writhing serpent.

8 giant bats: AC 8; MV 3"/18"; HD 1-4hp; hp 2 each; #AT 1; D 1-2; SA Nil; SD Dodge missiles; MR Std; Int Non; AL N; Size S; xp 7 each; THACO 20*; FF.

21. Strange Companions

The inhabitants of this part of the mine are a denzelian and a grey ooze who have co-operated to form a maze of passages by eroding rock and ore deposits respectively. These passages meet the mine tunnel at only one place:

You begin to notice a foul reek which becomes stronger as you approach a side-passage which joins the tunnel. This passage is clearly not part of the original mine workings. It is circular, smooth-walled, and follows a slightly meandering course to a point a short distance away, where it branches.

The creatures' tunnels branch, twist and rejoin in an amazingly complex fashion, giving the impression of a maze. The DM should draw up a quick, rough map of the passage system (starting with a four-way junction 30 feet from the mine tunnel) marking the positions of the grey ooze, the denzelian and three (separate) onyx gems (value - 50gp each) which are lying in the tunnel, ignored by the creatures. The passages are all circular in section and 10 feet across, and should bend and/or split every 30 feet or so, in order to cover a total area between about 100 and 150 feet across. If required, the random dungeon generating tables I, III and IV (see DMG p170) may be modified and used to produce the maze.

The denzelian is no threat to the adventurers, but the grey ooze will attack to kill. In many ways the two creatures are similar in appearance, and the DM may wish to make their descriptions slightly ambiguous deliberately, in order to test the skill of the players.

1 denzelian: AC 0; MV 1"; HD 6; hp 37; #AT Nil; D Nil; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size S; xp N/A; THACO N/A; FF.

1 small grey ooze: AC 8; MV 1"; HD 3+3; hp 8; #AT 1; D 2-8; SA Corrode metal; SD Special; MR Special; Int Animal; AL N; Size M; xp 240; THACO 16; MM.

22. Gateway into the Valley

This narrow pass was once the main route into the dwarves' domain, and was well guarded at this point (where it is 20 feet wide) by a thick stone wall (15 feet high) pierced by a gateway only 7 feet high and 5 feet wide.

The gateway could be blocked by a portcullis which was raised or lowered by a winch at ground level on the northern side. Along the top of the wall is a line of downward-pointing metal spikes, but these are now rusted and blunt. The rope and winch of the portcullis have rotted away and a kampfult has taken their place in order to ambush the unwary:

A wall stands astride the pass ahead of you, as grey and weathered as the sheer rock faces on either side. At the foot of the wall is a narrow gateway, its portcullis raised as if in invitation.

The kampfult will allow the portcullis to drop when half (rounded up) of the adventurers have passed through. Characters attempting to leap through the gateway beneath the falling portcullis will only succeed if they make a successful dexterity check. Otherwise, they will be hit by the portcullis, suffer 1-8 hit points of damage and be pinned down until it is raised or destroyed (see below).

The kampfult will attack any creatures on its side of the gate and, lacking speed to flee, will fight until killed.

1 kampfult: AC 4; MV 3"; HD 2; hp 7; #AT 6; D 1; SA Surprise on 1-3; SD Nil; MR Std; Int Low; AL N(E); Size S; xp 50; THACO 16; MMII.

The portcullis consists of wooden beams bolted together. It may be lifted (usual Bend Bars/Lift Gate chance) or smashed. Smashing requires only 20 hit points of damage (automatic hit) since the timber is in poor condition. The wall may be climbed (treat as "fairly rough/non-slippery" - DMG p19) in which case the rusted spikes will not impede.

Clearly visible near the winch is the hilt of a broken sword. In the handle is a cavity (the ivory pommel acts as the stopper) containing two doses of a potion of **speed** (a sweet, yellow, slightly fizzy liquid). The pommel is finely carved (value - 125gp).

BARROW SWORD

(Encounter Areas 23-26: Map 1)

This relatively short stretch of the valley consists mostly of a lush green meadow across which the river meanders. The narrow valley running down to the meadow from the west has less lush vegetation and more rocks.

ENCOUNTER AREAS

23. Spiders' Lair

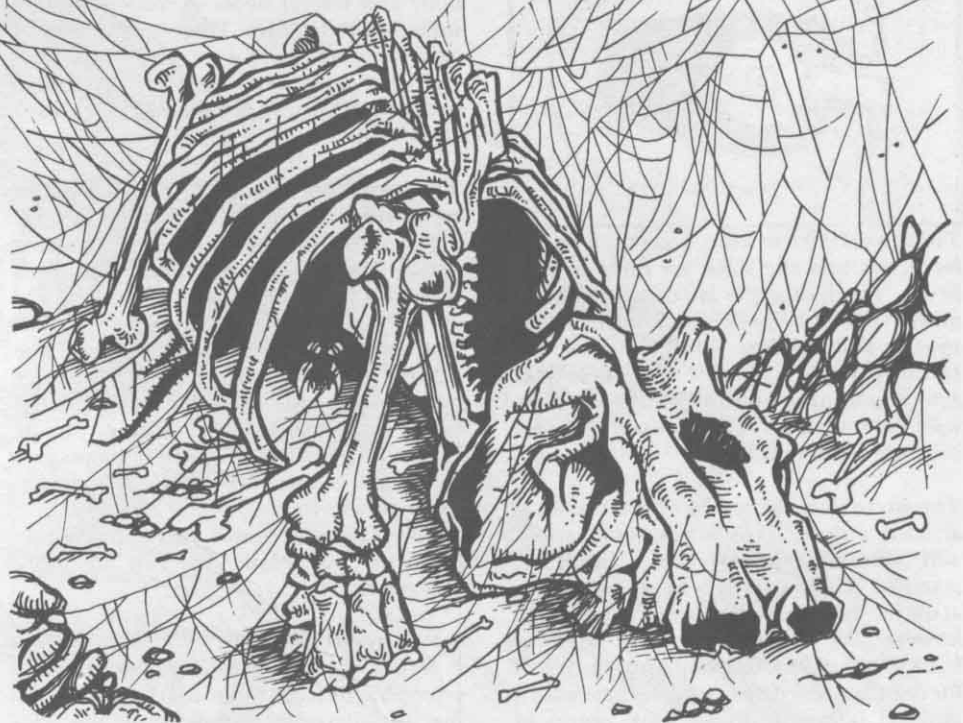
The valley narrows at this point (to about 30 feet) and a pair of large spiders have woven a barrier of webs across it:

Like the timbers of some ancient, wrecked ship, a cage of massive, bleached ribs stands as a mute monument to a long-dead giant amongst beasts. The skull and other scattered bones are shrouded by a sheet of pallid, web-like strands, while on either side intricate tracteries of threads block the valley like a pair of outstretched wings.

The skeleton is that of a large mammoth, the skull lies on the eastern side but the tusks were removed long ago. Two large spiders live inside the ribcage. They will notice the vibrations caused by any attempts made to cut through the web of the barrier and will rush out in search of their next meal. They will not notice if fire is used to make a hole in the barrier, however, since this causes less vibration. They will fight until killed, but will not pursue the party more than 50 yards from the web.

2 large spiders: AC 8; MV 6" * 24"; HD 1+1; hp 6 each; #AT 1; D 1; SA Poison (save at +2); SD Nil; MR Std; Int Non; AL N; Size S; xp 77 each; THACO 18; MM.

The mammoth was killed by a lone Kharg tribesman but collapsed upon its assailant and killed him. The Kharg's bones lie, entangled by webs, between the ribcage and the skull. Most of his gear (leather armour, pack, shield, spear and sword) are rotted and useless, but there is a gold buckle on his belt (value - 40gp) and his pack contains a figurine of a horse carved in jet (value - 200gp). The paint on the Kharg's shield is cracked and faded but the shape of a stylised coiled snake can be clearly seen.



24. Al-Mi'raj Meadow

The meadow on the eastern side of the river is grazed by a colony of al-mi'raj whose lair is inside the barrow (area 25). The males, in a wild act of bravado, will try to attack the party:

The turf is lush and springy beneath your feet, and eases for a while the exertion of your long journey. As you walk, a group of large yellow hares or rabbits comes into view from behind a long, low turfy mound. The creatures are still some distance away, but you can see them nibbling contentedly at the grass.

Then one of them sees you. It raises itself up to its hind legs and you see that it has a single horn — like that of a unicorn. Another sits up and looks at you... then another... and another...

The six male al-mi'raj will first be seen at a range of d4+6 x 10 yards. They will not cross the river (and will retreat if attacked by characters on the western bank) but will attack fearlessly any adventurer in the meadow east of it. The remaining eight al-mi'raj are females who will not fight and will flee if threatened.

14 al-mi'raj (6 male, 8 female): AC 6; MV 18"; HD 1; hp 4 each; #AT 1; D 1-4; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size S; xp 14 each; THACO 19; FF.

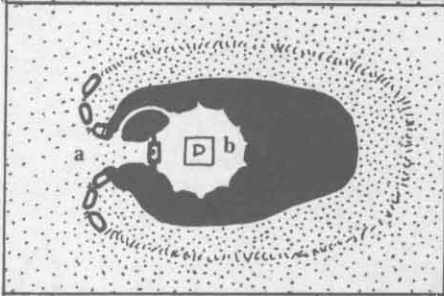
25. Burial Mound

Clearly visible from the flat meadow is a low, turf-covered mound (about 90 feet long, 50 feet wide and 10 feet high). It is aligned roughly east-west and contains an ancient burial chamber which the al-mi'raj (area 24) use as a lair.

a. Entrance Tunnel

The tunnel entrance to the barrow chamber is at the western end. The stone door at the end of the tunnel is trapped:

A strange animal smell lingers in this low, dark tunnel which leads gently down into one end of the mound. Shielding your eyes from the light outside, you can make out the grey stone slabs of the floor covered with small muddy footprints. Above, the low ceiling is a single massive slab, its weight supported by smaller slabs set on edge to form the walls. Twenty feet or so away the tunnel ends at a blank wall.



The tunnel is 5 feet wide, 4 feet high and 20 feet long, and the slabs are only crudely hewn. The footprints are those of the al-mi'raj, which have dug a tunnel (1 foot square and 15 feet long) between the entrance tunnel and the chamber (area 25b), emerging at a narrow gap between the wall slabs at either end. This tunnel is not concealed in any way.

