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Rains of Adventure

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For use with the FORGOTTEN REALMS[™] Fantasy World



Advanced Dungeons & Dragons®



Ruins of Adventure

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Introduction

Ruins of Adventure is a module that allows players of the *ADVANCED DUNGEONS & DRAGONS®* game to enjoy the same adventure as players of the AD&D® computer game, *Pool of Radiance*, produced by SSI, Inc. *Ruins of Adventure* uses the same plot, background, setting, and many of the same characters as the computer game. In fact, players of *Pool of Radiance* will find useful clues to the successful completion of their computer mission in this module.

Ruins of Adventure is set in Phlan, a small town on the northern shore of the MoonSea in the Forgotten Realms. Anyone running a *FORGOTTEN REALMS™* campaign will have no trouble fitting this module right into their game. While this module is designed for beginning and low-level characters who will grow in power as they take on bigger and bigger challenges in the ruins of Phlan, it is also flexible enough to accommodate player characters of nearly any level.

The module is divided into many separate episodes, some taking place inside the city of Phlan, and some occurring in the wilderness around the area. Some episodes are crucial to fulfilling the ultimate goal of the adventure—freeing Phlan from the evil forces that have held it for 50 years—and others have no specific tie to the goal at all, and are in the adventure for a change of pace. Many of the episodes will also lead off into tangents of their own if the DM wishes to develop them, giving a party of adventurers many choices throughout the play of the module.

The DM should read through the various episodes carefully. Also, pay attention to the descriptions of Porphyrus Cadorna, Tyranthraxus, and the various “stock” NPCs that appear later in this introduction. Use these NPCs liberally to encourage the player characters to tackle the various challenges of *Ruins of Adventure* only as they become strong enough to handle them. The PCs should not go after Valjevo Castle first, for example, and if they seem intent on it, find an NPC that can guide them to an adventure

more to their initial level.

Many of the episodes in this module can be lifted whole from the Phlan setting and used in an ongoing AD&D® campaign in a completely different fantasy world. This is especially true of the wilderness adventures.

So take the elements you like out of this module, leave the rest, and structure an adventure that best fits your preferences and your players. And most of all . . . Have fun!

Background

It has been 50 years since the city of Phlan was a small but growing city on the shores of the great MoonSea. Trade sailed into to Phlan, past the fortress of Sokal Keep where the watch scanned the sea for pirates, into the small harbor at the mouth of the Stojanow River. Galleys, pinks, cogs, and schooners came from the merchants to the south, braving the sea to this small northern port. Townsfolk off-loaded pungent spices, dark woods, reptilian leathers, filmy cloth, gnarled barks, hammered steel, veined marbles—the riches of the southern shores. From the north came thick-bearded men—men of the bitter plains, granite mountains, and icy swamps beyond, leading caravans burdened with silky furs, heavy wools, rare ores, straight-beamed woods, and the ivories of beasts long-forgotten in lands further south. Slowly, with patience and endurance, the caravans plodded to Phlan meeting others, friends in the dwarves of the Dragonspine and elves of the Quivering Forest, foes in the orcs who came from the Tweenhill gap or the reptilian race of the swamps. In Phlan northern and southerner met, haggling, cheating, lying and drinking. Phlan was well on its way to becoming a prosperous trading town.

And then the dragons and their armies came. At first the men of distant villages stopped trekking to Phlan. No trader came back with tales of new discoveries. The distant outposts slowly disappeared. Then refugees began to arrive. At first they were soli-

tary survivors straggling in to lose themselves in the maze of the slums. Then families arrived perched on plodding wagons. They told stories of neighboring villages set to the torch, the humans slaughtered—or worse. Trade dropped off. Fewer caravans arrived. Fewer ships came to collect the scanty cargoes. The merchants were concerned. Scouts were sent. They returned telling of hordes of orcs, goblins, ogres, and giants doing what they had never done before—marching as armies with order and discipline. It was the fear of their commanders, fearsome dragons, that held them together. Towns closer and closer to Phlan fell, the stream of refugees increased. Cautious merchants packed their goods and left. Greedy merchants hurriedly amassed fortunes from the frightened people while keeping one eye always on the door. The Council fretted and fussed. Some wanted appeasement, some favored an army, and still others poured money into the walls of Phlan. But no strategy was ever agreed upon.

When the armies finally came, Phlan was simply not prepared. For a day the Council watched the lines drawn up outside the walls—ranks of leering, skull-painted beasts dragging obscene machines of war. They could not surrender, for they knew there would be no mercy from these cohorts. Valiantly, but futilely, they mustered their men. Their spearmen were ready to meet the charge.

From the start of the attack, the humans were defeated. They were out-numbered, out-fought and out-generalled. The first wave struck from the air—wheeling flights of dragons after dragons swept over the rooftops, setting ablaze vast portions of the city. As the flames licked over the chimneys, the attackers charged into the trapped militia. The Battle of Phlan was a massacre.

In 50 years, however, the dragon armies have flowed and ebbed, leaving behind pockets of despair and desolation. These isolated domains cannot withstand the unstoppable



flood of human dominance. Men have returned north of the MoonSea and are determined to reclaim their lost homes.

Such is the case in Phlan. Although the city proper—its districts and its fortresses—are still held by the twisted offspring of the original conquerors, good men have managed to gain a foothold in the ruined city. Fired by the feelings of destiny and progress, they have set their sights on reclaiming all of Phlan and restoring it to its former glory. To this end, they are backed by a new Council, a consortium of the children of the original merchants of Phlan and new, eager speculators.

The Plot Overview

The basic story is very simple. The player characters are hired to help clear the ruined city of Phlan of the evil creatures that have overrun it. The reward will be cash, although property can be taken instead. As the player characters begin the task of block-clearing, they hear rumors and threats about the “Boss”—the master brains behind the uneasy confederation of evil creatures. It is clear that this “Boss” holds some special great power over the goblins, orcs, hobgoblins, and others of the city, binding them to his will. All of them speak of him with hushed awe and fear, but none know exactly what his hold is. At the same time, Porphyrys, the son of Cadorna the Cloth Merchant (one of the old families of Phlan), becomes curious about this “Boss” and the source of his power. Using his position on the council, he begins to send the characters on different missions, ostensibly to clear the city, but also to gain secret knowledge for himself. As the characters complete these missions, they bring back more information about the nature of the Boss’s power. Gradually, the son of Cadorna (and hopefully the players) learn of the Pool of Radiance. This pool supposedly confers great power and leadership on those who bathe in its waters. However, the location of the pool is

unknown. The location of the pool is a lost secret, now only known to the Boss. By now suspicious of the motives of the player characters, Porphyrys leads his own band of adventurers on a mission to extract the Boss’s secret.

However, reaching the boss is not an easy matter. It is known that he uses the fortress on the hill as his base. The only landward approach is heavily fortified—a small army would be needed to penetrate the main gate. Along the river, the ground rises in steep cliffs (though not insurmountable). Worse than this, the Barren River (once known as the River Stojanow) prevents anyone from reaching this side. This river is a seething current of acid and poison. Somehow the water is steeped in acids so powerful they can destroy a boat (or person), even if the deadly toxins don’t kill first. As if these two were not enough, horrible unknown creatures crawl the banks, looking for prey. Until the river is cleansed, there is no way to reach the fortress of the Boss.

However, the Boss has not been blind to what is happening. As the player characters become more successful, the Boss tries to organize better defenses for the tribes under him. When these fail, the Boss goes about gathering new recruits. He makes a point of having his agents avoid contact with the player characters, if at all possible. The player characters will become aware of these movements as they deal with those outside the city and they pass information on to them.

In the final confrontation, if the party succeeds in reaching the Boss, they discover the evil leader is a Bronze Dragon. However, bronze dragons are not normally evil. Instead the poor creature has been possessed by a terrible and powerful being—the Pool of Radiance was not all it was supposed to be. When the dragon bathed in it centuries ago, a thing lurking there seized its mind. Boring into its skull, the creature has controlled the dragon and through it the forces of the city.

However, the creature is not immortal and must find a new host quickly if

the dragon is slain. Thus, at the same time as the player character arrives, so does Porphyrys and his party. A battle may break out. If the player characters concentrate on defeating Porphyrys, the dragon/thing will use the diversion to escape. If the characters concentrate on the dragon, Porphyrys will try to stop them (since he does not want the dragon killed). One way or another, the spirit possessing the Bronze dragon will transfer to another character (Porphyrys, unless he is defeated, or another non-player character) and, in a massive demonstration of new power, make its escape. The dragon, confused, will continue to attack, believing (perhaps rightfully so) that its life is threatened by the player characters.

With their leader gone, the evil inhabitants of Old Phlan will become divided, disorganized, and easily defeated.

Porphyrys Cadorna

Central to the story of the Ruins of Phlan is the rise to power (and treachery) of Porphyrys Cadorna, the last scion of the Cadorna family. Although acting primarily behind the scenes, he is one of the central antagonists and motivating factors in the adventure.

Given here is a complete description of Cadorna, both his abilities and background. After that is a description of how Cadorna would like to orchestrate the reclamation of Phlan, and how he will try to manipulate the player characters and the other key NPCs to get his way.

Porphyrys Cadorna

Normal Human

Strength: 7
Dexterity: 13
Constitution: 8
Intelligence: 15
Wisdom: 9
Charisma: 13

(Although statistics are given for Cadorna, they should not be impor-



tant to the adventure. Cadorna never advances in level, gains additional hit points or improves his abilities. His power is measured more in influence and importance on the Council and in the resources he has at his disposal.)

Hit Points: 3
Armor Class: 10

Weapons: A dagger is concealed under his robes and another worn openly at his waist as is common for the time.

Equipment: Robes, brown or orange in color, and a house in the settlement. No magic items or other equipment of significant importance.

Appearance: Porphyrys Cadorna is a short, gaunt young man of about 22 to 27 years of age. His hair is dark black, thick and straight. His cheekbones are well-pronounced and his nose is sharp and pointed. His brilliant green eyes sparkle with a keen intelligence. When he speaks, he speaks softly yet his voice is penetrating. A sarcastic wit and urbane tone give his words impact.

Personality: Here is a man not be trusted, except that no one has figured this out. At his core he is grasping, venal, and obsessed with the idea of achieving the glory his family once held. Thus he has rationalized all manner of excuses for the failure of his family. The blame is always placed on others; conspiracy and treachery, he thinks, have robbed him of his birthright. Outwardly he appears intelligent yet lackluster, clever enough but a lazy diletante. Others consider him harmless yet not perfectly trustworthy. However, this fault they ascribe to his lack of diligence rather than any direct malevolence on his part.

Background: Porphyrys Cadorna is the son of Eugenia Cadorna, once master of the Cadorna cloth merchants. Before the collapse of Phlan, the Cadornas had been masters of the leading cloth guild. But even by the time of Eugenia, their power had been on the wane for some time. Then came the invading armies. Eugenia and his family fled, taking enough of

their wealth with them to live in comfort elsewhere. The rest they carefully hid, thinking the hordes would shortly pass and they would return. But this was not the case.

During this exile, Porphyrys was born and raised. All through his youth he listened to the bitter stories of his father—stories of the stolen grandeur of the Cadornas, stories that made excuses for Eugenia's failures. Eventually his father and mother died, poorer than they had been, though by no means poor. Their dreams of restored glory died unfulfilled. Thus, Porphyrys has inherited their cup.

Then opportunity came as the recovery of Phlan began. Using his funds and the influence of the Cadorna name, Porphyrys returned and claimed a seat on the Council. But it is a far cry from the old days. His position is minor and his advice seldom sought. Porphyrys is determined to change all that.

Cadorna's Plan

When the characters first approach the council, Porphyrys holds the least significant position.

Porphyrys' first ambition is to regain the lost fortune of the Cadorna family. He must find strong and capable adventurers who can do the job for him. He supports the missions of the Council as a way of testing applicants. The first mission of significance to him is the clearing of Sokal Keep. If player characters accomplish this, other missions (that meet his ambitions) will be offered. If the player characters return to the Council without clearing the island, he will be quite sarcastic and galling ("So, a bunch of frogs were just too much for you?," etc.). He votes against allowing any more missions to the PCs until the island and keep are cleared.

Once the characters clear the keep, Porphyrys will decide they are capable of tackling the Textile House. This mission will be offered, with the stipulation that payment will not come until the block is settled and not before. Therefore the characters will have to

clear the intervening blocks also. The rest of the Council will offer other, lesser missions. Cadorna will actively support the player characters in discussions with the Council. His stock with the other members will rise slightly.

If the characters have found information on the Pool of Radiance, Cadorna will become interested in their faint clues. He will hire a thief to steal any materials on the subject that the characters may have.