The stone slab at the end of the tunnel is actually a door. This is not obvious, but will become apparent if the tunnel is searched. The slab is very heavy but pivots at the left-hand edge. As soon as it is moved, however, the trap will be sprung. The door has a **glyph of warding** cast upon it. When the door is opened, this will explode with a burst of flame, inflicting 5 hit points of damage on any character within 5 feet. Damage is halved if a successful saving throw vs. Spells is made.

b. Chamber

The chamber contained several cremation urns, but most of these have been broken:

Any expectations of a lavish tomb laden with riches are soon dashed. Peering through the enfolding gloom, you see a low chamber which, to judge from the smell and the litter on the floor, has been an animal lair for many years. Except for an empty, stone sarcophagus in the centre of the chamber, and two crude jars against one wall, you see little else here but useless, smashed pottery.

The chamber is about 20 feet across and roughly circular. The ceiling consists of a single, rough-hewn slab of stone and the walls and floor are of similar (but smaller) slabs. The al-mi'raj tunnel (see above) emerges between two of the wall slabs.

Originally, there were several sealed ceramic jars here (each about 12 inches high) containing cremated bones and, occasionally, items of value. All but two of these

have been smashed and if the characters search the floor, they will find fragments of bone and several items of crude jewellery mixed with the litter. There are three small gold earrings (value - 5gp each), an electrum bangle (value - 15gp) and a pendant consisting of a piece of jade with a silver mount (value - 100gp).

The two intact jars are decorated with an embossed snake motif. Both contain fragments of cremated bones. One also contains a small, carved, ivory box inlaid with silver and coral (value - 300gp).

The sarcophagus is very old and worn. The lid lies next to it on the floor and closer examination will reveal the crude carving of a human/humanoid figure on its surface. The base of the sarcophagus is a concealed, stone, trap door covering the shaft down to a poltergeist's lair (see below). Once discovered, this trap door can be lifted out easily by two or more characters.

c. Poltergeist's Cave

A vertical shaft under the trap door in the sarcophagus leads to a rough cave containing a poltergeist. Immediately the trap door is opened, the poltergeist will come up into the burial chamber (25b) and start to throw fragments of pottery at the party:

A rough, slimy shaft leads down into the earth. It is difficult to be certain, but it looks as though there might be some sort of cavern at the bottom... Suddenly, out of the corner of your eye, you catch sight of one of the numerous shards of pottery rising from the ground. It hovers in mid-air for a second and then flies towards you as if thrown by an unseen hand...

The poltergeist will continue to throw small objects at the adventurers until either they all flee in terror, or it is turned or destroyed.

1 poltergeist: AC 10; MV 6"; HD ½; hp 3; #AT Nil; D Nil; SA Fear; SD Invisibility, needs silver or magical weapons to hit; MR Std; Int Low; AL LE; Size M; xp 35; THACO 15; FF.

The poltergeist may be turned as a skeleton in the burial chamber, but is as resistant as a ghoul in the cave at the bottom of the shaft. If it is able, it will follow any characters who climb down the shaft and bombard them with loose rocks and so on.

The shaft is about 6 feet in diameter and 30 feet deep. It should be treated as "very rough - slightly slippery" for the purposes of climbing (see DMG p19). At the bottom it opens out into a rough cavern:

The shaft suddenly opens out into a rough, damp cave, where a grinning skull lies on the floor amid some other mildewed bones.

The bones are all that remain of the poltergeist's previous, human existence. In a small pouch under the skull are three bloodstone gems (value - 50gp each).

26. Spiral Stairway

This stairway was built by the dwarves before the mires formed below the Barrow Sward. It is plain, skilfully constructed, about 10 feet wide and 10 feet high. At top and bottom, the entrances are plain, arched doorways each of which was guarded by a pair of caryatid columns. These were all killed some time ago and their statue-like remains may be seen near the respective entrances. At the bottom of the stairway, a short passage runs south to the doorway opening out on to the bog. On the western side of the passage, a 10-foot-wide doorway leads into a square room 20 feet across. As the adventurers approach, they will hear the rats which live here:

To one side of the passage is a doorway; just far enough from the exit for the daylight to do no more than cast deep shadows across it. You can just make out the shape of a door, slightly ajar, and from the darkness you can hear the ominous scratching of claws on stone.

There are 20 starving rats in the room. They are cowardly but desperate and will attack the adventurers as they pass the door (even braving fire, if necessary). The rats will break off their attack at once if half or more of their number are killed or if any food is thrown to them. They will pursue the party up the stairs but not outdoors. The rats' room contains only bedding, chewed bones and a platinum piece.

20 ordinary rats: AC 7; MV 15"; HD ¼; hp 2 each; #AT 1; D 1; SA Disease; SD Nil; MR Std; Int Animal; AL N; Size S; xp 4 each; THACO 20*; MMII.

SLOUGH MIRES

(Encounter Areas 27-34: Map 1)



Since the fall of the Grafenvolk dwarf clan, the poor drainage of this part of the valley has turned it into a misty swamp. With the exception of a few islands of firm ground (described in encounter areas 29, 30 and 31) the swamp consists of treacherous meres, pools and quicksands overgrown with tall reeds, bushes and twisted trees. Concealed as they are by the vegetation, no details of the paths or encounter areas can be made out from the meadow above the swamp.

The only safe ways through the swamp for those on foot are the paths (R24 to R31). Most are about 15 feet wide, but they vary overall between 10 and 20 feet. The paths are not difficult to follow if care is taken, but any characters deliberately leaving a path must make a dexterity check every round or lose their footing and fall into quicksand. Unless they are rescued, they will be quite helpless and will go under the surface after $d4+2$ rounds. Three rounds later, they will drown.

The exit from the swamp on the eastern side leads through a dark wood (area 34).

ENCOUNTER AREAS

27. Cave Behind the Waterfall

A path of solid rock runs along the cliff face. It passes behind the waterfall, and here the adventurers will find a damp cave, inhabited by scum creepers:

The path leads you behind a broad waterfall. Here you find a gloomy cavern where water drips incessantly from folded sheets of pale stone that hang from the ceiling like petrified curtains. Someone lives, or lived, here since there are chairs and a table all fashioned from the pale, wet stone of the cavern and seemingly melded to the floor. Lying at the back of the cavern is another, smooth rocky shape.... the shape of a man.

The cave was once a hunter's lodge. Now it is the home of two scum creepers which are

lurking on the ceiling concealed by the stone curtains. They will attack any creatures entering the cave.

2 scum creepers: AC 8; MV 3"; HD 1 (2-8hp); hp 4 each; #AT 1; D 0 (1); SA Special; SD Nil; MR Std; Int Non; AL N; Size S; xp 18 each; THACO 19; MMII.

The minerals in the water dripping from the ceiling accumulated to form the stone curtains and have coated the hunter's body and his furniture (two chairs and a table — all made of wood) with a smooth, soft layer of stone which may be chipped away easily.

Although the stone has preserved the shape of the objects it has coated, everything but the hunter's bones and his valuables (see below) has decayed away.

Within the coating of stone, the hunter's bones still bear the remains of his clothing: six silver buttons (value - 1gp each) and a gold buckle (value - 80gp). Clutched in his right hand, is a short **bow +1**. Its enchantment has protected it from decay.



28. Killer Frog

Beside the swamp path, an aggressive killer frog lives in a shallow pool:

The path loops around a still pool of sickly water, overlain by ragged wisps of mist. As you watch, a few bubbles of air rise and burst, sending ripples lazily out across the water. Just as these have faded away, two bulbous eyes rise silently from the depths and turn towards you.

The killer frog lives on a diet of small swamp creatures plus occasional bullywugs (see areas 29, 30 and 31) and humans who wander into the bog. It will leap from the water to attack the party on sight and will continue to fight until killed.

1 killer frog: AC 8; MV 6"/12"; HD 1+4; hp 9; #AT 3; D 1-2/1-2/2-5; SA Leap, tongue, surprises on a 1-4; SD Nil; MR Std; Int Non; AL N; Size S; xp 54; THACO 16; MM.

Caught on the branch of a nearby tree by its leather thong, the party will find a bronze amulet shaped like a snake (value - 1gp).

Bullywug War (areas 29, 30 and 31)

The south-western part of the swamp is inhabited by two bands of warring bullywugs. One band (the more intelligent and better equipped) lives in a crude stone tower (area 31) on a small island. The remainder are less intelligent, poorly equipped, and are stationed in small groups around the tower. The party will only encounter two of these groups — stationed on the dry paths (areas 29 and 30).

29. Road Block

Ahead of them on the path, the adventurers will see a group of four bullywugs:

From somewhere ahead, muted snatches of conversation drift to you through the mist and peering forward you can see a rough barrier blocking the path. Squatting on this, their shapes softened by the mist, are a handful of creatures — half-men and half-frog — babbling and gesticulating with long, webbed hands.

The bullywugs are 40 yards away from the party. They will attack the adventurers on sight, but if three are killed, the survivor will flee into the swamp.

4 bullywugs: AC 6; MV 3"/15"; HD 1; hp 5 each; #AT 3; D 1-2/1-2/2-5; SA Hop; SD Camouflage; MR Std; Int Low; AL CE; Size S; xp 23 each; THACO 19; FF.

The bullywugs each have 10gp worth of crude jewellery, made from bones, teeth, obsidian pebbles, silver wire and leather thonging.

Their barrier may be climbed over easily or thrown to one side.

30. Lizard Keepers

Two bullywugs here are keeping a giant lizard in a cage. When they release it, however, it will attack them rather than the party:

The path leads you onto an island of sorts, where the ground is agreeably firmer underfoot. The mist thins a little and, in a small clearing, you are confronted by a cage of stout branches crudely lashed together with creepers.

Inside is a huge lizard, its tongue lashing between massive jaws and its eyes watching you hungrily.

The two bullywugs are hidden in the undergrowth near the cage. When the party comes into view, they will leap from concealment and open the cage door, expecting the lizard to attack the adventurers. Instead, the lizard will attack (and almost certainly kill) the bullywugs. (If the DM does not wish to roll the dice for this combat, an 'average' result would be for the bullywugs to be killed in the 3rd and 5th rounds of combat respectively and for the lizard to suffer a total of 5 hit points of damage.)

The bullywugs each have 10gp worth of crude jewellery which they have made themselves (see area 29).

After the lizard has killed the bullywugs, it will pick up one of the bodies in its jaws and disappear into the swamp without harming the adventurers. However, if the adventurers attack the lizard (except with ranged weapons or spells) it will turn on

them and fight until killed (any surviving bullywugs will take this opportunity to flee).

2 bullywugs: AC 6; MV 3"/15"; HD 1; hp 5 each; #AT 3; D 1-2/1-2/2-5; SA Hop; SD Camouflage; MR Std; Int Low; AL CE; Size S; xp 23 each; THACO 19; FF.