Once the characters clear the Textile House, Cadorna will move in and demand extra protection. This he gets in the form of extra watchmen. These watchmen quickly become a private army and reactions to all strangers in the area are unfriendly. He also uncovers the lost family treasure and begins to use it buy influence. By this time he has moved up a notch or two on the Council's ladder.

By now, Cadorna is greatly interested in the Pool of Radiance and wants to learn its location. Under the guise of saving the city's historical treasures, he offers the player characters the mission to the Library. There, they are to gather various books and materials and return them to him. Cadorna hedges his bets by buying several NPCs in the town, such that at least one new NPC in the player character party (if there is one) will secretly be in the service of Cadorna. This NPC is to make sure that nothing is kept from Porphyrys and that certain books are taken without the player's noticing.

After the characters have gathered the information from the Library, Cadorna decides he has no further use for them. He believes he knows the location of the Pool and now wants any possible complications out of the way. At first, he attempts to get rid of the characters by having the Council only post the most dangerous missions—the storming of the gate, the cleansing of the river, etc.

If these fail, Cadorna will hire a party of NPCs (of equivalent level to the player characters) to track and kill the party. To avoid being implicated, he



sends the characters on a wild-goose chase. They are to act as emissaries to an outpost of Zhentil Keep on the far borders of the lands of claimed by Phlan. This gets the characters out of town. Cadorna can now prepare to pursue the Pool unhindered and have the NPC group hunt down the characters. Just to hedge his bets, he includes a message in the diplomatic papers the characters are carrying to Zhentil Keep that as a sign of good faith, the soldiers of the outpost should slay the messengers (that is, the PCs) and return their heads.

By this time, if they're still alive, the characters should know that Cadorna is up to no good. He has become the Head of the Council and is ruling the settlement. When the characters attempt to return to the settlement, they will be treated as criminals (hunted, attacked, and maybe arrested). Thus, they must return by stealth. Now, their mission (without being assigned one) is to track down Cadorna and expose him to the others. They should have the evidence from the outpost (and more will be at Valjevo Castle if necessary). They must reach the Council chamber alive and reveal the evidence before the Council. If they do this, Cadorna will flee. It is very important to the story that Cadorna escape. However the characters, if they have not seen it already, will find Cadorna's evidence on the Pool of Radiance.

Tyranthraxus

Tyranthraxus is the leader of the evil forces occupying Phlan (the Boss) Unknown to the players at the beginning, their main enemy is a dragon. However, the dragon (which is named Srossar) is not the true enemy, for it is possessed by an evil spirit from the Pool of Radiance—Tyranthraxus. Thus, Tyranthraxus has control over both it and the dragon's abilities.

Srossar

Ancient Bronze Dragon

Hit Dice: 9
 Hit Points: 72
 Armor Class: 0
 No. of Attacks: 3
 Damage per Attack: 1-6/1-6/4-24
 Size: Large

Abilities:

Lightning bolt (100' x 10') or *repulsion cloud* (20' x 30' x 30') three times per day (damage of *lightning* equal to current hit points).

Infravision 60'.

Detect hidden and *invisible* things 80'.

Fear aura (as per *Monster Manual*).

Gains -1 on enemy chances to hit and damage caused from water-based attacks, but *does not* suffer any extra damage from fire-based attacks (due to Tyranthraxus).

Saving throw as a 18 HD creature.

Polymorph self at will (no system shock roll needed).

Spells:

Charm Person

Sleep

Invisibility

Hold Person

Protection from Normal Missiles

Monster Summoning II

Polymorph Other

Darkness 15' radius

Tyranthraxus

(the possessing spirit)

Statistics do not apply to Tyranthraxus, so there is no hit dice, hit points, armor class or damage. However, Tyranthraxus possesses a number of special abilities that can appear through Srossar.

Fiery Aura: As a sign of possession, Tyranthraxus normally surrounds his host in an aura of flame. This flame does not hurt the host but causes 2-20 points of additional damage to anyone hit by Tyranthraxus.

ESP: Tyranthraxus has *ESP* to a radius of 150 feet. Thus he cannot be

surprised under normal conditions.

Transference: Being a disembodied force, Tyranthraxus can attempt to abandon his current host and leap to another body, provided that target fails its saving throw vs. death.

Magic Resistance: Being extraplanar, Tyranthraxus bestows a flat 20% magic resistance to its host. This is not varied according to the level of the caster.

Background: Nearly a century past, Tyranthraxus first appeared in the Forgotten Realms, much to the misfortune of Srossar the Dragon. Deceived by agents of Tyranthraxus (who were in turn deceived), Srossar bathed in the Pool of Radiance believing it would give him greater wisdom and understanding of the metaphysics of the universe (something bronze dragons find intensely interesting). It didn't. What it did do was allow Tyranthraxus to possess Srossar, for the Pool of Radiance was a portal to one of the darker planes (which one is currently unknown). Immensely pleased with his powerful new host, Tyranthraxus slaughtered his agents so that the location of the Pool might never be found.

Then, using the immense power of himself and his host, Tyranthraxus set out to fulfill his ambitions—to reduce all of the Forgotten Realms to waste land or enslavement. Amazingly enough, he has found willing victims for enslavement in the hobgoblins, orcs and other creatures. Believing themselves to be flee, they are nothing more than his lackeys. So far his wishes and theirs have worked together. But there will come a time when even they must be destroyed or chained.

With his armies raised, Tyranthraxus has swept out of the icy north and stormed into Phlan. Here, the Moonsea posed a new difficulty while the forces of Zhentil Keep have held his hordes at bay. For 50 years he has labored, slipping agents into the out-



posts of the keep and coaxing pirates in hopes of carrying him across the waters of the Moonsea.

But the resettlement of Phlan has taken Tyranthraxus by surprise. Before he could marshal his forces, the colonists had claimed their foothold on his city. Now, he must destroy them before he can proceed. While this is not an unpleasant task, it is a delay of time.

Tyranthraxus' Plan

Tyranthraxus has its own priorities in the conquest of Phlan. Here is how it is likely to react to the various actions of the player characters:

The module begins with the settlement already established, but little more than that. The colonists can only move safely by sea, as the old roads in and out of Phlan are controlled by Tyranthraxus and his minions. While it is possible to enter and leave the city by land, it is very dangerous.

Fortunately for the settlers, Tyranthraxus' power is far from absolute. Currently, the chieftains of the various tribes have fallen to squabbling. Thus, no coordinated action can be taken yet. However, Tyranthraxus has not been idle. He has placed a number of NPCs in the settlement to act as spies. These can be hired to join the party and will also keep Tyranthraxus apprised of the general progress of any adventurers. Initially, these NPCs will only report. However, if accidentally hired by the party, they can be used later by Tyranthraxus.

Once the characters have raided their first chieftain's stronghold, Tyranthraxus will send new emissaries to the remaining chiefs. These emissaries are unique from those found in the area-fire giants: AC 3, MV12, HD11+, hp57, #AT1, Dmg5-30, THAC0 10, throw boulders 200 feet for 2-20 points, immune to fire. (Some other suitable creature can be substituted depending on the DM's wishes.) These giants will then be found in the different chieftain's strongholds. Each carries messages

(in the language of that chieftain) demanding "...obedience or death. Unite with your brethren against the outsiders or come into my presence and explain your behavior." These papers are signed by Tyranthraxus.

After the characters have cleared 3-5 blocks around the settlement, Tyranthraxus will order an attack. However, his minions will respond only half-heartedly. The chance of a random encounter will be doubled in all monster-held blocks adjacent to the settlement, but no attack will occur.

It doesn't take long for Tyranthraxus to become vexed by the success of the player characters (provided they have had any). He will order one of his NPCs working for the party to lead them to the graveyard for a mission. Here he hopes the characters will meet their end among the fearsome undead. Naturally, he will alert the inhabitants of the graveyard in advance. Furthermore, the NPC has orders to betray the party in a crucial combat.

After Cadorna flees the settlement, he is captured easily by Tyranthraxus. Tyranthraxus demands a ransom for Cadorna (although he has no intention of turning him over). If the Council agrees, the characters are hired to deliver it to Valjevo Castle. This is, naturally, a trap.

If the characters have survived all Tyranthraxus' other attempts and have continued to make progress, Tyranthraxus launches a final assault on the settlement. The attack is made at the front gate by 100 orcs and 200 goblins. Tyranthraxus assists the attack from the air. He zeroes in on the player characters and the main gate. If wounded to half his hit points or less, he flies back to the castle to lick his wounds and heal. This is where the player characters will find him for the final mission. If Tyranthraxus defeats the player characters, the settlement is conquered by his hordes. The reconquest of Phlan has failed.

The final encounter with Tyranthraxus is described in the "Valjevo Castle" listing.

"Stock" Non-Player Characters

There are many occasions in this adventure that a DM will need a quick NPC to sit at the bar, work behind the counter, or even meet in a dark alley. Here's a list of NPCs, with short descriptions, ready for the DM to use:

Dwarves

Dwarven cleric: Doral is a 7th-level dwarven cleric that was trapped here when all the boats of Isonzo shipyard were burned. He has stayed behind to help the groups of dwarves that are still in the city. He is a force for good, especially towards dwarves.

Dwarven fighter: Stonal is a fierce 9th-level dwarven fighter who was also stranded by the burning of the port. He, on the other hand, has taken to leading a small resistance group against the forces of evil in the city. He uses a magical dwarven throwing hammer in battle.

His group could very easily encounter the PCs in battle, but after one round of fighting the dwarf could ask for a truce, since he looks like the foes he is facing aren't the "usual sort."

Dwarven thief: Phanal is a 12th level dwarven thief. He is high in the ranks of the thieves guild. He has a great deal of information about the town, but charges in gold for the telling.

Dwarven assassin: Shanal is a 9th-level dwarven assassin. He has been hired by the forces of evil to seek out powerful dwarves in adventurer's parties. He challenges them to a duel in which he uses two poisoned magical daggers.

Elves

Elven cleric: Silvanestri is a 7th-level cleric charged to get into the library of the city and acquire some valuable elven parchments that were loaned to the city before the attack. He



needs help to do this and will pay in clerical scroll spells only after the deed is done.

Elven fighter: Gilesestri is a 7th-level fighter that has been battling evil for 900 years. He is loaded down with magical weapons and armor and other useful devices. He has come to punish the ones that have poisoned the river and now looks for them. He will join a group interested in also looking for those that are polluting the water.

Elven magic-user: Vilanestro is an 11th-level female grey elf wizardress. She came at the magical summons of Ren, the white wizard, and is now looking for him. If the group will help her find Ren, she will come along and add her considerable magical powers to the group.

Elven thief: Taltonestri is a 10th-level elven thief posing as a low level fighter. He wants to join the PCs' group and help himself to their treasures. With this character along, all of the gold and silver that is found will be cut by 25% as the thief takes it before the party knows it was there.

Elven assassin: Eelzifestro is a 9th-level female elven assassin. She has been paid by the forces of evil to attempt to kill elves in the PC party that have gotten too powerful. She does this first by trying to hire onto the group and then attacking after a large battle. She only wants to kill the elves in the party and then she runs. If she isn't allowed to join the party she will directly challenge the highest elf to a duel to the death.

Gnomes

Gnome cleric: Dirtan is a 5th level gnomish cleric. His quest is to get into the temple of Bane to get some gnomish relics that are still stored there. He is also aware of some valuable lawful and neutral clerical relics that are still hidden there if the party would be interested.

Gnome fighter: Soilish is a 6th-level gnomish fighter totally under the crazed control of a very powerful magical neutral sword. The gnome never sheaths his weapon, and the blade allows the poor little fellow to fight at the 12th level of experience. But the weapon also insists that all gems go to its user in payment for its services. When the PCs protest, the weapon takes Soilish away.

Gnome illusionist: Eartha is a 7th-level female gnomish illusionist. She came into town to search for some highly valuable spell components that were supposed to have been on one of the ships that burned in the harbor. The components are such that they couldn't be destroyed in the fire and she wants the PCs to help her.

Gnome thief: Dustin is a 10th-level gnomish thief. He is a good old boy freelancer that likes to thieve, and there isn't a lock in the world that he can't pick. He will go with the party for the first pick of all treasure and Dustin always picks the rings so that a party doesn't even get a chance to look at these when found. If Dustin dies there are two rings found on his body—*feather fall* and *free action*.

Gnome assassin: Groundla is an 8th-level female assassin. She has been paid to knock off gnomes in the PC party that get too powerful. She faces the group and tells them she has an important message for the gnome(s) in the party; if they agree to go with her she tries to poison them with a dagger. If this attack fails, she will trail the party and fire poison darts at the group (She can only be found on a 10% chance, unless there are rangers with the party).