1 giant lizard: AC 5; MV 15"; HD 3+1; hp 19; #AT 1; D 1-8; SA Double damage on a roll of 20; SD Nil; MR Std; Int Non; AL N; Size L; xp 201; THACO 16; MM.

31. Bullywug Tower

The small group of advanced, intelligent bullywugs lives in a crude tower on an island in the swamp:

The ground to either side has become noticeably drier and the path, now showing a definitely upward slope, is no longer muddy. By degrees, the dense vegetation gives way to a rocky hillside topped by a stubby tower of unmortared stones. There is a sudden movement on the battlements, and an arrow whistles towards you, only to flash harmlessly by into the bushes.

The occupants of the tower are four bullywugs equipped with short bows, long swords, chainmail armour and shields. The first arrow was a warning shot and the bullywugs will follow it up with a shouted message in the common tongue, ordering the party to go away. The bullywugs will not negotiate. If the tower is attacked, they will defend it to the last, but will not leave it to attack the party. The bullywugs each have 9gp worth of mixed coins and/or cheap jewellery.

4 bullywugs: AC 4 (chain mail and shield or AC 0 behind battlements - see below); MV 3"/15"; HD 1; hp 5 each; #AT 2 or 1; D 1-6 (short bow) or 1-8 (long sword); SA Hop; SD Camouflage; Int Ave; AL CE; Size S; xp 23 each; THACO 19; FF.

The clearing in which the tower stands is about 200 feet across. The tower itself is built of rough stones and is about 20 feet in diameter. A heavy wooden door opens into a ground floor room from where a ladder leads up through a trapdoor to a battlemented roof, 10 feet above the ground. The battlements provide 50% cover for the bullywugs (see DMG p64).



The lintel above the door is a re-used piece of dwarven masonry and bears a carving of a snake (now upside-down).

The lower room has no windows, and the door may be barred from the inside. The bullywugs have a table, six stools, a barrel of swamp water and a sack of dried fish. Hanging from the ceiling is a smoky quartz gem on a silver mount. The gem was originally a pendant and has a **continual light** spell cast upon it. Its value is 110gp.

The table has a drawer which is locked and trapped. The trap releases a spray of tiny, razor-sharp darts which will inflict a total of 1-6 hit points of damage on all within a 10-foot-radius semi-circle in front of the drawer. A successful dexterity check will halve the damage. The drawer contains 110gp in a cloth bag.

32. Mist Mephit

In the part of the swamp where the mist is densest, a mist mephit lives in an old hollow tree:

Mist washes around your feet like water, swirls in tattered wisps through bushes and reed beds, and hangs like shrouds from the branches of a wizened tree. It is thicker here than it has been elsewhere in the swamp, and seems to be growing thicker by the second. The tree you could see clearly a moment ago becomes only a vague shadow then vanishes completely, and seconds later you can see no further than an arm's length away!

The sudden thickening of the mist is a result of the **wall of fog** spell cast by the mist mephit from inside the tree when the party comes within range (30 yards). The **wall of fog** will be centred on the party and will spread along the path in a bank 80 feet long, 30 feet wide and 10 feet deep.

Next round, the mephit will fly out of the tree to attack the party. It will concentrate on the use of its breath weapon and attempt to avoid hand-to-hand fighting. It is a cowardly creature and will not attack the adventurers if they move outside the **wall of fog** or if the fog disperses. It will flee (assuming gaseous form if necessary) once its breath attacks are exhausted, or if any fire-based attacks are used against it, or if it is reduced to 9 or fewer hit points. It is

wearing a platinum chain around its neck (value - 50gp).

1 mist mephit: AC 7; MV 12"/24"; HD 3+2; hp 19; #AT 2; D 1/1; SA Breath; SD Special; MR Std; Int Ave; AL NE; Size M; xp 226; THACO 16; New monster (see page 29).

The mephit was sent here to waylay travellers and to ensure that the swamp remained a generally unwholesome place. For the purposes of this module it will always be unsuccessful in its attempts to gate in other mephits.

The hollow centre of the tree (automatically found if the area is searched) contains objects taken from the mephit's victims: 50gp in mixed coins, a gold armband (value - 80gp) and an iron helm with a gold crest in the form of a snake (value - 50gp).

33. Enemies on the Ledge

A cave opens onto the ledge which runs along the rock face. A gnoll lives here with six kobolds whom he treats as slaves. When the party approaches, the gnoll will order the kobolds to attack:

In the valley, hundreds of feet below the ledge you are following, the steamy swamp is gradually giving way to woodland. The ledge, however, carries on and on, unchanging, with no sign yet of a way down.

Rounding a small spur of the mountain, you come upon a low, dark cave mouth. A harsh voice echoes from the depths and half-a-dozen unarmed kobolds rush, half staggering, into the daylight. Dazzled, they hesitate, but a second shout from within drives them on once more.

The cave will be about 60 feet away when the party first sees it. The kobolds are more fearful of the gnoll than of the adventurers and will fight them to the death. In full daylight, the kobolds will attack at -1 to hit.

6 kobolds: AC 7; MV 6"; HD 1/2; hp 2 each; #AT 1; D 1-4; SA Nil; SD Nil; MR Std; Int Ave (low); AL LE; Size S; xp 7 each; THACO 20*; MM.

The cave mouth is 6 feet across and 5 feet high. Beyond, the cave is wider (15 feet), higher (7 feet) and about 30 feet deep.

The gnoll will lurk at the back of the cave hoping to remain unseen. If the adventurers pass by the cave he will not attack but if they enter, he will fire arrows at them (if possible) before taking up his battle axe and fighting to the death.

1 gnoll: AC 5; MV 9"; HD 2; hp 6; #AT 2 or 1; D 1-6 (longbow) or 1-8 (battle axe); SA Nil; SD Nil; MR Std; Int Ave (low); AL CE; Size L; xp 40; THACO 16; MM.

In addition to his bow, 20 arrows and axe, the gnoll has a plain, electrum headband (value - 5gp), a thick gold earring with a malachite stone (value - 25gp) and 12gp in a pouch hung around his neck.

The cave contains the straw bedding of the gnoll and kobolds, along with a sack of dried meat and a cask of stale beer.

The gnoll has hidden a silver hat pin with a small tourmaline head (value - 45gp) in a crack in the wall of the cave near the mouth. The chance of finding it is the same as for a concealed door.

34. Wild Cats

Following the river through the valley, the adventurers will find that the mist gradually disperses as the swamp gives way to a dark, briar-choked woodland. In order to make progress, the party will have to hack through briars every 20 yards or so. When they are about halfway through the wood, the adventurers will come across a pair of wild cats:

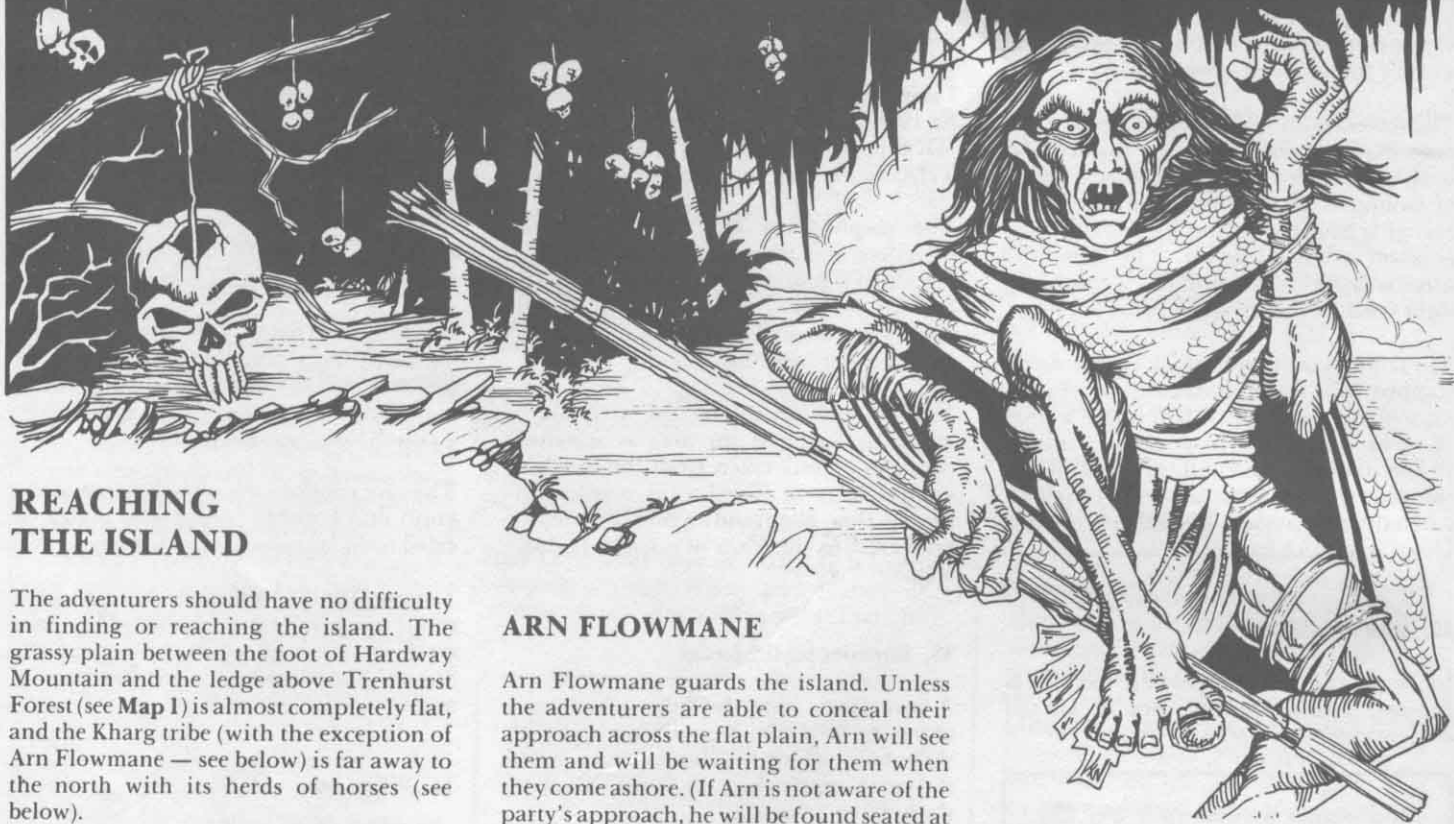
Disentangling yourselves from yet another patch of clinging briars, you come face to face with a pair of wildcats standing over a freshly killed young deer. Spitting and hissing, with their backs arched, the cats prepare to defend their prize.