Half-elves

Half-elf cleric: Jade is a 5th-level female half-elf cleric. She has come for revenge. Her half-elf brother Amber was reportedly killed by the invaders and she is out to do as much damage as she can to the evil that has

taken over the town.

Half-elf druid: Amber is a 7th-level druid half-elf. He has been taken prisoner and is held in the Valjevo castle. He instantly helps anyone who saves him and will fight even better if Jade is there also.

Half-elf fighter: Onyx is an 8th-level half-elf fighter. He is huge and strong and uses a giant magical axe in battle. He works for any neutral or lawful that pays him the most and joins the party for a starting fee of 500 g.p. There is a 50% chance when dealing with other neutrals and lawfuls that these parties will offer Onyx more money to work for them. At these times Onyx gives the party a choice of matching the offer or letting him go. The offer is always double what the last offer was.

Half-elf ranger: Jet is an 8th-level half-elf ranger. He has come to this city to sharpen up his skills in fighting giant types. He works for little pay, but there is a 25% chance that giant types will be found in all random encounters when Jet is with the group.

Half-elf magic-user: Carnelian is an 8th-level half-elf magic-user out to get every piece of magical equipment he can lay his hands on. He works for the group, but only if he can have the first pick of magic items; these items the party never sees again or gets the chance to use. If and when Carnelian dies he leaves behind a 22 charge *staff of power*. He uses this staff himself in battles up until his death.

Half-elf thief: Tozaz is a 5th-level female half-elf thief of great beauty. She is young and new to the trade and totally mercenary. She will join any group but insists on getting all the best pieces of jewelry the group might find.

Half-elf assassin: Azurite is a 9th-level half-elf assassin. He has been paid to attack any half-elf that has gained magic in any PC group. This assassin is so sure of himself and his *+3 black hammer* that he comes right



up to the group and challenges the half-elves to duels.

Halflings

Halfling druid: Zelensha is a 6th-level halfling druid. He has come to this area to discover what is poisoning the river. He extends his help to anyone that will also work on this quest.

Halfling fighter: Zolonsho is a 6th-level halfling fighter. His dexterity is such that he can use two weapons with no penalty. He rafted down to the area in search of adventure and now has come to fight the evil that has taken over the city.

Halfling thief: Zilinshe is a 5th-level halfling thief. He is a searcher of ancient scrolls and has come to invade the library of this city while there is so much confusion. If he joins the party he insists on taking all the scrolls that are found in the treasure.

Half-Orcs

Half-orc cleric: Mace is a 4th-level half-orc cleric. He has a large following of orcs and has risen to some importance in his area. He uses a +2 mace in battle and will never retreat.

Half-orc fighter: Spear is a 7th level half-orc fighter who appears quite human. He tries to join a PC group claiming to be a human fighter. If the group ever gets down to 3 or fewer members he will turn on the group and try to kill them all, thus revealing his orcish nature.

Half-orc thief: Dagger is a 9th-level half-orc thief who also appears quite human. He leads of band of five humans whom he calls freebooters. Their aim is said to be the destruction of the evil of the town, but actually they are out to get everything they can. If the PC group meets them, Dagger will suggest a raid on the Old Town, claiming to know a secret passage. The passage is actually well guarded, and Dagger and his group drive adventurers into this area

all the time to get them killed so that they can loot the bodies after the real guards leave.

Half-orc assassin: Quarrel is a 9th-level half-orc assassin with *gauntlets of ogre power*. He has been paid by the bad guys to try and take out the leader of any PC group once the average level of the party reaches 4th level. He does this by using poisoned quarrels from ambush. There is only a 25% chance of finding him after such an attack, higher if there is a ranger with the PCs.

Humans

Human cleric: Anton is a 10th-level human cleric. He is fighting a losing battle against the undead of the Valhingen graveyard. There is a vampire magic-user in there and it is working hard to raise the dead. Anton tries to enlist the aid of anyone to help him. He does point out that many of these monster undead things have a lot of treasure.

Human druid: Banyun is a 2nd-level human druid. All he has going for him is a pair of gauntlets of ogre power and a *belt of hill giant strength*. He wants to work for the PCs, and encourages them to take up the matter of the poisoned river.

Human fighter: Carlo is a 7th-level human fighter. He is a sword for hire, but won't work for females or groups with females in them. He has knowledge of Sokal keep and the beings that live there.

Human paladin: Durendal is a 5th-level human paladin, a knight dressed in white armor with a plain white shield. He won't work with a group that has thieves or evil members, but is happy to fight evil if the group is pure enough.

Human ranger: Evan of the Bow is a 9th-level human ranger. Discovered in the wilds, he is on a quest heading for the swamps. If the PCs care to go

in that direction, they can accompany him.

Human magic-user: Ren, the white wizard is a 15th-level human wizard. He is trapped in the Valjevo castle. If the group frees him, he leads them to a large treasure in the castle. He then helps them finish their quest in the castle, but leaves the moment they exit the castle. He has things he must attend to in the wilderness.

Human illusionist: Fengor, the black spell caster, is a 10th-level human illusionist. He has risen to power in the ranks of the evil forces that hold the city. He lives in Kovel Mansion and has several sets of human and inhuman guards in and about the mansion.

Human thief: Galarrian is a 15th-level human thief. He is the second in command of the thieves guild and in love with the prince who has become the head of the guild. It is he that will help the PCs get into Valjevo Castle if they ask the guild's help in doing this.

Human assassin: Harold is a 10th-level human assassin. He is a prisoner in some area of the city and when freed he will help the PCs all he can. But several people will recognize him and be angry that he is about again. The characters will have to choose if they want these certain powerful people mad at them or they want Harold's help.

Human monk: Indel is a 7th-level human monk. He lives in an area controlled by evil, but his house and the nearby area holds no evil beings. He has been regularly attacking and defeating the evil forces in the area. He has been waiting for a group of PCs to come into the area so that he can take them on a raid to get back three other monks, one of whom is the woman he loves.

If the group helps him on this quest, he will come to the party's aid three times during the rest of their adventures.



Bandit Chieftain: Jurin the Bold is a 3rd-level human bandit chieftain. He works in the wilds outside the city and has been charged by the forces of evil to question any strange groups that are roaming out of or into the city. If these groups don't know the password they are attacked by his band. Jurin never dies in these battles as he successfully runs off to be met again and again with bigger and bigger bands of bandits (he grows in power as the PCs do).

Berserker Chieftain: Kantal O' the Axe is a 4th-level human berserker chieftain. He will work for the group and bring members of his band into battle if the pay is good enough. He also insists on the largest portion of any treasure found.

This is another NPC who comes back again and again, but this time on the side of good. His force can be totally defeated, but Kantal will survive and will be met again later with an even bigger band of berserkers (growing in power as the PCs do).

Buccaneer Chieftain: Lanyard O' the Sail is a 2nd-level human buccaneer chieftain. He exists to encounter those PCs that want to hug the coastlines. He robs them and leaves them with the worst weapons the PCs have and no magic. He is another character that grows in power. If the adventurers get the best of his group, he can be found later with a larger group.

Merchant Leader: Mendacant the merchant is a 3rd-level human fighter turned merchant. He has a base of operations far outside the city. He pays groups of PCs to enter the city and follow his directions into the merchants quarters of the city. In these evil-controlled areas there are lots of supplies that Mendacant wants. If the PCs bring them back, they can take their share of the treasure, and get more work from Mendacant.

Pilgrim Bands: These groups should be found everywhere, and always under attack. Their size should

be random and the larger the pilgrim band, the larger the reward for saving them. Pilgrims usually reward PC groups with gold, but 10% of the time the bands give out magic items.

Pilgrims should also be a huge source of information. The larger the pilgrim band, the better the hints they can give to the adventurers.

Rumors

Throughout the adventure, the characters may wish to visit various local hangouts and find out what they can on a variety of subjects. What follows is a list of rumors the DM can feed the players:

Island Keep

The old keep held out longer than any place in Phlan, all the powerful folks fled there. But, I'll tell you, my brother told me that place was just full of undead. (True)

Ain't nothing there. I been out there. Place has been picked over by the orcs. Took everything that wasn't nailed down. (False)

Cadorna Textile House

That used to be the home of the Cadorna family. Said there's a big buried treasure there. 'Course, they say that about most the old family houses in the city. Lot of folks have died chasing those stories. (True)

That place don't exist no more. I remember my daddy telling me it burned to the ground in the last days of Phlan. (False)

The Library

Ah yes, I remember the library when I was a child. It's near the Cadorna House. It had every book you could ever want. (True)

About ten years ago, some merchant cut a deal with the rulers of Phlan. He paid them a lot of money for permission to take the books out of the Library. They hauled them up to the northeast, up to some place in the mountains. (False)

Sorcerer's Isle

You know, the Stojanow River wouldn't be in the rotten shape it's in if it weren't for that crazy wizard who lives upriver. (True)

It's a dangerous place to go. Tis said a powerful band of wights is buried in some strange powerful pyramid up there. I'd be ready for undead if I was you. (False)

Zhentil Keep

Hey, we here in Phlan have got no love of them in Zhentil Keep. They're evil all the way through. They're trying to expand and have got their eyes on Phlan. I don't know anybody who'd want to deal with them. (True)

The Zhentil keep fellows? Yeah, I've seen them, they're off to the east, teamed up with those bucaneeers. (False)

The Castle

The castle used to have a wonderful rose garden. I've heard since that whatever lives there has changed it into some kind of horrible maze with poisonous plants and everything. But that's not your big problem. First you've got to get past all the guards that surround the place. (True)

The whole evil army is commanded by a villain—a human who's sold his own race out. We captured one of his guards and forced him to talk. He said the guy was unkillable because he doesn't have a heart, that it's hidden in a floating castle miles from here! (False)



Civilized Phlan

In *Ruins of Adventure*, the “civilized” section of Phlan is used only as a base of operations for the characters, a place where they can heal up, buy equipment, sell treasure, and get new assignments. There may be some negotiations and intrigue here, but there should be *no* violence—characters involved in “disturbances” within Civilized Phlan should be given a quick and none-too-pleasant introduction to the Town Guard and the jail.

This is not to say that nothing interesting will ever happen in Civilized Phlan; the section below details some of the places and people the PCs will encounter.

Filling In The Blanks

As DM, you can use any sort of “generic” city layout you want for Civilized Phlan. Undoubtedly, you will want to identify certain buildings as special places on your map (specific shops, temples, the Council Chambers, and the like), but most of the buildings will fall into one of three categories: Deserted, Residences, or Warehouses.

Deserted buildings (30% of the total) can be used for sleeping or to store items, if the PCs are unwilling to use an inn. However, there is a 40% chance that a deserted building will be occupied by thieves or ruffians during the night. Their reactions will range from suspicious (only attack if threatened) to overtly hostile. There is also a 10% chance the building is occupied by an orc or goblin spy. A spy will try to flee, disappearing into the back alleys of town. The Phlan Council is paying a 50gp bounty for the bodies of such spies.

Residences (60% of the total) are the most common of the unnamed buildings. If the characters enter a private home, the reaction will be (understandably) hostile. There will be much screaming and yelling, the characters will be attacked and the Town Guard will arrive in a very short time. The characters will then get to discover the jail.

Warehouses (the remaining 10%)

are locked; there is a 30% chance of a watchman appearing each turn. Watchmen call for the guard if the characters have broken into the warehouse. Warehouses are filled with thrilling items, like dried fish, bolts of cloth, potatoes, lumber, tuns of wine and cider, barrels of salted herring, bags of salt, bars of copper and iron, baskets of lime, etc. There is a 1% chance of some valuable item being among all the junk—a silver plate, a statuette, gold ornaments. It is all easily identifiable, and any PC careless enough to flash it around is subject to arrest (if a guardsman is around) and generally poor reactions from the townspeople.

Places of Interest

The Stockade Wall

Though not nearly as high, this wall has the same kind of emotional effect as the wall in King Kong—dark, gloomy and built to keep out some hideous danger just on the other side. There are not a whole lot of happy smiling people along here.

The wall is constantly patrolled by teams of watchmen—four men always within sighting distance of the next group. Each group is led by a corporal. Watchmen tend to be very neutral in reaction and will not leave their posts unless offered a very big bribe (1000 gp or more). If attacked, the team will raise the alarm and a new team will arrive each round until either 52 watchmen have appeared on the scene or the all clear is sounded. At the gates are 20 more watchmen, led by a sergeant. If attacked they will sound an alarm horn and 10 more guardsmen will arrive from the settlement each turn until either 200 men have arrived or the all clear is sounded.

During the day, the gates are opened to any bearing a pass from the council (to keep spies from passing in and out). At night the gates are barred and are not opened to anyone.

The Docks

There are always 0-2 ships present and 3 small boats that can provide ferry service to Thorn Island. The boatmen are always good for a general rumor about Phlan. They also have one piece of specific information:

“There ain’t no point in tryin’ to row up the river, lubber. ‘Tis poison sure, through and through. Why’d eat yer planking right out for sure it would! It’s a most unnatural fouling, I’ll warrant ye.”

The shops near the docks actually form a small market. Just who or what is there varies greatly. There will be 2-8 stalls or shops, all of a temporary nature. The table below lists what might appear.

- 2-15: Fishmonger
- 16: Spice merchant
- 17: Tinker
- 18: Alchemist—can sell poisons and healing potions.
- 19: General merchant—can sell most adventuring supplies at costs below those of merchants in town.
- 20: Itinerant cleric—neutral, but for those willing to listen to his sermon he will do minor healing spells.

The River

On the north edge of the settlement is the river, reeking and poisonous. Near the river, 70% of all buildings are deserted. Orcs from the opposite bank will fire occasional shots with short bows (and the occasional crossbow—10% chance) at anyone visible on the settlement side. These orcs (2-12 1st levels, with a 2d level leader, appearing 60% of the time any PC gets within 50’ of the river) fire from cover that is the equivalent of AC -4; If attacked by magic or a vastly superior force, they will flee.

On some days (200% chance), the view across the river is blocked by sickening mists and foul vapors that rise and writhe across its surface.



Rooms and Inns

The Cracked Crown

This inn is found in a relatively quiet and peaceful part of town, and the inn itself has a reputation for the same. This makes it popular with the more respectable and settled elements of the town, including the council members who come and go at various times. It is the most expensive of all the inns, charging 5 gp a night. There are 12 rooms and most can hold 4 people. The inn does serve meals and has a small public house, although it discourages boisterous behavior. The watch generally responds quickly and in force to disturbances here. However, because it attracts a wealthy clientele, the inn also attracts a larger number of thieves and second-story men.

Nat Wyler's Bell

This little place is in the heart of the slum district, well away from the prying eyes of the watchmen and the council. Because of its location, it is a favored place of cut-throats, ruffians, swords-for-hire, and other desperate men looking for a quick route to an easy fortune. There are 8 private rooms (sleep 6 or less, 12 sp a night) and a common room (that sleeps up to 20, 8 cp apiece per night). In the cramped downstairs is the common room, always a popular place. While busy, it's not noisy as most everyone tends to mind his own business. In such a place, it is not good to nose into what your neighbor has done or might do. It is a good place to hire NPCs, although there is a greater chance of getting one of poor character, not surprising considering the place. There are frequent fights, and every NPC should be considered neutral or suspicious while a few might even be hostile. However, there is little problem with theivery, since the inn is their safety. It is not possible to cache items in the common room, but Nat Wyler will hold anything for a fee.

The Bitter Blade

This inn has the advantage of being

located not far from the docks, making it a good place to stay for those who want to get out quickly. While it is not as seamy as the Bell, it enjoys a worse reputation. Outward appearances make it seem a well-run and respectable establishment. However, it is the gathering den for the malcontents of the settlement, men and women who dislike the current government, secretly hope the conquest of Phlan will fail, or are only in town to get rich quick (by whatever means). NPCs hired here tend to be shiftless and untrustworthy, assassins, or naive farmboys fresh off the boat. Due to its waterfront location, the inn is fairly spacious with 20 rooms (sleeps four to six, 2 gp per night). The innkeeper, being a scoundrel, frequently rents the same room to two or more parties at the same time. Thus, there are frequent fights and disagreements in the back, out of sight of most customers. Thieving is a problem, especially since the watchmen don't protect the malcontents of the Bitter Blade too well. One significant advantage of the Bitter Blade is that a large number of wayfarers stop here. Thus characters can learn general rumors about both the city and the surrounding territory.

Outfitters

Ian Cockburn, Grocer

This shop, located in the residential district, is much more of a medieval grocer than a modern one. He sells items necessary for everyday life, only a little of which is food. His prices are fair, but he is a tightwad when it comes to bargaining.

Matteo the Smith

Matteo is an expert craftsman of armor and weapons. However, because his work is quite good and takes time to do, he seldom has anything immediately available. Whenever the characters visit the forge, there will be 1-4 weapons or suits of armor (or mix of both) available. These are always human-sized only. Any weapon or piece of armor can be ordered from Matteo. The cost will be

1.5 times the normal price and there is a 1-3 week delay. Matteo will send a messenger to the character's room when the work is done.

Georg of Vitkov

A smith, Georg has a wide variety of weapons and armor available, including leather armors. These come in all shapes and sizes. Thus, any weapon or piece of armor can be obtained from him. However, his craftsmanship is nowhere near that of Matteo. His weapons break on any "to hit" roll of 1, and his armor is unusable after taking 50 to 80 points of damage. His prices are standard to the rulebook and he will not dicker, since he knows he usually has the buyer over a barrel.

Ernst the Farrier

Ernst is the stabler and farrier of the settlement, although he doesn't get a lot of business. Characters can buy livestock (especially horses) and tack here. Prices are double normal since all mounts must be imported. Getting horses out of the city alive is the player's problem. (Horseflesh is greatly prized among the various orc, kobold, and goblin tribes inhabiting Phlan and the surrounding countryside.)

Jerome of Melvaunt

This shop is very much like that of Ian the Grocer. It has the same assortment of goods and the prices are generally cheaper. However, Jerome not only sells items, he buys them, mostly in the form of stolen goods (hence his low prices). Items can be fenced or pawned here. If characters buy stolen goods, there is a 5% chance per day that they will be arrested by the watch as thieves. Protesting about Jerome does no good—it only gets him arrested and the shop closed down for good. For obvious reasons, this shop is located in the heart of the slum district.

The Slum Market

A section of the slum district should be given over to market stalls. Here the characters can find an ever-changing group of merchants and



goods, essentially a way to provide any other items they are going to need to purchase. Of course, honesty and quality are two things that are occasionally lacking here. There are also a fair number of pick-pockets to relieve the overburdened shopper of a little excess weight.

Stalls that occasionally appear in the market include:

1. *Wollaeger the Chandler*: This shop has all manner of weird knick-knacks. He also has from 1-4 potions, or so he claims. These potions are real only 50% of the time. Even if they are real, they are accurately labeled only 70% of the time. Otherwise it could be a potion of anything! Not surprisingly, he offers these potions at fabulously low rates, so it is buyer beware.

2. *Aldo the Wine-Seller*: While Aldo's wine is not very good, his stall is a veritable fountain of information. If it is possible, Aldo can answer one simple question about any given location (if paid enough—his starting price is 25 gp, and the price goes up fast for anything above and beyond basic information).

3. *Taurus the Proselytizer*: This wandering cleric (4th level) shows up every once and while, sets up his portable shrine and preaches to the masses. Those willing to make hefty donations can gain the use of his spells.

4. *Utos the Map Maker*: This seedy character sells old and new maps (often passed off as old maps). Characters can get maps of the wilderness from him for varying prices. The price is a general measure of the accuracy of the map.

The Jail

One place the characters should hope never to see is the inside of the jail. All characters captured by the watchmen are taken here. Escape from the jail should not normally be

possible. However, if you want, watchmen may be bribable for 2000 gp or more. Otherwise the way to get out of jail is to accept a mission from the council. No payment is offered for the mission. When accepted the characters are immediately taken to the stockade gate and sent on their way. They cannot re-enter the settlement until they have attempted the mission (and if they fail, they should have a very good story to tell the Council!)

The Council Chamber

This is the main location for obtaining missions. The general information on missions currently available is posted on the door to the council hall, listing the nature of the job and the pay offered. Details can be obtained by visiting the council when it is in session. If a character wants to take the mission without seeing the council, he only needs to take down the posting. At that point he has taken the job.

In the council hall can usually be found the four men of the council. They are:

Ulrich Eberhard: An ancient-looking man, head of the council at this time. He is mean-spirited and hard, not likely to win friends among the player characters. He handles most money negotiations and is a very hard bargainer.

Werner von Urslingen: A middle-aged man, he has been in the past a famous mercenary captain. If contacted away from the council chambers, he can offer advice on the actual planning and fighting aspects of a mission. Otherwise, he just seems to be a mildly sympathetic character.

Bishop Braccio: The leader of the religious community, he generally has little to say. If the characters have purified the Temple of Bane (in the city), he will have a good reaction to them. Their success in negotiation will be improved because of this. He will also advise them to seek aid at the temple if hurt.

Porphyrys Cadorna: The diletante son of one of the old families of Phlan, he is the least influential member of the council at the start. As the characters rise in level, so will he, until he is eventually competing against them. (A complete description of Porphyrys is in the Introduction.) While appearing charming, he is nasty, spiteful and downright unpleasant.

The council has specific information about each mission it posts (this is normally given in the set-up for each mission). Otherwise, they have a negative reaction to unrelated questions and demands. The high and mighty need not deal with the lesser player characters.

The Temple

This is a small and rudimentary temple, more or less holding its own until the main temple (currently the Temple of Bane) is cleared out. Once this is done (and the surrounding area settled), the clerics will move back in with a vengeance. Before this happens, however, the clerics will be cool toward the PCs at best. For ample donations, they will cast minor healing spells. They will offer any group of 3d level or higher the opportunity to redeem themselves in the eyes of their god (i.e., take on a quest). This quest is to purify the Temple of Bane—destroy the false images and drive out the evil priests. Once the temple has been purified, the characters can receive minor healing spells for no charge and powerful healing (and resurrection) spells for an appropriate donation. Even then, these powerful spells are not going to be cheap.

There are 3 clerics here—the Bishop (the one who is on the council) and two minor priests.

Reconquest of Sokol Keep



A major threat to the small settlement is that the humanoids of the city will attempt to cut them off by sea. True, the monsters are not great mariners, but they do have war canoes and old skiffs they can use to board incoming ships. To prevent this, the Council wants to rebuild Sokol Keep. With this tower once again in operation, a garrison there could ensure that humanoid pirates were unable to intercept an arriving vessel. However, the tower is filled with undead creatures and slimy things that crawled up from the sea.

Sokol Keep was the last stronghold of Phlan to fall before the dragon armies. Thus, it has an abundance of weapons and armor. Although normal items have long since corroded in the sea air, and the victors looted the place after its fall, the keep's isolated position has allowed it to escape the worst of the ravagers. Old magic items can still be found there, carefully concealed and hidden away. Most of these retain all their old potency and can be very useful to the player characters.

Furthermore, as the last point to fall, Sokol Keep contains a few old records of the attack. While much of the records are partial or fragmentary, there is some useful information to be found.

As part of its final defense, the cleric of Sokol Keep placed a mighty enchantment on the tower before he died. Ever since the tower has been defended by a corps of skeletons. Indeed, those who are slain within its walls (and left there) will join this undead watch, as skeletons, zombies or whatever. However, there are a series of passwords that will allow people to move around freely without arousing these undead. These are scattered throughout the keep and can be used if found and deduced.

Mission Outline

The council will propose this mission only after the bulk of the island has been cleared. Miles Dormans, Head of the Council, explains the

need to secure the keep. "It is the only way to protect ships as they come into port," he says as he jabs his finger at a map. "You must drive the scum out of the keep so we can send a garrison there."

The keep is defended by a series of magical protections and undead guards, leftovers from the final resistance in the fall of Phlan. Undead soldiers regularly patrol the grounds, although they can be bypassed through the use of passwords. The magical protections work such that dead who remain overnight within the grounds of the keep rise the next morning and join these patrols. Thus, slain characters left behind will be added to the undead guard, along with the bodies of any humanoids killed (and left) within the grounds. This lasts until the spell is lifted. A small number of vermin have managed to make their homes in some of the out of the way corners of the keep as well, and the characters will have to avoid or defeat them to get the things they need.

Furthermore, the creatures of the city, recognizing the danger if the townspeople retake Sokol Keep, will attempt a counterattack if the characters manage to get inside.

Player characters can learn the following information at the inn before going over to the keep, if they ask in a friendly way and buy a few drinks:

An old sailor will tell them, "That there island was the last point o' the city t' fall, yessir. Men held out there fer many a month. Had them some big time priest backing 'em up. Didn't help 'em in the end. Still, it's funny nun o' them nasty little buggers settled in there."