In the circumstances the cats will not surprise the adventurers. They will attack if threatened in any way or if the adventurers make any move except to back away slowly. They will fight until one of them is killed at which point the survivor will flee. They have no treasure.

2 wild cats: AC 5; MV 18"; HD 1; hp 6 each; #AT 3; D 1-2/1-2/1-2; SA Rear claws for 1-2/1-2; SD Surprised only on a 1; MR Std; Int Animal; AL N; Size S; xp 16 each; THACO 19; MMII.

THE EYE OF THE SERPENT

(Encounter Areas 35-48; Maps 1 and 2)



REACHING THE ISLAND

The adventurers should have no difficulty in finding or reaching the island. The grassy plain between the foot of Hardway Mountain and the ledge above Trenhurst Forest (see **Map 1**) is almost completely flat, and the Kharg tribe (with the exception of Arn Flowmane — see below) is far away to the north with its herds of horses (see below).

The Serpent River is slow-moving and shallow as it crosses the plain and may be forded easily. The lake above the falls (the snake's "head") is deep (about 50 feet), but between the island (the Eye of the Serpent) and the lake's northern bank, the water is shallow and may be waded easily. To the west of the spiked fence (area 36), the island rises gently from the lake, but to the east the shore is steep and rocky and may only be scaled by characters with the ability to climb walls.

THE ISLAND

The island, with its pool of flame and cleft of rock crystals is the "Eye of the Serpent", the site of the Grafenvolk dwarves' snake cult shrine (see **BACKGROUND** - page 3). The Kharg refer to it as Rushmede Rock and use it as a meeting place and a place of execution. A large constrictor snake is kept at the eastern end of the island (see area 37) and those convicted of serious crimes often choose to be killed quickly by the snake rather than face Hardway Mountain.

The tribe comes to the island only once a year. Usually, the sole human occupant is Arn Flowmane — cleric and revered tribal elder.

ARN FLOWMANE

Arn Flowmane guards the island. Unless the adventurers are able to conceal their approach across the flat plain, Arn will see them and will be waiting for them when they come ashore. (If Arn is not aware of the party's approach, he will be found seated at the council ring — area 35). He will go onto the eastern end of the island if he thinks the party will come that way since he has no fear of the snake (area 37):

Approaching the island, you scan the shore for signs of life, but are greeted only by the lifeless stares of human skulls hanging from the trees. Then, without warning, an old man in a robe of snake skins leaps from the undergrowth by the water's edge and begins to hurl curses and abuse at you, all the while swinging a wooden staff wildly in the air.

Arn has a violent hatred of foreigners (those who are not of the Kharg tribe) and his rantings will consist of a mixture of insults and curses. The DM should invent these as appropriate, making them as provocative as possible. In an attempt to frighten the party, Arn will **command** one of the characters to "drown". Since the spell only lasts 1 round, it should not severely endanger the victim.

Arn will attack the party and fight to the death in self-defence, or if the adventurers attempt to come onto the island, but not otherwise.

Arn Flowmane - Cleric, Level 5, Human, Male: AC 7; MV 12"; C 5; hp 25; #AT 1; D 1-6 (quarter staff); SA/SD As std for class and level; MR Std; AL LN; S 13, I 12, W 15, D 15, C 15, Ch 11; xp 125; THACO 18.

Clothing - snake skin robe over leather armour.

Weapons - quarter staff.

Spells -

First level: **command**, **cure light wounds** (x2), **light**, **sanctuary**.

Second level: **silence 15' radius**, **snake charm**, **speak with animals**.

Third level: **prayer**.

Personal Treasure - writhing snake amulet (gold with turquoise eyes - value 120gp), gold ring (value - 40gp).

Encounter Areas

35. Council Ring

The council of the Kharg elders meets on Rushmede Rock once a year in a clearing on the western part of the island:

You have come to a small clearing where 20 or so small standing stones have been arranged in a tight circle.



There are 24 stones in all, each serving as a seat for a council member. Arn Flowmane lives here. His store of simple foods (fruit, nuts and dried meat) is kept under a rough shelter of branches at the edge of the clearing. Nearby is Arn's bed of ferns.

36. Spiked Fence

This fence serves to keep the snake (see area 37) at the eastern end of the island. The description assumes that the adventurers will approach the fence along the path, but the construction of the barrier is the same throughout its length:

A wall-like mass of tangled briars as high as a man blocks your path. This is no natural growth, for the thorny branches have been woven around thick wooden stakes driven into the ground. Where the path meets the fence, there is a stout wooden gate lashed all around with briars.

The fence can be cut through easily with edged weapons, and the gate is not locked. The thorns are very sharp, however, and characters who persist in climbing over the fence will suffer damage equal to half their base armour class (rounded up).

37. Snake and Obelisk

In a clearing by the flaming pool (area 38) stands the stump of the dwarves' obelisk. A large constrictor snake lives here:

The grey, weather-worn stump of an obelisk stands forlornly in the centre of the clearing before you. Trees that it would once have dwarfed, now tower over it. Coiled on the stump's sloping top is a long, thick snake, green as the grass. It sees you, darts from its resting place and slithers towards you.

The snake is used by the Kharg both as a guardian for their sacred site and as a means of execution. The snake is accustomed to facing unarmed victims and will attack the party fearlessly until killed.

1 constrictor snake: AC 6; MV 9"; HD 3 + 2; hp 21; #AT 2; D 1/1-3; SA Constriction; SD Nil; MR Std; Int Animal; AL N; Size M (15' long); xp 169; THACO 16; MMIL.

The pool of flame (area 38) is plainly visible from the clearing. In the clearing itself, the only items of interest are the remains of the dwarves' obelisk and the wooden board leaning against it.

The obelisk is about 6 feet square at the base and stands to a maximum height of 4 feet. It bears the final portion of a panel of dwarven writing and, below this, a representation of the writhing serpent symbol. Any character able to read the dwarven script or, for example, using a **comprehend languages** spell will be able to understand the inscription as follows:

...pool
...in flame
...door of crystal
...Eye of the Serpent.

Beloved it is, and who has not trekked the heights to see the snake's true bright beacon.

Leaning against the obelisk is a stout wooden panel on which the Kharg have recorded their translation of the inscription. The translation is in the common tongue and has been carefully carved, but it is not very accurate. It reads:

...water ...of fire ...glass barrier ...the
*Serpent's Eye. It is beyond price but none
has climbed the mountain to find the
snake's pure dazzling jewel.*

Either version of the inscription should serve as a clue to the location of the shrine (areas 39 and 40) behind the flaming pool and crystal door (area 38). The upper part of the obelisk was removed long ago and the adventurers will not be able to find it.

38. Pool of Flame and Crystal Door

A narrow cleft in the rock bluff of the island contains a flaming pool and, beyond this, a concealed door:

Rising above the eastern end of the clearing is a high rock bluff fashioned by the years into weird shapes. But these hold little interest compared with a narrow cleft in the bluff, barely 20 feet deep. Here, there is a bubbling pool, its surface covered by long dancing flames. Above the flames, behind and on either side, nature has revealed a glittering bed of crystals which reflect the fire's yellow light like a beacon.

Although the weathering of the bluff is entirely natural, the cleft and pool were dug out by the Grafenvolk dwarves. The flames are fed by natural gas which bubbles up from the bottom of the pool and does not, of course, burn beneath the surface. Even a cursory inspection of the pool will reveal that although the flames span the cleft from side to side, they cover only the central 10 feet of it leaving 5 feet of open water before and behind. Since the pool is 3 feet deep, it is a relatively simple matter to crawl under the flames to the clear area beyond. Unless magically protected, characters touching the flames will suffer 1 hit point of damage and those passing through them will suffer 1-6 hit points of damage plus an additional 1-6 hit points for each round they remain in them.

Just above the surface of the pool at the rear of the cleft is a concealed door consisting of a sheet of crystals fused together. From the clearing, dwarven characters will automatically notice the door if they look into the cleft. Other characters have only a 10% chance of noticing it from the clearing but will automatically find it if they cross or by-pass the flames. Once found, the door may be pulled open easily to reveal the passage (area 39) beyond.

The rock crystal of the door and of the cleft is of poor quality and has no value.

BENEATH THE ISLAND

The downfall of the priesthood of the Grafenvolk dwarves began when they fell under the influence of a small clan of duergar. During the general decline of the Grafenvolk, the light-hating duergar established themselves in a lair beneath the island where they built their own, dark parody (area 43) of the dwarves' brightly lit shrine (area 40).

During the final days of the Grafenvolk, the duergar stole the golden snake and the spear (see areas 43, 46 and 47) from the shrine, killed the dwarf priests and placed the animated skeletons of snakes in the dwarves' shrine.

Deprived of a people to exploit, the duergar themselves went into a long, slow decline, living frugally by hunting at night in the Trenhurst Forest. Recently, their fortunes have been made worse by a feud with a tribe of buckawn. The duergar have captured Linden, one of the buckawns (see area 43). If they free him, Linden will aid the adventurers against the duergar.



Unless otherwise stated, all rooms and passages below the island are 10 feet high, with plain stone walls and heavy, iron-bound, oak doors. The older dwarven tunnelling (areas 39 and 40) pass through a vein of luminous, translucent rock. The other underground areas are cut into dull, grey bedrock. Except for the stirge cave (area 41) which receives daylight, these other areas are not illuminated. The players' descriptions assume that it is daytime and/or that the party has some source of light.

Encounter Areas

39. Passage

This circular passage spirals down to the dwarves' shrine (area 40) and the duergar chambers beyond (areas 41-48):

The walls of the passage, delicately carved to resemble the scales of a snake, are translucent and glow with a pale light from deep in the rock itself. The passage is circular, and as it coils deeper and deeper underground you feel as if you have been swallowed by a great beast.

The rock through which the tunnel winds is a solid mass of rock crystal (not gem-quality) deep within which the dwarves had **continual light** spells cast.

40. Dwarves' Shrine

Like the duergar shrine (area 43), this chamber has been carved out to resemble a snake's head. It is guarded by the animated skeletons of seven snakes:

Eventually the passage levels out and runs on a short distance before opening out into a chamber hewn from the same luminous rock. For a moment its shape is baffling but then you realise the makers' intent; with the winding passage as a body, the chamber has been masterfully fashioned into the form of a serpent's head.