A guardsman recalls, "My grandfather served in Sokol's garrison. Got out on the last ship, just before it fell. He used to tell how Ferran Martinez set up some kind of special defense out there. Swore that it would last till the sounding of the Horn of Doom on the Last Day. Don't know if it's true—Martinez never came out of the keep."

Area Description

The keep is a small fortified compound. Once it served as a lighthouse and watchtower over the Moonsea. Now, as with most buildings in Phlan, it is in serious disrepair. Moreso here than elsewhere, the walls are heavily covered with slimes, molds, and crust-ed dried salts. Few vines grow, most unable to withstand the corrosive sea water that mists up from the shore. The grounds are covered with a thin growth of reeds, rushes and salt grass. The area of the keep is fairly windy.

Encounters

1. Outside the Gate

Hidden in the reed grass and rocks is a crumbling elfin skeleton. Its weapons and equipment are badly rusted and corroded by salt, its leathers worm-eaten and crusted in dirt.

In a pouch is a crumbling parchment scroll with the words "Lux," "Shestnik," and "Samos..." The last part is eaten away. Around the neck is a bronze medallion, crusted in patina, of two seraphim intertwined.

2. The Gate

The gate, made of rotting wood easily swings open, one of the doors collapsing at a touch. There is absolutely nothing here.

3. Courtyard

The courtyard is filled with the same scraggly grass found elsewhere on the island. The wind blows mournfully and the characters can hear the banging of some shutter, sign, or door. There is nothing of apparent interest in immediate sight.

This area is patrolled by undead guards. Each turn, there is a 33% chance of running into an undead patrol. There are only 20 undead guards in the entire compound.

Undead Patrol: 3 skeletons (AC 7, MV 12, HD 1, #AT 1, D 1-6, 1/2 damage from edged weapons) and 3 zombies (AC 5, MV 6, HD 2, #AT 1, D 1-8, immune to charm, sleep, hold, and cold, always attack last). Not all these



are human. Some are dwarves or humanoids (hobgoblins, orcs, etc.).

If the password "shestnik" is used on the way into the compound, the guards will not attack. If the password "samosud" is used on the way out (after the characters have been to Room 13), they will also not attack. The undead fight to the death. They do not retreat or flee. They will pursue as long as the characters remain in the keep. They have nothing of value, only battered weapons and armor.

4. Stable

A rotting building with weeds and fungus growing in the darker corners.

If the characters search this area, they are attacked by a green slime. The slime drops down from above where it has been slowly eating the rafters.

Green Slime: AC 9, MV 0, HD 2, turns victim to green slime in 1-4 rounds, can be burned, frozen, cut away, or killed by *cure disease*.

If searched, the characters find nothing here.

5. Granary

A small bare-earthed floor, covered with a thick growth of fungus. The fungus is beneficial. If eaten, it will improve saving throws against fear-based attacks for 24 hours by +2.

6. Smithy

This is a collapsed and rotting blacksmith's shop. There is the usual assortment of crumbling tools in sight. A broken hearth and bellows dominates the back wall.

Upon entering the area, characters will hear a "Croak," the not overly ominous call of a poisonous frog. The frogs will attack if the characters remain in the area for more than 1 round. They will not pursue. They will remain alert for about 10 rounds, instantly attacking anything that enters.

Tucked behind the hearth is the smith's +1 war hammer.

4 Poisonous Frogs: AC 8, MV 3, HD 1, #AT 1, D 1, +4 save vs. poison due to poisonous skin.

7. Storehouse

The door to this building is smashed in, apparently long ago. There is nothing

of value here.

8. Barracks

These buildings are filled with broken and splintered wood, the remains of the bunks and chests of the original defenders. It seems that everything has been pretty well looted already.

If the adventurers remain in these rooms for more than 5 rounds, a group of haunts will appear before them.

Haunts: These creatures cannot attack or be attacked (although characters can try). On their first appearance, player characters must make a saving throw vs. spells or flee back to the courtyard in fear.

The haunts will talk if the password "Lux" is given. At that they burst into a chorus of howls, moans, complaints, wails, and other lamentations over their fate and the fate of their families. They were the original defenders of the keep, before the cleric's spells inadvertently bound them to this place. They want to be released.

In one of the buildings (randomly chosen) a haunt (if present) guides the characters to a secret floorboard. Otherwise it is found on a 10% chance. In it is a gem worth 500 gp and a few pages of a diary. This describes the last days, mentions the alarming control and cooperation the evil non-humans showed (as if controlled!), and describes the drastic spells Ferran Martinez used to prepare the final defense.

9. Kitchen

This building was once the main kitchen for the entire compound. From the outside it appears to be a fairly stout building, relatively unmolested by the ravages of time.

The interior of this room is coated in ochre jelly—floors, ceilings, walls, everything. It will attack the instant the door is opened, gaining a +1 to surprise.

Once is has detected the characters, the ochre jelly will follow them anywhere within the compound until it is destroyed or they leave. Doors and other obstacles cannot stop it, since it will seep through anything.

If the characters destroy the jelly in

the room, they cannot search it. The body of the thing covers all and its acidic juices prevent search. However, if the characters return to the room after the jelly has left in pursuit of them, they can search. All wood and organic material is gone. Among the knife blades and bits of metal the characters can find a potion of *heroism*.

Ochre Jelly: AC 8, MV 3, HD 6, #AT 1, D 3-12, lightning divides it in two.

10. Entrance Hall

This was once the entry and main staircase of the watchtower. The upper floors have long since collapsed. The floor here is strewn with rubble. Rays of sunlight reach in from above.

When the characters reach this point, the main gate will be attacked by a band of 35 orcs and 15 hobgoblins. These creatures secretly followed in canoes and now want to prevent the characters from reclaiming the fort. They do not have the passwords, so any remaining undead guards will automatically fight them. Unless the characters also use the password, the undead will fight them also.

Once the attackers have suffered 20% casualties, they will make a fighting withdrawal. If the attackers suffer 50% casualties, they rout. If the characters flee, the attackers chase them all the way back to their boats.

Each body has 1-5 silver pieces. Searching four bodies takes one round per person.

35 Orcs: AC 7, MV 9, HD 1, #AT 1, D 1-6

15 Hobgoblins: AC 5, MV 9, HD 1 + 1, D 1-8

11. Armory

This chamber was once the main armory of the keep. Now little remains beyond the empty wooden racks. Discarded patches mark where shields once hung and a few broken weapon shafts litter the floor.

If the room is carefully searched, a few old arrowheads can be found. They are not worth anything. However, one wall of the room is illusory.



Characters boldly walking through this can enter the secret space beyond. Just searching the wall is not enough to detect the *illusion*. In this secret area is some of the magical equipment of the armory—a +1 *shield*, +2 *mace*, +1 *sword*, and a +1 *suit of chainmail* suitable only for dwarves.

12. Officer's Quarters

This chamber is wrecked and destroyed much like the barracks were. There is much broken furniture and scattered junk. There does not appear to be much of value here.

If the characters enter the space marked by the X, the slithering tracker will attack. Otherwise, it will wait until dark and then track the characters. It cannot cross water, so if the characters leave the island, it will return to its lair.

If attacked, the creature will attempt

to flee (but will not go outside unless dark). Then it will track the characters as noted above.

If not found, the characters will discover the creature when someone accidentally touches it. Elsewhere in the room is an old piece of parchment with the word "Samosud" written on it.

Slithering Tracker: AC 5, MV 12, HD 5, # AT 1, D 0, save vs. paralysis if touched by tracker. Near invisible, 5% chance to detect. Kills paralyzed characters in 6 turns.

13. The Old Chapel

This was once the chapel of the keep, dedicated to Ferran Martinez's deity. Like the rest of the building, this place is in serious disrepair. Right at the doorway are the dried husks of two orcs, obviously long dead. Apparently the salt air has preserved them. They faces are twisted into unmistakable

looks of fright. Along one wall is a large, dusty altar. Faint shafts of light come down through a few points in the weak roof.

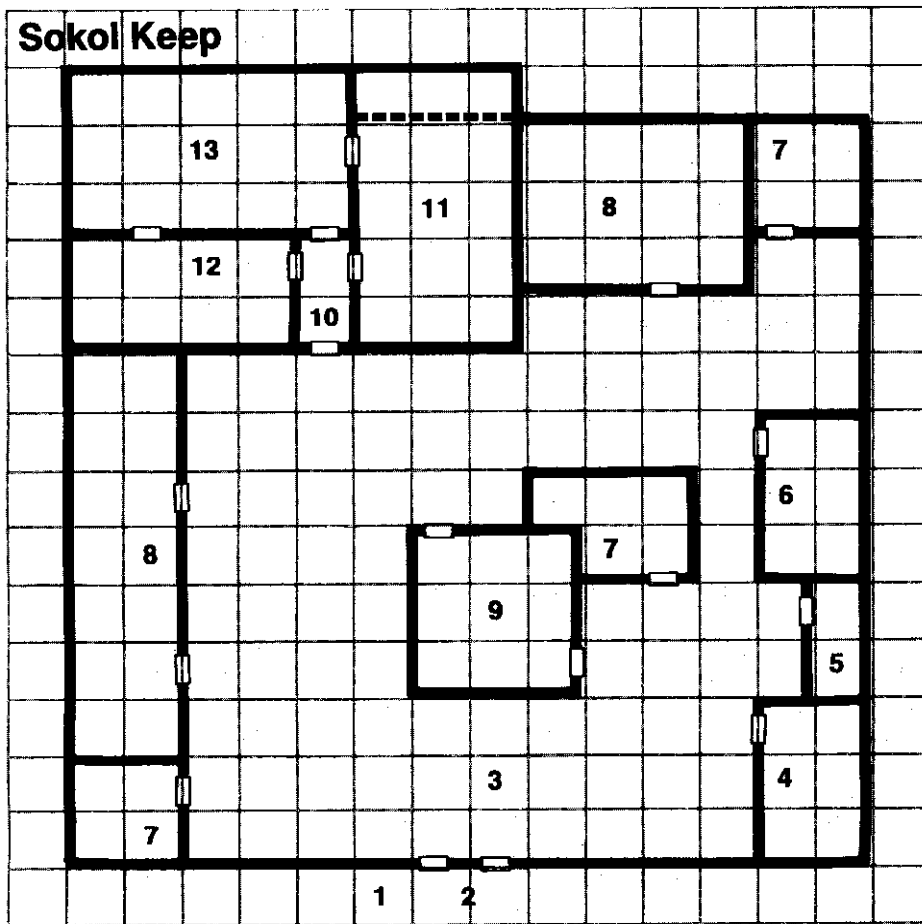
If the player characters approach the altar, a spectre will appear.

If he is greeted with "Lux" or "Shestnik" he will greet them back. In his long, moaning voice he explains who he is and how he is bound here. He goes on to describe the state of the keep and wants to know if the city has been freed. If the characters tell the truth, the spectre will offer up what it knows—that the greatest cause of the city's fall was wrought by "unblessed creatures imbued with the might of a magical pool. Chief among these were the great generals of the evil horde, Tiryanthraxus, Edranka, and Torath. With their powers they ruled and united all else, driving forward to destroy us all. The sage Mendor worked hard to gather records of all these things, but they are lost to you now, his library long since overrun. Now, we are freed, our duty done." With that he fades away. The haunts of area 8 also disappear. While the undead guards still remain, the spell over the keep is broken and no new guards will join them.

The spectre does not move to attack, recognizing the players as not being part of the evil confederation that has overrun the city. If attacked, it will fight with all its ability. If the characters run, the spectre makes no attempt to pursue.

The spectre tries to prevent any attempt to search. If the spectre is gone, the characters find an old map of the city. The map is faded and out of date, but it does give a general idea of the layout of the major streets and some of the points of interest.

Spectre: AC 2, MV 15/30, HD 7 + 3, #AT 1, D 1-8, 2 level energy drain, + 1 or better weapons to hit. This is no ordinary spectre in that it is not inherently evil. This is Ferran Martinez (or what is left of him). His life force holds him here, defending the keep.



Scale: one square = 10 feet



Kovel Mansion

Kovel Mansion can be explored whenever the characters stumble across it, but this isn't recommended. It is best kept until characters are at least 3rd or 4th level.

If the characters reach 5th level and have not yet cleared the mansion, the council hires them to do so. Thieves have been plaguing the settlement and scouts report that they are probably using the mansion as a hiding place.

Mission Overview

Kovel mansion is headquarters for a group of thieves. After looting the mansion, they converted it into a thieves' fortress full of secret passageways, traps, and treasure rooms. The secret passages in the building are unusable by the PCs; they are too well hidden. Once inside the building, the party is beset by unseen assailants. The thieves always hold their attack until they can stab a character in the back. The longer the characters stay in this building, the more they will be worn down by these attacks.