Writhing on the floor, fleshless but yet not dead, are the blanched skeletons of seven snakes, one of them much larger than the rest.

If attacked, or if the party enters the chamber, the skeleton snakes will attack. They will fight until destroyed but will not pursue the party beyond the shrine. The shrine increases the snakes' resistance to turning and they are treated as zombies (1-12 are affected if the turning is successful).

There are six small snakes and one large (because of their size, the smaller snakes inflict less than standard damage).

1 large skeleton snake: AC 8; MV 6"; HD 1-1; hp 6; #AT 1; D 1-4; SA Nil; SD Special; MR Immune to attacks affecting the mind; Int Non; AL N; Size S (3' long); xp 16; THACO 20*; MMII - skeleton, animal.

6 small skeleton snakes: AC 8; MV 6"; HD 1-1; hp 2 each; #AT 1; D 1-2; SA Nil; SD Special; MR Immune to attacks affecting the mind; Int Non; AL N; Size S (18" long); xp 12 each; THACO 20*; MMII - skeleton, animal.

41. Stirge Cave

The tunnel from the dwarves' shrine (area 40) passes out of the mass of glowing, rock crystal under the island and into the surrounding, dark grey bedrock. It leads to a natural cave, which is the lair of a pair of stirges:

Soon after leaving the room of the skeleton snakes, the tunnel leaves the glowing, translucent rock behind and the walls become stark and grey. Turning a bend, you see daylight ahead and the passage opens into a cavern where the air is filled with the sound of falling water. Both the light and sound are coming from the mouth of the cave at the far end, which looks out onto the back of a waterfall.

Two small, flying creatures drop from amongst the stalactites on the roof and flap towards you, silhouetted against the light. At first, the shape of their wings reminds you of bats but, as they draw nearer you see their dagger-like snouts and realise to your dismay that they are something else entirely....

The stalactite-covered ceiling of the cave is 20 feet high in the centre. It is rather damp, as is the floor which slopes gently down towards the cave mouth.

The stirges usually hunt in the Trenhurst Forest beyond the waterfall, but they are not averse to attacking prey which finds its own way into their lair. If one of the creatures is killed, the other will flee unless it is attached to a victim. The stirges have no treasure.

2 stirges: AC 8; MV 3"/18"; HD 1+1; hp 4 each; #AT 1; D 1-3; SA Attack as 4HD monster, drain blood; SD Nil; MR Std; Int Animal; AL N; Size S; xp 44 each; THACO 15; MM.

The waterfall drops over an overhanging ledge at the top of the cliff and there is a gap between the water and the cave mouth. The forest below can be discerned through the cascading water. The cave mouth is about 200 feet above the forest floor and characters who stand at the edge will be able to see the full 300-foot drop of the waterfall.

A piercer lives amongst the stalactites on the roof of the northern arm of the cavern above the hole in the floor leading down to the snake pit (area 42). It will attack the first creature to approach the hole.

1 piercer: AC 3; MV 1"; HD 1; hp 5; #AT 1; D 1-6; SA Surprise (95%); SD Nil; MR Std; Int Non; AL N; Size S; xp 15; THACO 19; MM.

The hole in the floor of the cave is about 5 feet across and leads down to the floor of the snake pit 15 feet below. Characters looking down the hole will catch a glimpse of one of the snakes:

Below you is the floor of another cave, littered with bones of all shapes and sizes. As you watch, one of several sheep skulls moves a little and a small, iridescent snake slithers lazily out through one of the eye-sockets. Apparently unaware of your presence, it winds its way between the other bones and passes from view.

Further details of the snakes and the pit are given in the following encounter description.

42. Snake Pit

Many snakes live amongst the bones on the floor of this cave and the sight of them is daunting. If the adventurers are careful, however, they should be able to cross safely:



The cavern before you is low and dark. Slithering over, under and between the dull, dry bones littering the floor, you can make out the scaly forms of at least a dozen snakes. Maybe even more, for who knows how many lurk hidden from view? But for now, at least, you seem to be safe, for the creatures are taking no interest in you at all.

The cave is dry, and only 10 feet high.

There are 20 small, poisonous snakes writhing around in this cave. Of these, only half will be visible at any one time while the rest are hidden inside or underneath the bones. They are well fed by the duergar and will only attack in self-defence or if disturbed.

Normally, there is a 15% chance that each of the characters passing across the cave will disturb one of the hidden snakes and be attacked, but so long as the adventurers make a point of avoiding any visible snakes and do not disturb any of the larger bones (there is plenty of room between them) they will be safe.

The snakes will only fight individually. The others will not join in unless attacked or disturbed themselves.

20 poisonous snakes: AC 6; MV 15"; HD 2+1; hp 8 each; #AT 1; D 1; SA Poison (save at +1, failure results in 2d4 hp of damage); SD Nil; MR Std; Int Animal; AL N; Size S (1-2 feet long); xp 279 each; THACO 16; MMII - snake, poisonous.

The bones on the floor of the cave are mostly from sheep, horses, deer, rabbits and other animals. Mixed with them are the remains of a few humans, an elf and a dwarf. There is no treasure here.

The blockage at the eastern end of the cave is clearly artificial and was constructed by the duergar to shut out the daylight. The door in the northern wall of the cave is 5 feet above the ground and is reached by footholds cut into the stone.

43. Dark Shrine

A necrophidius has been set by the duergar to guard their latest captive, a buckawn. The necrophidius is facing away from the corridor and will be seen as the adventurers approach:

Up ahead, the corridor opens out into a dark chamber. Framed in the doorway and facing away from you is the swaying skeleton of a huge snake with a human skull for a head. Beyond the skeleton, eyes glazed and apparently rooted to the spot, is a tiny man dressed in green.

The necrophidius will not be able to surprise the adventurers, but they will have a better than usual chance of surprising it (i.e. normal parties will surprise on 1-3 on a d6, rangers on 1-4). The necrophidius will fight until destroyed.

1 necrophidius: AC 2; MV 9"; HD 2; hp 7; #AT 1; D 1-8; SA Paralysis, Dance of Death; SD Immune to poison; MR Immune to spells affecting the mind; Int Ave; AL N; Size L; xp 132; THACO 16; FF.

The buckawn has been paralysed by the necrophidius. The effects of the paralysis will wear off 5 rounds after the party arrives. The buckawn is called Linden. He cannot speak the common tongue but will want to help the adventurers and to warn them about the evil dwarves. Unless the adventurers speak brownie, pixie, satyr or sprite, any communication with Linden must be done using sign language.

Linden will use his spell-like powers (once/round: **audible glamor**, **change self**, **dancing lights**, **invisibility**; once/day: **entangle**, **pass without trace**, **summon insects**, **trip**) to aid them in any fight against his old foes. He has no equipment, and will seek to borrow a dagger or some darts from the adventurers. The DM should control the actions of Linden, bearing in mind his intelligence, hatred of the duergar and neutral alignment. When the duergar have been dealt with, Linden will take the first available opportunity to slip away invisibly back to his tribe in the forest.

Linden (buckawn): AC 3; MV 12"; HD 1-1; hp 5; #AT 1; D By weapon type; SA Special; SD Special; MR 10%; Int Very; AL N; Size S; xp 70; THACO 20*; MMII.

The room is a dark parody of the dwarves' shrine (area 40). Its shape also resembles a snake's head but the rock from which it was hewn is stark and grey. Standing on a plain, black stone pedestal in the centre is a 2-foot-high gold statue of a snake.

The statue is hollow and worth only 50gp. As soon as it is moved a liquid will be felt

sloshing around inside. The liquid may be poured out through the snake's mouth. It is a miscible combination (see DMG p119) of potions of **fire resistance** and **animal control** (reptiles/amphibians). The resulting liquid is green, smelling and tasting like brandy. There are three doses of the mixture, each of which will confer the full effects of both of the original potions. The two potions cannot be separated. If a half dose of the mixture is consumed, only the reduced effect, short-term **fire resistance** will apply (see DMG p126).

If the statue is examined, the party will notice that a large gem has been removed from its eye socket (the gem is in room 47).

44. School for Duergar

From outside the door to this room, the sound of harsh, chanting, female voices may be heard. In the room are five young duergar and two adult females:

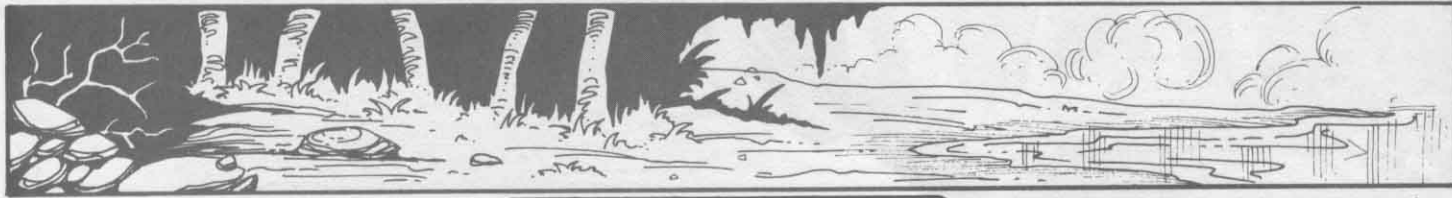
The chanting ends abruptly as you open the door. Seated around a simple table in the centre of the room are two stocky women and some children. For a moment, you take them for dwarves, but surely no dwarf has such pallid skin and evil, penetrating eyes...

The females were attempting to teach the children a traditional duergar saga in the form of a chant. When the duergar see the party, the young ones will hide behind the females who will attack at once. The two females will fight to the death unless the children are all killed, in which case the survivor will flee when the other is overcome. The young will not fight.

2 female duergar: AC 5 (chain mail); MV 6"; HD 1+2; hp 6 each; #AT 1; D 1-6 (spear) or 2-5 (hammer); SA Psionics; SD Save at +4, immune to poison, paralysis and illusions/phantasms; MR Std; Int Very; AL LE(N); Size S; Psionic ability 80; xp 48 each; THACO 18; MMII.

5 duergar children: AC 5 (chain mail); MV 6"; HD 1+2; hp 3 each; #AT Nil; D Nil; SA Nil; SD Save at +4, immune to poison, paralysis and illusions/phantasms; MR Std; Int Very; AL LE(N); Size S; xp 40 each; THACO N/A; MMII.

In addition to their armour and weapons, the females each have some jewellery. One



has a pair of small, violet garnet earrings (value - 120gp the pair), while the other has a broad copper belt decorated with ornamental stones (value - 90gp). The young have no treasure.