Area Description

The mansion and the surrounding yard are in excellent condition. The litter and dilapidation so common elsewhere in Phlan is not present here.

The outer yard (area 1) and the central courtyard (area 6) are open to the sky. All other areas are roofed.

Encounter 1: Outer Yard

The outer yard is deserted. Nothing happens here.

Encounter 2: Auxiliary Buildings

Areas 2, 3, and 4 are the auxiliary buildings. When Phlan flourished they were the groundskeeper's cottage (2), the kennel (3), and the hound master's cottage (4). They are not used for anything now, though the old kennel is home for an outcast quickling.

This outcast quickling is an oddity in that he is not malicious and hateful. What he wants more than anything is to be left alone.

If bribed with any amount of gold, the quickling warns the characters to stay out of the mansion because it is

filled with traps. If the characters do not bribe him, he simply asks them to leave. If the characters persist or simply hang around, the quickling darts past them out the door and is gone.

If the characters attack the quickling, he escapes out the door.

If the characters leave or flee, the quickling does not follow or pursue.

Encounter 3: The Mansion

There are two types of encounters in the mansion: traps and ambushes. A trap or ambush is triggered whenever characters enter the room (or, in the case of some traps, open the door).

The following rooms are ambush sites: 7, 8, 9, 10, 13, 15, 16, 17, 18, 20, 21, 24. The following rooms are trapped: 11, 12, 14, 19, 22, 23. Rooms 5 and 6 contain neither traps nor ambushes. They are empty.

The mansion contains 18 thieves ranging in level from 1 to 6 (three of each level). All have the following characteristics:

AC 10-level; Mv 12"; HD level; hp 3xlevel; #AT 1; Dmg 1-6; SA backstab; SD none; AL LE. XP (1st level): 13 XP (2d level): 32 XP (3d level): 62 XP (4th level): 108 XP (5th level): 165 XP (6th level): 258

The characters probably won't have the opportunity to talk to any of these thieves because the only time the thieves appear is when they attack. If one is captured, he reveals nothing voluntarily (shielding his fellow thieves is of utmost importance).

Every time the characters enter an ambush room, one character selected randomly is surprised and stabbed in the back by a thief. These thieves are moving via secret passageways known only to them. A backstab gives the thief a +4 modifier to hit, negates the target's shield and Dexterity bonuses, and causes double damage (at levels 1-4) or triple damage (at levels 5 and 6). If the thief's attack succeeds, the thief then escapes without a trace. If the backstab attack fails, the thief is trapped in the room with the characters and must fight. The first three attacks are from 1st level thieves, the second three from 2d level thieves, and so on. Another

ambush is sprung every time characters enter an ambush room.

The first time characters enter a trapped room, they spring the trap (subject to standard chances to detect and disarm traps, if the characters bother to try).

Room 11: A scything blade drops across the doorway, inflicting 1-6 points of damage to the first character into the room.

Room 12: Pressure on the floor breaks three fragile glass vials containing poison. Every character in the room must save vs. poison or suffer 1-3 points of damage and be blinded for three turns.

Room 14: The ceiling collapses. Everyone in the room suffers 1-10 points of damage, but a successful save vs. death magic reduces this damage by half.

Room 19: The door slams shut and locks behind the first character into the room. Then the room begins flooding with flammable oil. At the beginning of the 5th round the oil is ignited. Anyone in the room at that time suffers 1-3 points of damage per round. The oil continues burning for 10 rounds, even if the door is opened. If the door is attacked physically, it has AC 9 and 30 hit points.

Room 22: After four characters have entered the room, a net drops from the ceiling, pinning them to the floor. The characters can slip free of the net with a successful save vs. spells, but each round spent trying causes 1 point of damage (the net is laced with sharpened bits of shell, bone, flint, etc.).

Room 23: A concealed, 10-foot-deep pit is just inside the door. The first character through the door falls in, suffering 1-6 points of damage.

If the characters leave the mansion, the thieves do not pursue. If the characters come back, all of the traps are reset. The ambushes occur the same way, although any thieves who were killed previously are not replaced.

Ambushes always are conducted by the lowest-level thief available. For example, assume that the first two thieves who attack (both 1st level) fail



their backstab attempts and are killed in the ensuing melee. The third attack is carried out by the one remaining 1st-level thief. If his backstab succeeds, he escapes automatically. He is still the lowest-level thief in the mansion, so he also conducts the next attack. He continues backstabbing until he fails (and, presumably, is killed in the battle that follows).

Treasure

Being a thieves' den, quite a bit of treasure is stored in Kovel Mansion.

Room 11 contains a huge assortment of everyday items: statues, dinnerware, oil lamps, furniture, etc. Altogether, the items here are worth about 800 gp, but they are far too bulky to move easily.

Room 12 contains three cabinets. The first cabinet is locked. It contains 12 sacks, and each sack contains 100 cop per coins. The second cabinet is also locked. It contains 15 sacks and each

sack contains 100 silver coins. The third cabinet is locked and trapped (poisoned needle, inflicts 1-8 points of damage). It contains 18 sacks and each sack contains 100 gold coins.

The far corner of Room 14 is filled with rolled-up tapestries and rugs, 28 in all. Each is worth 300 gold pieces. However, each also has a 5 percent chance to be extremely high quality and thus worth 5,000 gold pieces. Each rug or tapestry weighs as much as 800 gold coins (80 pounds).

Room 19 contains a locked and trapped cabinet (poison gas which inflicts 2-12 points of damage). Inside the cabinet are 12 scroll cases containing magical scrolls. The spells listed on these scrolls are:

Magic-User Spells

- 3d level: *protection from normal missiles*
- 4th level: *confusion*
- 5th level: *teleport*

- 6th level: *invisible stalker*
- 7th level: *power word stun*
- 8th level: *mass charm*

Cleric Spells

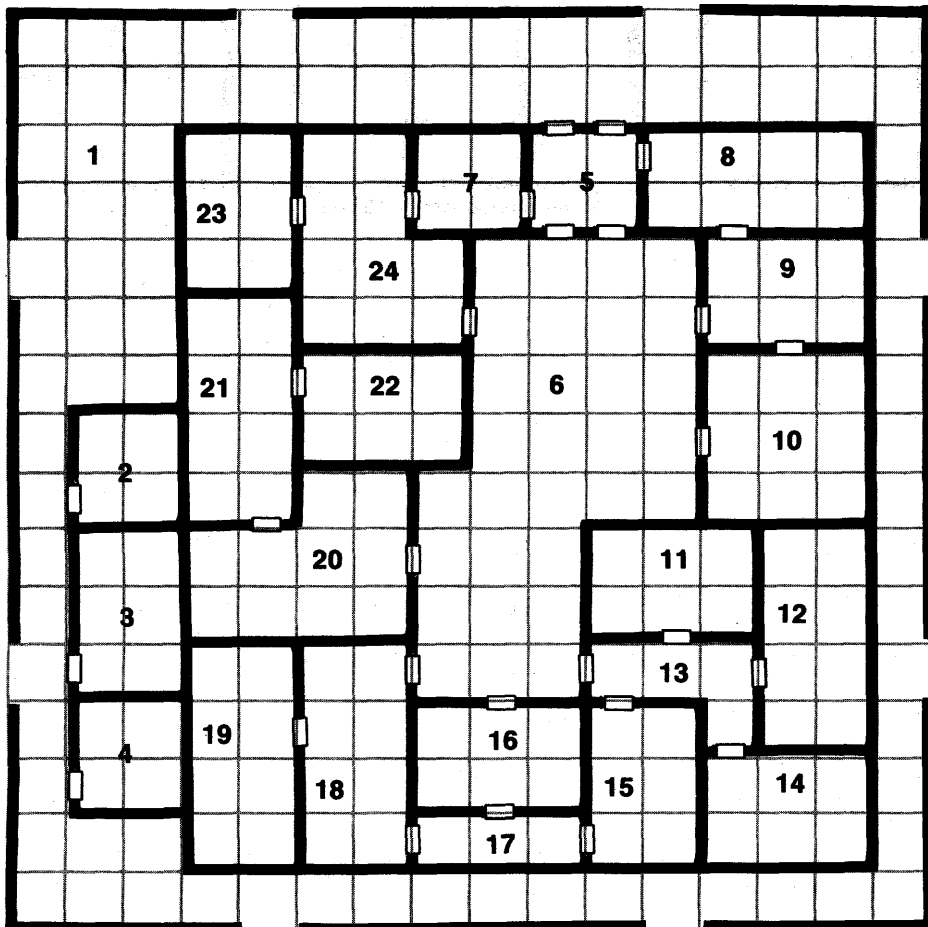
- 1st level: *light*
- 2d level: *slow poison*
- 3d level: *create food and water*
- 4th level: *cure serious wounds*
- 5th level: *dispel evil*
- 6th level: *part water*

If the trap in this room is triggered (flaming oil) and the oil ignites, the scrolls are ruined. Characters who inspect the ashes can recognize that these were once magical scrolls.

Room 22 contains four small caskets on a table. All four are locked and trapped. The first trap is a poisoned needle (1-4 points of damage) and the casket contains 12 small gems worth 75 gp each. The second trap is a dart (1-3 points of damage) and the casket contains gold chains, pendants, and brooches worth a total of 3,300 gp. The third trap is a spray of noxious powder (save vs. poison or be knocked unconscious for one hour) and the casket contains three enormous, unmounted gems worth 800, 1,500, and 4,000 gp each. The fourth trap is beneath the casket. It is triggered not by opening the casket but by moving it. It looses 12 darts from the walls (1-4 points each, random targets). The casket is filled with tiny pearls worth a total of 2,100 gp.

Room 23 contains miscellaneous magical items: two *daggers +1*, a *hammer +1*, a *morning star +1*, a *scimitar +1*, and a *short sword +1*. It also contains a *shield +2*, a *shield +1*, and a fine suit of *chain mail +1* sized to fit a dwarf. Another weapon, this one a *curse broad sword -2*, is tucked in with everything else. The entire collection is trapped; moving the *scimitar* releases a gas which acts in all ways as a *stinking cloud* cast at 1st level. If this trap is triggered, the five lowest-level thieves (with perfumed cloths tied around their faces) attack the party immediately. They fight until all the characters have recovered from the effect of the cloud, then escape through the door and disappear.

Kovel Mansion



Scale: one square = 10 feet



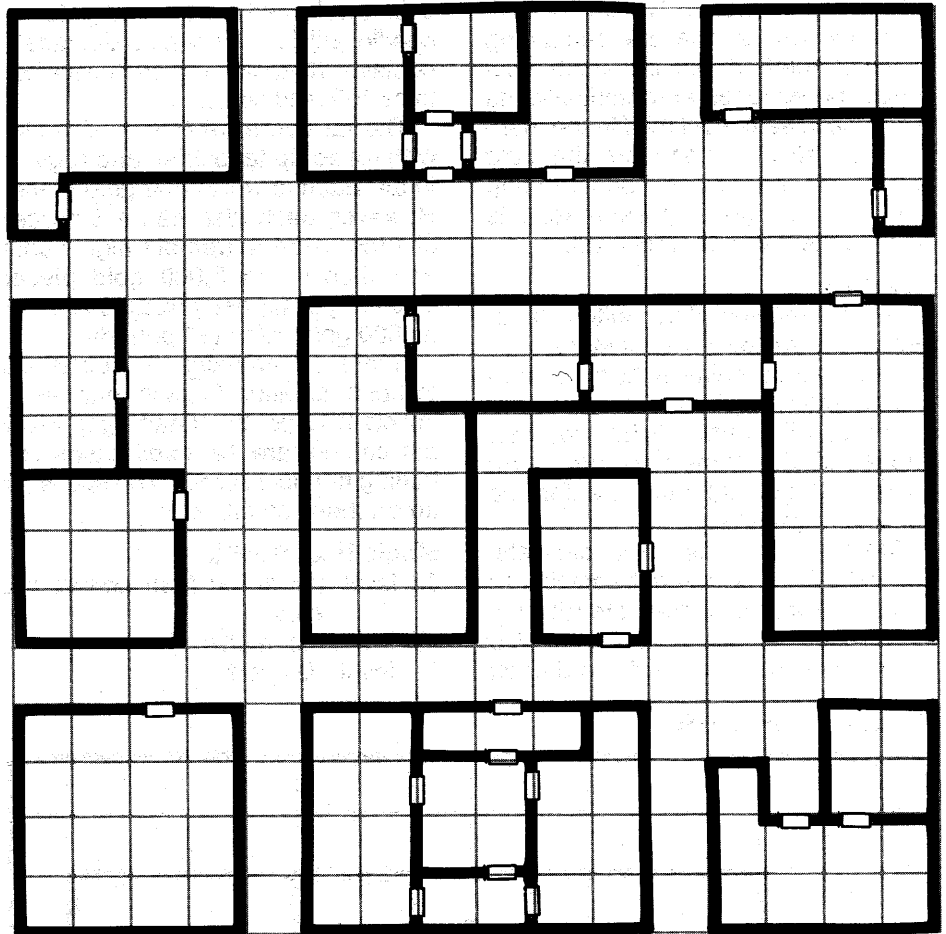
Some of the richest and most powerful families of Phlan lived in this part of town. Today, it's been ransacked, vandalized, and picked clean of anything of value years ago. There may be treasures still in the Mansion District, but after years of occupation, it is sure that they are extremely well hidden and carefully protected. It is also certain that whatever hoards are left may be the richest ones in all of Phlan.