The room contains a table, 12 stools and 12 simple wooden beds. It is somewhat crowded, since the table and stools were brought here in order to empty room 46.

45. Store and Workshop

This room is currently unoccupied:

A place for everything and everything in its place — this combined kitchen, storeroom and workshop clearly belongs to somebody with a fine sense of order. From the clean bench and neat racks of tools and utensils above it at one end of the room, to the carefully stacked casks and tidy shelves of boxes, sacks, jars and bottles at the other, nothing seems misplaced. Even the hearth in the centre of the room has been swept.

The room serves as kitchen, forge and storeroom for the duergar.

The kitchen equipment consists of an unexceptional variety of pots, pans, plates, bowls and other utensils, while the workshop tools include hammers, chisels, saws, planes, woodworkers' axes, picks and shovels. There is even a small anvil. If they examine the room, the adventurers will notice that most of these objects are old, worn and heavily repaired.

The stores consist of food (mostly dried meat, dried fruits, smoked fish and nuts), drink (mostly water with some thin mead), fuel (charcoal and wood) and other miscellaneous items (including nails, timber and rope, with large quantities of scrap metal).

The only items out of place in the room are three crossbow bolts lying on the bench. These are unusual, since they are thin and have no fins. They are ammunition for the crossbow trap (see area 47) and may serve as a clue to it.

46. Duergar Warriors

Characters listening at the door of this room will hear what seems to be the sound of fighting:

The door opens on the flash of weapons and the crash of blocking shields. Two ashen-faced dwarves are locked in mortal combat. You have but a moment to take in the scene before you are noticed. One of the pair turns towards you, drops his guard, and the other's spear finds its mark. Undeterred, the victim rushes towards you, followed by his erstwhile foe.

The duergar combat was being fought under strict rules (the winner would be the first to draw blood) to decide who would have the pleasure of killing the buckawn (area 43). Their dispute will be forgotten when the adventurers arrive, and the duergar will fight to the death.

1 male duergar: AC 4 (chain mail and shield); MV 6"; HD 1+2; hp 9; #AT 1; D 2-7 (magical spear - see below) or 2-5 (hammer); SA +1 to hit with spear, psionics; SD Save at +4, immune to poison, paralysis and illusions/phantasms; MR Std; Int Very; AL LE(N); Size S; Psionic ability 85; xp 56; THACO 18; MMII.

1 male duergar (wounded): AC 4 (chain mail and shield); MV 6"; HD 1+2; hp 4(8); #AT 1; D 1-6 (spear) or 2-5 (hammer); SA Psionics; SD Save at +4, immune to poison, paralysis and illusions/phantasms; MR Std; Int Very; AL LE(N); Size S; Psionic ability 80; xp 56; THACO 18; MMII.

The wounded duergar has a gold headband and a pair of matching arm bands (total value - 110gp). The other duergar has similar jewellery, set with citrines (total value - 180gp). He also has the key to the treasury (area 47) hidden in his right boot.

The magical spear is clearly a special weapon. It is a **spear +1, +2 vs. giant class creatures and +3 vs. orcs and ogres.**

47. Treasury

The door to this room is locked and trapped. The key may be found in the right boot of one of the male duergar (area 46) but even if the lock is opened with it or successfully picked, the trap must be disarmed separately by means of a hidden catch (normal find/remove traps chance). If not disarmed the trap will fire a crossbow bolt from a hole in the ceiling just in front of the door when it is opened. Unless special precautions are taken, the bolt will

automatically hit the character opening the door, doing 1-4 hit points of damage. A monk will have the usual chance of dodging missiles:

In blank astonishment your eyes light upon an amazing sight. Neatly stacked in row upon row on the surface of an ancient table are piles of coins. At the rear of the table is a small, bulging, leather pouch. Even without these exciting contents the room itself would have appeared dull — but now you hardly notice its rough walls and bare floor.

In all there are 40 piles of electrum pieces with 10 coins in each pile. The small pouch contains a large star sapphire (the gem from the golden statue in room 43) worth 2000gp.

In all the excitement it is possible that the party may miss a hole in the rear wall of the room in which is stored a fat leather-bound volume. This book is the tribal history of this group of duergar written in their own strange script. When the party finds the means to translate this text (and the DM should remember how expensive a sage's time is!) they will discover the full story of the Grafenvolk and their downfall.

48. Exit to the Forest

The spiral staircase leads down to a metal gate and then to a door which opens into the forest:

Trudging ever downwards you begin to understand the expression 'the bowels of the earth'. The spiral staircase is seemingly endless and its damp walls and low ceiling increase your sense of disquiet. Suddenly, after a descent of over 200 feet, the stair flattens out into a low damp corridor. Not far into the corridor you encounter an impassable iron gate. Blocked again!

The adventurers need not worry too much as there is a prominent lever jutting from the wall to their left. Any two characters acting together will be able to move the lever and open the gate. Then it is but a short walk to the rear of the secret door, which is clearly discernible from the inside, and thence to freedom!

NEW MONSTERS

MEPHIT

	ICE	MIST
FREQUENCY:	<i>Very rare</i>	<i>Very rare</i>
NO. APPEARING:	1	1
ARMOUR CLASS:	5	7
MOVE:	12"/24"	12"/24"
HIT DICE:	3	3+2
% IN LAIR:	Nil	Nil
TREASURE TYPE:	1-10pp each	1-10pp each
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-2/1-2	1/1
SPECIAL ATTACKS:	<i>Breath</i>	<i>Breath</i>
SPECIAL DEFENCES:	<i>See below</i>	<i>See below</i>
MAGIC RESISTANCE:	<i>Standard</i>	<i>Standard</i>
INTELLIGENCE:	<i>Average</i>	<i>Average</i>
ALIGNMENT:	<i>Variable but always evil</i>	
SIZE:	M (5' tall)	M (5' tall)
PSIONIC ABILITY:	Nil	Nil
Attack/Defence Modes	Nil	Nil
LEVEL/X.P. VALUE	III/105+3 <i>per hit point</i>	III/150+4 <i>per hit point</i>



In common with the other mephits described in the **FIEND FOLIO®** Tome, the ice and mist mephits are only found on the prime material plane while performing missions for their powerful masters on the

Ice

Ice mephits attack with two clawed hands and a breath weapon.

The claw attacks inflict 1-2 hit points of damage each and also have a freezing effect on the victim. For every successful attack made with a claw, the mephit's opponents must deduct 1 from all to hit rolls due to the chilling of their muscles. The effects are cumulative and last for 3 to 4 turns or until the victim is restored to full hit points (whichever is the sooner).

The breath weapon consists of a volley of icy shards which automatically hit a single victim within 15 feet and inflict 1-6 hit points of damage (halved if save vs. *Breath*). The breath weapon may be used every other round and up to three times per day.

Once per hour an ice mephit may attempt to gate in another mephit with a 25% chance of success. The new arrival will be an ice or mist mephit (equal probability of each type).

Ice mephits are highly angular in form and have translucent, icy-blue flesh which gives them the appearance of crude ice sculptures. Normally, they will be encountered only in cold areas.

lower planes. They share the general characteristics of these creatures (see **FF** p64-66) being tasteless, vulgar and cruel. They are always evil but may be chaotic, neutral, or lawful.



Mist

Mist mephits attack with two claws and a breath weapon, and have some spell-like abilities.

The claws are relatively soft, and inflict only 1 hit point of damage each.

The breath weapon is the mephit's preferred mode of attack. It takes the form of a cloud of sickly-green, misty vapours which will totally envelope a single victim within 10 feet. Unless the victim makes a successful saving throw vs. *Poison* he or she will suffer 2-5 hit points of damage from the effects of inhaling the vapours and will also be blinded for 1-4 rounds. The mephit can only breath in alternate rounds up to a maximum of three times per hour.

A mist mephit can create a **wall of fog** (equivalent to the illusionist spell cast at 3rd level) and assume gaseous form. Each of these abilities may be used only once per day. Mist or fog does not interfere with a mephit's vision in any way.

Once per hour a mist mephit may attempt to gate in 1-2 other mephits (ice or mist, equal probability) with a 20% chance of success.

The body of a mist mephit is pale grey and very rounded in appearance with poorly defined features. In addition, the mephit constantly exudes mist from its skin. This mist covers the mephit to a thickness of about an inch, and makes its form even more indistinct.

SPLANXTY

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOUR CLASS: *7*
MOVE: *15"/15"*
HIT DICE: *2*
% IN LAIR: *100%*
TREASURE TYPE: *Q*
NO. OF ATTACKS: *1 (bow) and 2 (special)*
DAMAGE/ATTACK: *1-3 + special (see below)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENCES: *See below*
MAGIC RESISTANCE: *30%*
INTELLIGENCE: *Very*
ALIGNMENT: *Chaotic Neutral*
SIZE: *S (18" tall)*
PSIONIC ABILITY: *Nil*
Attack/Defence Modes *Nil*
LEVEL/X.P. VALUE *III/113+2 per hit point*

Splanxties are mischievous water-dwelling creatures related, it is said, to both nixies and leprechauns. They live in swift-moving bodies of water (mountain streams, rapids, waterfalls, and so on) and never move far from such torrents. They are never surprised and, while in contact with flowing water, can hide so as to be 50% undetectable (cf. thief's hide in shadows ability).

Although they are fairly intelligent, splanxties are extremely childish and have a correspondingly irritating sense of humour. They delight in harrassing and fooling people with practical jokes, harmless traps and riddles, and will often arrogantly demand tribute in the form of gems.

So long as a splanxty is not attacked and its victims provide it with amusement, it will not use any of its abilities in an aggressive manner. However, if those victims attack it or refuse to 'play along' it will attack wildly, in a fit of childish temper, using every means at its disposal. When so annoyed, the splanxty will usually (80% chance) jump up and down in irritation and so reveal its location.

Splanxties carry fine, tiny bows (similar to those of pixies). Their arrows are all +4 to hit, cause 1-3 hit points of damage and a loss of 1 point of strength for 1-4 hours. These bows and arrows can only be used by splanxties.

Once per day, a splanxty can create an illusion with both audible and visual components which lasts without concentration for $d6+10$ rounds or until magically dispelled. Splanxties are also able to throw



their voices (cf. *ventriloquism* spell) and to imitate the speech of all humans and demihumans (although they are only able to speak in the common tongue).

A splanxty can animate small quantities of water (up to 60 feet away) to create irritating splashes, jets and so forth. Alternatively, the jets can be made to strike out at creatures within 5 feet of the torrent. Up to two attacks per round can be made in this way, and the splanxty may perform other actions at the same time. Each jet has

a THACO of 16, and causes 1 hit point of damage. Striking at the water with weapons will not affect these attacks in any way. Once every 3 rounds a splanxty can move instantaneously between any two points joined by flowing water (up to 100 feet apart).

Physically, splanxties resemble small, thin children. Their loose-fitting robes are actually made of white linen but, while being worn by a splanxty appear to be made of constantly moving water.

NON-PLAYER CHARACTERS

MAGIC-USER; LEVEL 1; HUMAN

Name:

Alignment:

(DOES NOT ACCOMPANY DRUID)

S - 6 -1 to hit; wt allowance: -150; open doors on a 1
I - 16 5 extra languages; 65% know spell; Min/Max no. Spells/Level: 7/11
W - 12
D - 15 -1 AC bonus; +1 on saving throws vs. dodgeable attacks
C - 15 +1 hit point/hit die; System Shock: 91%; Resurrection: 94%
Ch - 10

AC: 9 (includes dexterity bonus)

hp: 4

THACO: 20*

SAVING THROWS (d20):

Paralyzation/Poison:	14
Petrification/Polymorph:	13
Rod, Staff or Wand:	11
Breath:	15
Spells:	12

Clothing: blue travelling cloak over green robes.

Weapons carried: staff (1-6/1-6).

Weapons: 1 proficient; -5 non-proficiency penalty.

Languages: common, dwarf, elf, gnom, kobold, orc.

Spells memorised:

Spells: 1 x 1st level.

Spell Book: Hold Portal;
Protection from Evil;
Read Magic;
Sleep;
Unseen Servant

Magical Items:

Other equipment: small pack; belt pouches; spell components; five torches; one flask of oil; water-skin; large sack; iron rations; 25gp.

NOTE: +1 vs. dodgeable attacks.

Experience Points (+10%):

FIGHTER; LEVEL 1; HUMAN

Name:

Alignment:

(DOES NOT ACCOMPANY RANGER)

S - 18(20) +1 to hit; +3 damage; wt allowance: +1000; doors: 1-3; Bars: 20%
I - 7
W - 10
D - 15 -1 AC bonus; +1 on saving throws vs. dodgeable attacks
C - 16 +2 hit points/hit die; System Shock: 95%; Resurrection: 96%
Ch - 9

AC: 2 (banded mail and large shield, plus dexterity bonus)

hp: 8

THACO: 19

SAVING THROWS (d20):

Paralyzation/Poison:	14
Petrification/Polymorph:	15
Rod, Staff or Wand:	16
Breath:	17
Spells:	17

Clothing: black, fur-lined cloak over banded mail; large shield.

Weapons carried: long sword (1-8/1-12); short bow (1-6/1-6); dagger (1-4/1-3); footman's mace (2-7/1-6).

Weapons: 4 proficient; -2 non-proficiency penalty.

Languages: common.

Magical Items:

Other equipment: backpack; belt pouches; sack; quiver with 20 arrows; two flasks of oil; small hammer; four spikes; water skin; iron rations; 15gp.

NOTE: +1 vs. dodgeable attacks.

Experience Points (+10%):



THIEF; LEVEL 1; HUMAN

Name: Alignment:

(DOES NOT ACCOMPANY MONK)

S - 10 open doors on a 1-2; Bend Bars: 2%
I - 14 4 extra languages
W - 8
D - 17 +2 Reaction/Attacking bonus; -3 AC bonus; +3 on saving throws
C - 15 +1 hit point/hit die; System Shock: 91%; Resurrection: 94%
Ch - 14 +10% Reaction Adjustment

AC: 5 (leather plus dexterity bonus)

hp: 5

THACO: 20* (19 with missiles)

SAVING THROWS (d20):

Paralyzation/Poison:	13
Petrification/Polymorph:	12
Rod, Staff or Wand:	14
Breath:	16
Spells:	15

Clothing: grey, hooded cloak over leather armour.

Weapons carried: short sword (1-6/1-8); 3 daggers (1-4/1-3).

Weapons: 2 proficient; -3 non-proficiency penalty.

Languages: common; elf; gnome; orc; thieves' cant.

NOTE: +3 vs. dodgeable attacks

Thieving Abilities (d00):

Pick Pockets:	35%
Open Locks:	35%
Find/Remove Traps:	20%
Move Silently:	20%
Hide in Shadows:	15%
Hear Noise:	10%
Climb Walls:	85%

Experience Points (+10%):

Magical Items:

Other equipment: backpack; belt pouches; thief's tools; two 50' lengths of rope; small hammer; four spikes; tinder box; lantern; two flasks of oil; wine skin; iron rations; 10gp.

CLERIC; LEVEL 1; HUMAN

Name: Alignment:

S - 12 open doors on a 1-2; wt allowance: +100; Bend Bars: 4%
I - 9 1 extra language
W - 17 +3 Magical Attack Adjustment; Spell Bonus: 2 x 1st level spells
D - 14
C - 12 System Shock: 80%; Resurrection: 85%
Ch - 16 +25% Reaction Adjustment

AC: 4 (chain mail and small shield)

hp: 6

THACO: 20

SAVING THROWS (d20):

Paralyzation/Poison	10
Petrification/Polymorph:	13
Rod, Staff or Wand:	14
Breath:	16
Spells:	15

Clothing: red and white robes over chain mail; small shield.

Weapons carried: footman's mace (2-7/1-6); footman's flail (2-7/2-8).

Weapons: 2 proficient; -3 non-proficiency penalty.

Languages: common; dwarf.

NOTE: +3 vs. mental attacks involving force of will.

Spells memorised:

Spells: 3 x 1st level.

Experience Points (+10%):

Turning Undead (d20):

Skeleton:	10
Zombie:	13
Ghoul:	16
Shadow:	19
Wight:	20

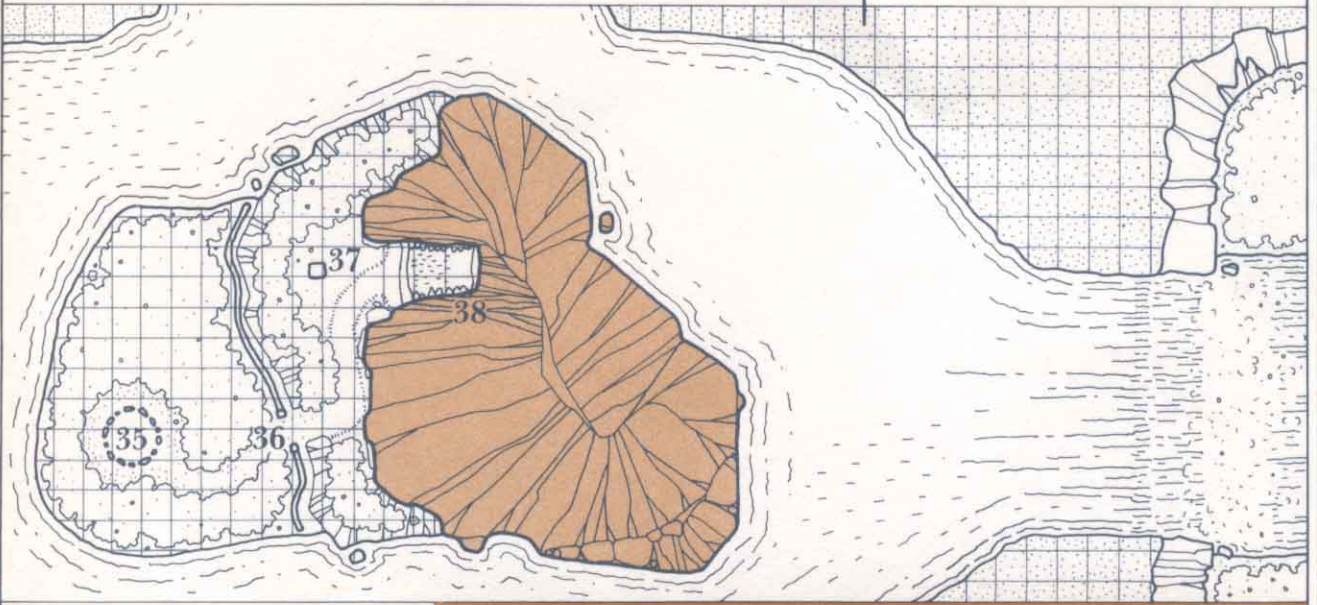
Magical Items:

Other equipment: backpack; belt pouches; spell components; iron holy symbol; vial of holy water; small metal mirror; tinder box; water skin; iron rations; 9gp.


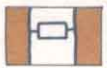

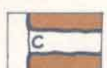



2. EYE OF THE SERPENT

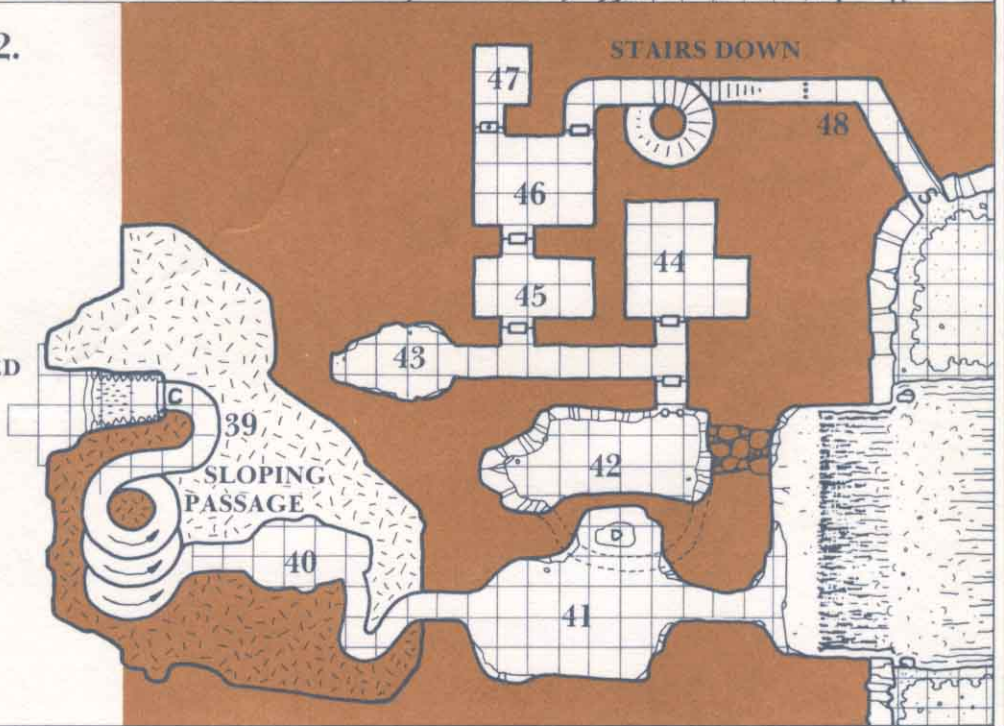


EACH SQUARE REPRESENTS 10 FEET



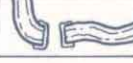




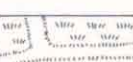
KEY TO MAP 2.