Because the Mansion District is on the other side of the river from Civilized Phlan, this is likely to be one of the last parts of town the adventurers get to. The Town Council has no particular objectives here (other than the general block-clearing that they sponsor everywhere), but the PCs are likely to be contacted by private citizens for work in this district, especially if the PCs have distinguished themselves in other battles.

These private citizens are descendants of the people who used to live in the Mansion District. In a typical assignment, the party will be told of a special hidden vault in a given mansion, and hired to recover the family heirlooms stored there, if the orcs, hobgoblins, and such haven't gotten to it first. As an added complication, the person who hires the adventurers may insist on coming along to "protect his investment," and the PCs will be faced with the additional difficulty of protecting him from danger.

The encounters in the Mansion District should come from the Random Encounters Tables at the end of the book-use Chart 8, "Organized Inhuman Town Areas."

Mansions



Scale: one square = 10 feet

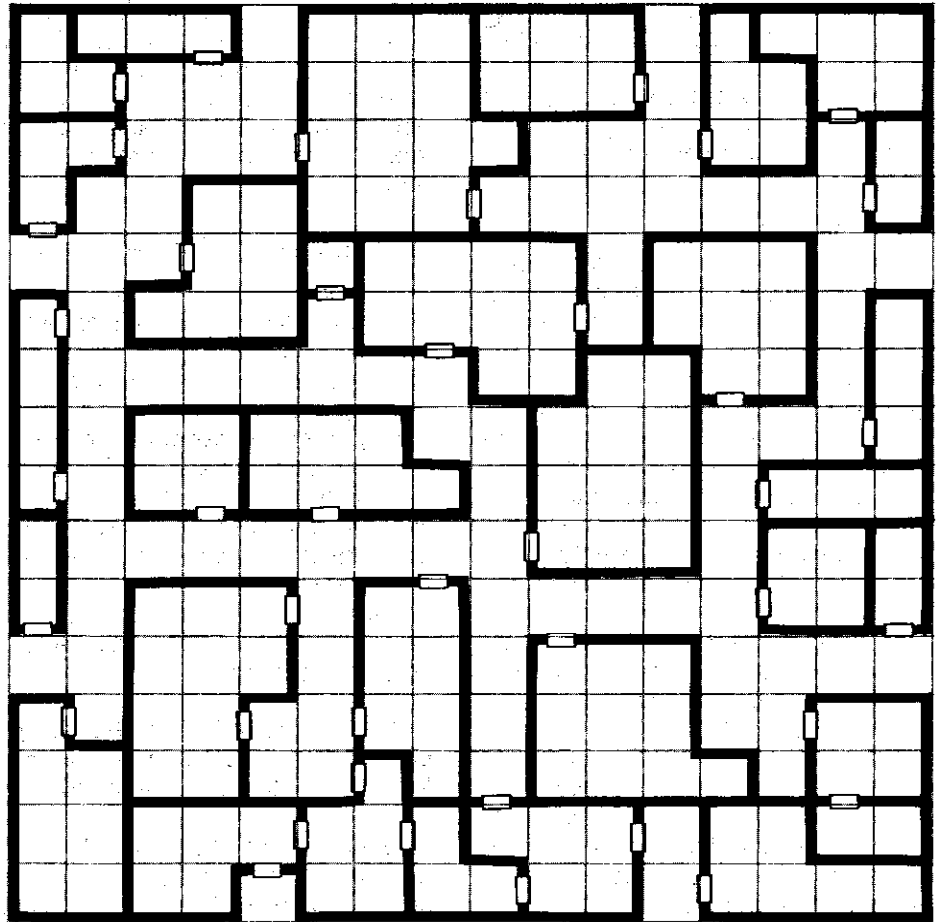
Slums



The Slum District was once a neighborhood of lower- and middle-class dwellings. Since the townspeople of Phlan retook the section of the city known as Civilized Phlan, the slums have become a buffer zone between the evil forces that inhabit the rest of the city and the new settlers.

The Slum District is the next section of Phlan to be reclaimed—in fact, some of the braver, more pioneering souls have already begun rebuilding homes and shops in the area closest to the gate. No organized groups of orcs, kobolds, or any other evil force lives anywhere in this area. However, this area is still a haven for misfits and outcasts from both sides, many of them hungry and desperate. For encounters in this area, use Chart 7, “Unorganized Inhuman Town Areas,” in the Random Encounters Section.

Slums



Scale: one square = 10 feet



The Temple of Bane

The characters should be at least 2d level before attempting this mission. Sometime while the characters are 3d or 4th level they can be approached by Dirtan (gnome, 5th level cleric) who wants to get into the temple to recover some relics.

Mission Overview

Dirtan, a 5th level gnome cleric, tells the characters that many clerical relics and magical items were cached in the temple of Il-Mater before the city's demise. A few of these were of gnomish manufacture and are sorely missed by the gnomes. Dirtan wishes to get inside the temple (now converted to the worship of Bane) and locate the items. He knows approximately where they are, but not exactly.

The temple is currently under the sway of Mace, a half-orc who is also a 4th level cleric of Bane. He has a substantial following of orcs who consider him to be divinely guided and who obey him slavishly.

Mace's living quarters are in the old manor just north of the temple. Both his home and the temple are only lightly guarded. Rather than deter intrusions, Mace promotes a strategy of ruthless retribution. His followers are scattered throughout the nearby area and ready to respond to his summons on a moment's notice. If the temple comes under attack, Mace calls in his followers who then attack and overwhelm the intruders.

Area Description

The temple itself was once quite beautiful. It is built of large, close fitting stone, with square walls and a domed basilica. The interior is smooth plaster. The original creamy white of the plaster has given way to the dirty smears and leering images favored by Bane's disciples, however. The building itself is in very good repair (thanks to some rebuilding done carried out by Mace's followers), but is now a smelly, dark, dismal place.

The area surrounding the temple was home to the wealthy citizens of

Phlan. The homes are large, sturdy, airy, and well apportioned. Half a century of orcish habitation has taken its toll, of course. Rubbish is piled in the streets and in the back rooms of homes, amateurish images of Bane leer at passersby, and orc brats frolic and bawl in the public filth.

Encounter 1: Orc Patrols

All areas within 50 yards of the temple are patrolled by Mace's followers. These patrols are quite small, however, intended only to provide early warning of intrusions.

Any time a random encounter occurs within 50 yards of the temple, there is a 40 percent chance that it is with one of Mace's patrols rather than the normal Organized Inhuman Area encounter.

Each patrol consists of three orcs dressed in the livery of Bane, carrying shields and spears.

3 Orcs: AC 6; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1-6; AL LE; Size M; XP 15 each; treasure see below.

These patrols have instructions not to fight unless forced to. Instead, they are to send word to Mace that something is afoot. So, if the PCs try to talk to one of these patrols, one of the orcs will converse with them (assuming someone in the group speaks orc). A second orc remains with the speaker while the third marches away to inform Mace.

If attacked, two of the orcs fight, covering the third's flight. The third orc is attempting to warn Mace that intruders are in the area. The two orcs who stay behind fight to the death.

If the characters flee, the orcs do not pursue. However, one of the orcs is dispatched with a report for Mace.

If one of the orcs escapes to warn Mace, the remaining encounters will proceed normally, except there will be no chance of surprising any of the temple's defenders for the rest of the encounter.

The orcs on patrol carry no treasure whatsoever. However, each wears the

holy symbol of Bane on a string around his neck. These holy symbols are cut from leather, and so have no monetary value. They can be useful in later encounters, however.

Encounter 2: Mace's Household

Mace's home is directly to the north of the temple. (See accompanying maps.)

This encounter takes place in Mace's home, adjoining the temple. Mace himself is in room 3.

This encounter involves 10 orcs, all identical to those described in Encounter 1. Two orcs are stationed in each numbered room of Mace's house (four if Mace was warned of the PCs' approach, for a total of 20). These orcs are not charged with warning Mace of intrusions, but with protecting his life. If any stranger (such as the PCs) enters the house, they shout the alarm and attack immediately.

These orcs do not negotiate or parley with strangers. They attack unauthorized visitors immediately. The only exception to this is if the characters are prominently wearing holy symbols of Bane taken from slain orcs (see below).

As stated above, these guards attack strangers immediately, unless the characters are wearing holy symbols of Bane. In this case the orc guards hesitate for one round. If the characters attack immediately during this round, they achieve surprise automatically. If the characters also hesitate, however, the guards call for help on the next round. They do not attack until attacked, or until the first reinforcements arrive.

The other orcs on guard arrive on the scene after the alarm has been grunted, two guards per round for four rounds. They fight to the death. Mace slips out immediately, without responding to the alarm. If the characters entered his room, Mace escapes at the earliest opportunity—probably when six or more guards are involved in the fight.

If the characters flee from the



house, the guards do not pursue. However, they are now alerted (if they weren't before), and will not be surprised for the rest of the encounter.

Under no circumstances should Mace be killed or captured in this encounter—he must escape to reappear later. Also remember that if Mace has been warned, the number of orcs on guard is doubled in his house (four per room, four reinforcements per round).

If the characters capture Mace's house and spend sufficient time there to search it, they find:

Room 1: a tapestry worth 2,500 silver pieces.

Room 2: jewelry and vases worth 3,200 silver pieces.

Room 3: two clerical scrolls (*animate dead* and *know alignment*) plus

three potions (*extra healing*, *gaseous form*, and *oil of slipperiness*).

Room 4: five jeweled and silvered maces, each worth 1,800 silver pieces.

Room 5: kitchen supplies, nothing of value.

Encounter 3: The Temple

The temple should be the ultimate goal of the adventurers; it is where the relics are believed to be hidden. His standing strategy notwithstanding, Mace realizes that the adventurers are probably after something, and he is willing to hold off his counterattack until they find it (so he can take it).

The temple is very lightly guarded. Three orcs stand guard at the entrance. Six more stand guard along the rows of pillars, one orc in each space between the pillars. All of these orcs are identical to the orc guards

encountered earlier.

Orcs: AC 6; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1-6; AL LE; Size M; XP 15 each.

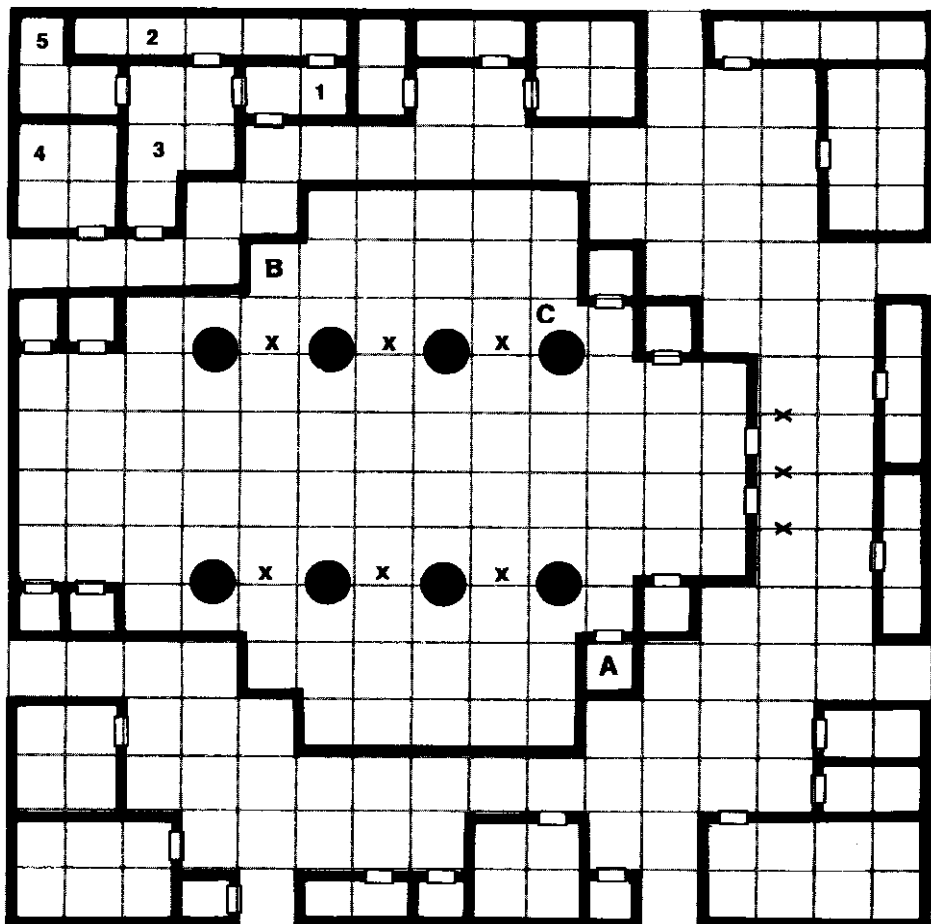
One of the three orcs at the entrance is the ceremonial doorkeeper. He is an extremely old, bent, blind orc. It is his job to permit or deny entrance to the temple to all who come to the door. His method for checking identity is simple. The two orc guards accompanying him bar the way with their spears. He then reaches out and feels for the leather holy symbol around each entrant's neck. Anyone who is wearing the necklace is allowed inside. Anyone who is not wearing is barred from entering. Anyone who puts up a fight alerts the guards, and all of them rush forward to deal with the disturbance.