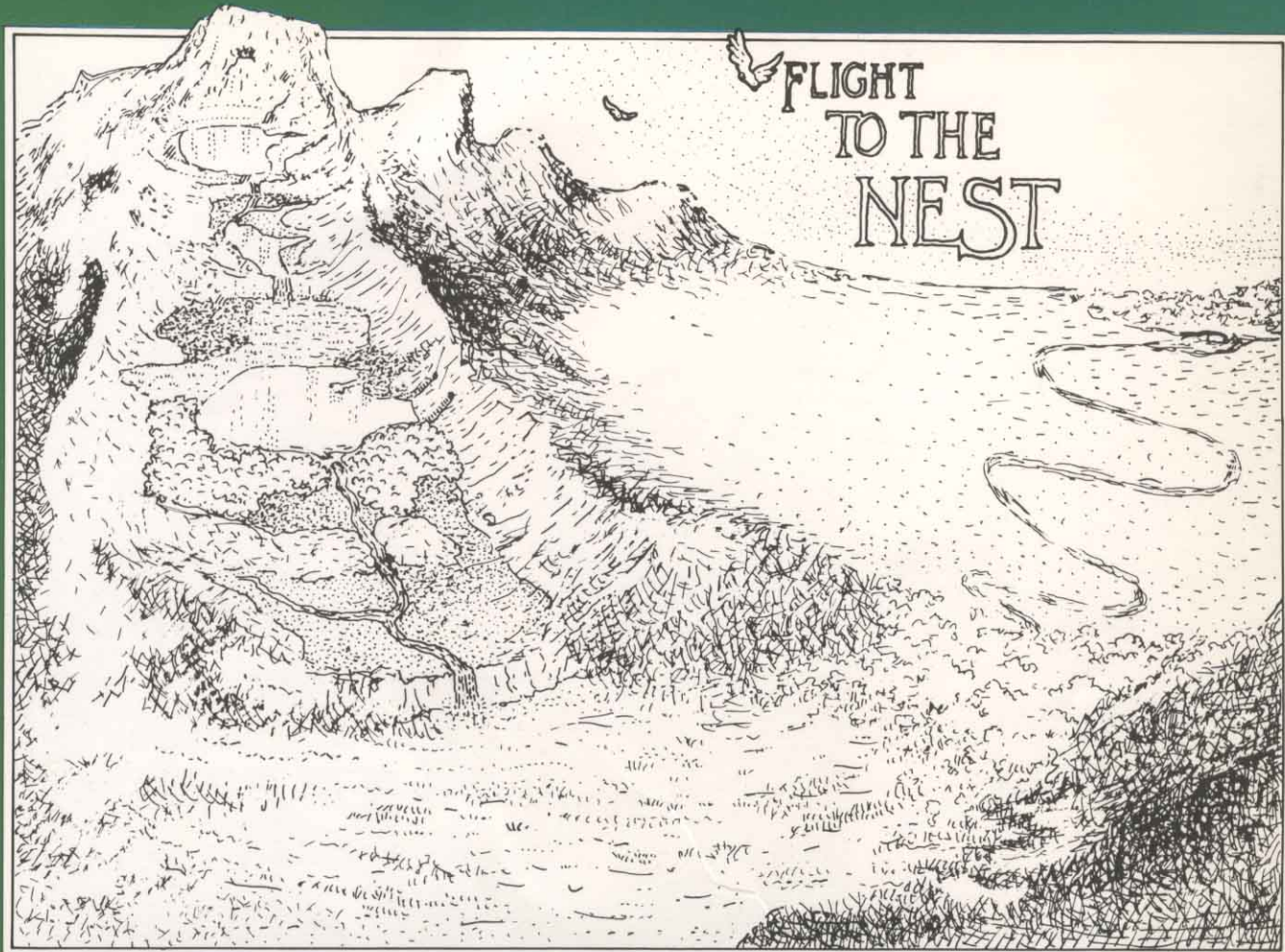
-  ROCK CRYSTAL
-  DOOR
-  LOCKED DOOR
-  CONCEALED DOOR
-  SECRET DOOR
-  HOLE TO LOWER CHAMBER
-  LADDER



KEY TO MAP 1.



- | | | | | | |
|---|---------------------|---|----------------------|---|--------------------------|
|  | VIEWPOINT |  | LEDGE AND EASY CLIMB |  | BRIDGE OVER RIVER/STREAM |
|  | ENCOUNTER AREAS |  | SNOW AND ICE |  | WATERFALL |
|  | VARIABLE ROUTING |  | WATER |  | PATH THROUGH MARSH |
|  | TUNNEL THROUGH ROCK |  | THICK GRASS |  | WOODLAND/TREES |



TRIAL BY ORDEAL

Ji SUREFOOT, HORSE THIEF, MURDERER. FEARING the GUARDIAN of the ISLAND, you have chosen to seek The SERPENT'S EYE on HARDWAY MOUNTAIN. Such is YOUR right. Go then. Nothing but DEATH or the SNAKE'S PRECIOUS JEWEL can give you BACK YOUR HONOUR.

ARN FLOWMANE, GUARDIAN of the ISLAND

Evil old Fool, DEATH AND HONOUR HAVE I FOUND ^{but} THE SERPENT'S EYE WAS YOURS all along!



TREHURST FOREST

EYE OF THE SERPENT

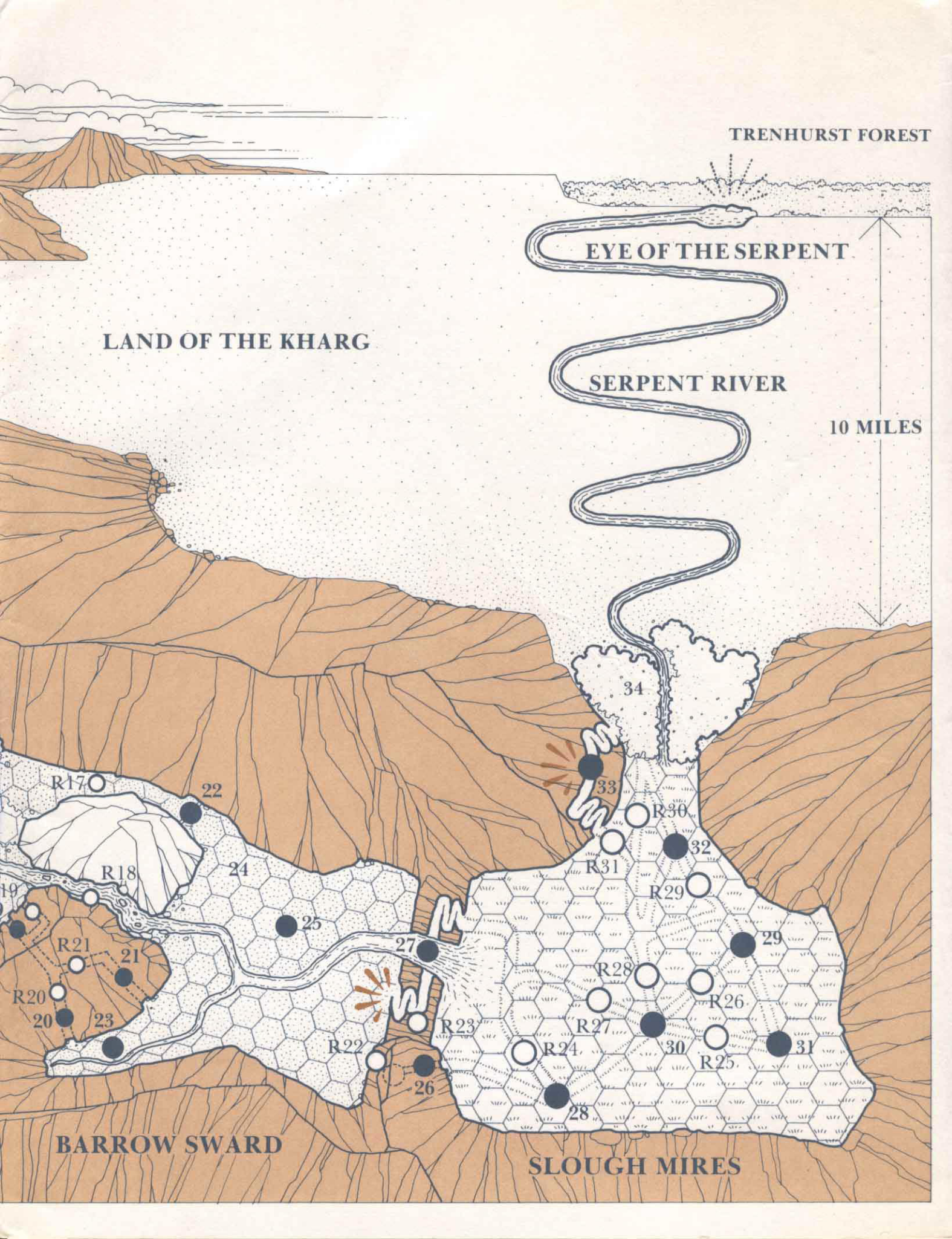
SERPENT RIVER

10 MILES

LAND OF THE KHARG

BARROW SWORD

SLOUGH MIRES



Advanced Dungeons & Dragons®

Official Game Adventure

EYE OF THE SERPENT

by Graeme Morris

Gazing down from the pinnacle of Hardway Mountain, who would not be drawn by the far-off glint of the Serpent's Eye? The descent will be hard, the mountain knows neither mercy nor compassion. Many are the lessons to be learned, but fate has left you little choice — are you equal to the challenge?

Eye of the Serpent is a one-on-one wilderness adventure module for one player and one Dungeon Master, and has been designed to develop the specialist skills of a first level druid, ranger, or monk character. It can also be used for a normal party of 4-6 first level player characters.

The perils of Hardway Mountain are unchanging, but the routes between them are not. This module includes a unique route planning system with different routes linking the encounters to challenge the abilities of druids, rangers, or monks. Alternately, Dungeon Masters can change the routings to create their own original and exciting adventures.

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