If the orcs have not been alerted to the presence of intruders and all of the characters are wearing leather holy symbols, they can enter the temple unmolested. If the orcs have not been alerted to the presence of intruders but some or all of the characters are not wearing holy symbols, there is likely to be a row. If the orcs have been alerted to the characters' presence, the doorkeeper admits all of them to the temple, regardless of whether they are wearing holy symbols. (He has been instructed to do this — it is part of the trap.)

At this point, if a fight breaks out it involves only the eight orc guards in the temple (and the blind doorkeeper, who is unarmed and does not attack). If the characters are admitted to the temple and do not attack the orcs, the orcs continue to stand guard, without interference, regardless of what the characters do. They can deface the wall, smash the doors, even set fire to the temple—the guards will not intervene unless they are attacked directly.

If the characters try to leave the temple, they trigger the final assault: see below. If the characters try to flee after the final assault has begun, the orcs pursue relentlessly, even to the gates of Civilized Phlan.

Temple of Bane



Scale: one square = 10 feet



The characters have two hours (12 turns, 72 rounds) to find what they are looking for. If they have not found the temple's hidden treasure by then, Mace decides that the characters don't know as much as he'd hoped and orders the attack. At that point, 40 orcs (who were biding in surrounding buildings) assault the temple. They are led by Mace, even though he does not actually get involved in melee. The orcs charge headlong into the characters regardless of casualties. Flushed with fanatical zeal, every one of them fights to the death.

If the characters do locate the hidden magical items, Mace triggers the final assault immediately. If the characters try to leave the temple before locating all of the items and before the two hours has expired, they also trigger the final assault.

Characters of 3d or 4th level have little or no chance to survive this battle

without the magical relics concealed in the temple. With the items, the characters stand a good chance to slaughter the orcs as they charge forward.

The magical items are hidden in three caches. These are located near the right front pillar, in the northern alcove, and in one of the southeastern vestibules (see map). All three caches are in the floor, beneath the tile. They can be found the same as normal secret doors. If Dirtan is with the party, he gives everyone a +2 bonus on these checks.

Cache A (vestibule) contains:

Six clerical scrolls —*blade barrier*; *flame strike*, *protection from evil 10' radius*, *dispel magic*, *spiritual hammer*, and *bless*;

Five magic-user scrolls —*conjure earth elemental*, *ice storm*, *fireball*, *web*, and *sleep*;

Four illusionist scrolls —*shadow*

monsters, *invisibility 10' radius*, *blindness*, and *wall of fog*.

Total value: 4,600 XP

Cache B (alcove) contains:

Potions of *flying*, *speed*, *healing*, and *treasure finding*;

Wand of *fear* (4 charges remaining);

Dust of Disappearance;

Seven gold and silver statuettes of seven gnome kings;

The simple wood-and-tin holy symbol carried by Narteflun, fabled gnome cleric and founder of the temple.

Total value: 15,000 XP, 33,600 gold pieces

Cache C (pillar) contains:

Eight magical weapons, each +1: *hand axe*, *dagger*; *hammer*, *footman's mace*, *morning star*; *scimitar*; *spear*; and *short sword*.

Total value: 2,725 XP 17,850 gold pieces

Delving Into Kuto's Well



If the PCs have not carried out this mission by the time the characters reach 3d level, however, this mission should be offered to them through Zolonsho (a 6th level halfling fighter—see the NPC list in the Introduction). Zolonsho suspects that something unusual is going on in the area of Kuto's Well and he wants a group to accompany him when he checks it out. He offers nothing but an equal share in the spoils to anyone coming along.

Mission Overview

Kuto's well is a fresh-water well located in the heart of old Phlan. However, a mixed group of orcs, goblins, and kobolds, led by a half-orc, have opened up catacombs in the area which they use as a base for raiding and scavenging. The entrance to the catacombs is concealed about 16 feet down the well (a few feet above the waterline).

Kobolds are always on guard in the buildings surrounding the well. The characters will get the action moving either by entering one of the buildings containing guards, thereby triggering an attack, or investigating the well too closely, also triggering an attack.

The PCs don't get any information about this mission at all, unless it was presented by Zolonsho. In that case, Zolonsho gives them this story.

"I've led a couple of forays out near the old city wall, up near the bend in the river where the graveyard is. Twice I've run into trouble with kobolds, goblins, and orcs. That's nothing unusual, except that these critters were working together. That's unusual. Kobolds and goblins, they don't typically get along too well. So I figure there must be some sort of organization there. Tribal renegades, maybe, who've banded together for mutual protection. I've only seen or heard of them up by old Kuto's Well, so I guess that's as good a place as any to start looking for them. I say equal shares of whatever we find to whoever comes along?"

Area Description

The area surrounding Kuto's Well is typical. Most of the buildings are intact but are not used for anything. Because everyone and everything in the city needs water, the area surrounding the well is a sort of no-man's land; by informal agreement, none of the monster groups controls the well or tries to deny its use to any other group. (Kuto's well is not the only well in the city, but it is the most reliable in all seasons.)

The well itself is simple. Four stone walls, about waist high, encircle the shaft. Four buckets on stout ropes, one on each wall, allow water to be drawn up. Rungs have been cemented to the sides of the well to allow people to climb down the shaft to retrieve things that have been dropped in (of course, they also allow monsters to climb in and out).

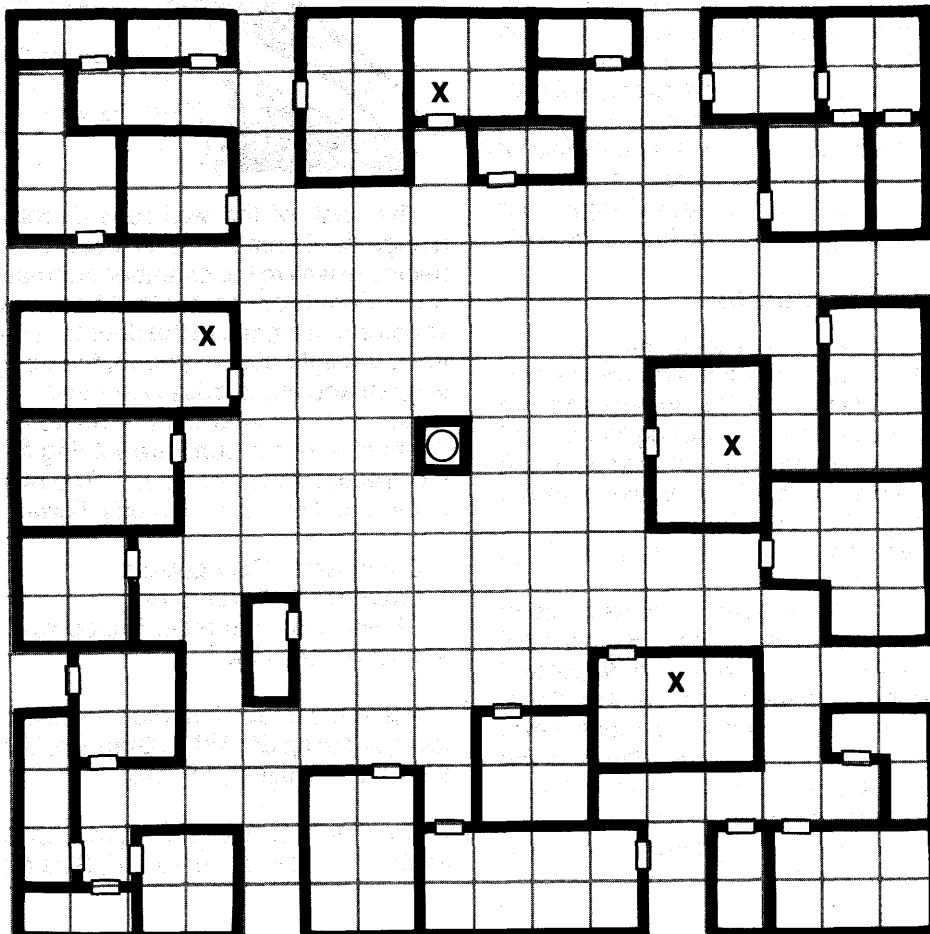
Aside from those buildings indicated as containing kobold guards, none of the buildings in this area contain anything of value. The characters can poke through trash and broken furniture to their hearts' content, but nothing of value will be found. Normal random encounters are still possible in this area.

Encounter 1: Examining the Well

There are nine kobolds on guard. They are divided into four groups (3,2,2,2). Each building marked with an X contains one group (see the accompanying map). Each kobold guard is armed with a short bow and a short stabbing spear.

9 kobolds: AC 7; MV 6"; HD 1/2; hp 3 each; #AT 1; Dmg 1-6 (bows or

Kuto's Well



Scale: one square = 10 feet



spears); AL LE; Size S; XP 8 each.

The kobolds rely solely on their bows for as long as possible (until the characters close in and counterattack). Four rounds into the fight, other kobolds begin arriving, one per round. They are climbing up out of the well. There are 18 kobolds altogether, so nine kobolds arrive as reinforcements (on rounds 4 through 12). If at any point there are fewer than three kobolds surviving in the fight, the remaining kobolds do not reinforce. Instead, they gather in room 1 of the catacombs.

The characters escape if they flee. The kobolds do not pursue, nor do they jeer or fire arrows.

It should be apparent that the kobolds arriving as reinforcements are coming from the well. The kobold reinforcements are identical to the kobold guards in every way, including their preference for short bows over their stabbing spears. Those kobolds involved in this fight carry it out to the death.

Regardless of how many kobolds are killed, searching the bodies yields 21 silver pieces and nothing else of value. The real reward from this encounter is the knowledge that something is going on inside the well.

The Catacombs

The only way to get to this point is to fight through the kobolds on the surface. It is not possible to descend into the well without triggering the kobold attack (unless the characters are invisible, which is a whole different story—still, they have no reason to investigate the well unless they've been attacked).

All of this encounter takes place in the catacombs beneath Kuto's Well (see map). This is an underground hideout for monsters—a traditional dungeon. The walls are rough-hewn rock, with flickering torches on the walls. Corridors are closed off with hanging curtains, both to prevent vision into adjoining chambers and to reduce drafts.



The shaft of the well runs directly alongside Chamber 1. A door connects the well to the chamber. Normally this door is concealed, but because kobolds just came out the door to reinforce the fight above ground, the door is open and automatically spotted.

Any kobolds who did not reinforce the fight above ground are waiting for the characters in Chamber 1. The rest of the band is distributed as follows:

Chamber 2: Four goblins.

Chamber 4: Three orcs.

Chamber 5: Two orcs, five goblins, and Norris the Gray.

Norris the Gray: half-orc fighter, 5th level; AC 3; hp 25; #AT 1; Dmg 1-6; MV 9"; AL -NE; Size M; XP 215.

Orcs: AC 6; MV 9"; HD 1; hp 5 each; #AT 1; Dmg 1-8; AL LE; Size M;

XP 15 each.

Kobolds: AC 7; MV 6"; HD 1/2; hp 3 each; #AT 1; Dmg 1-4; AL LE; Size S; XP 8 each.

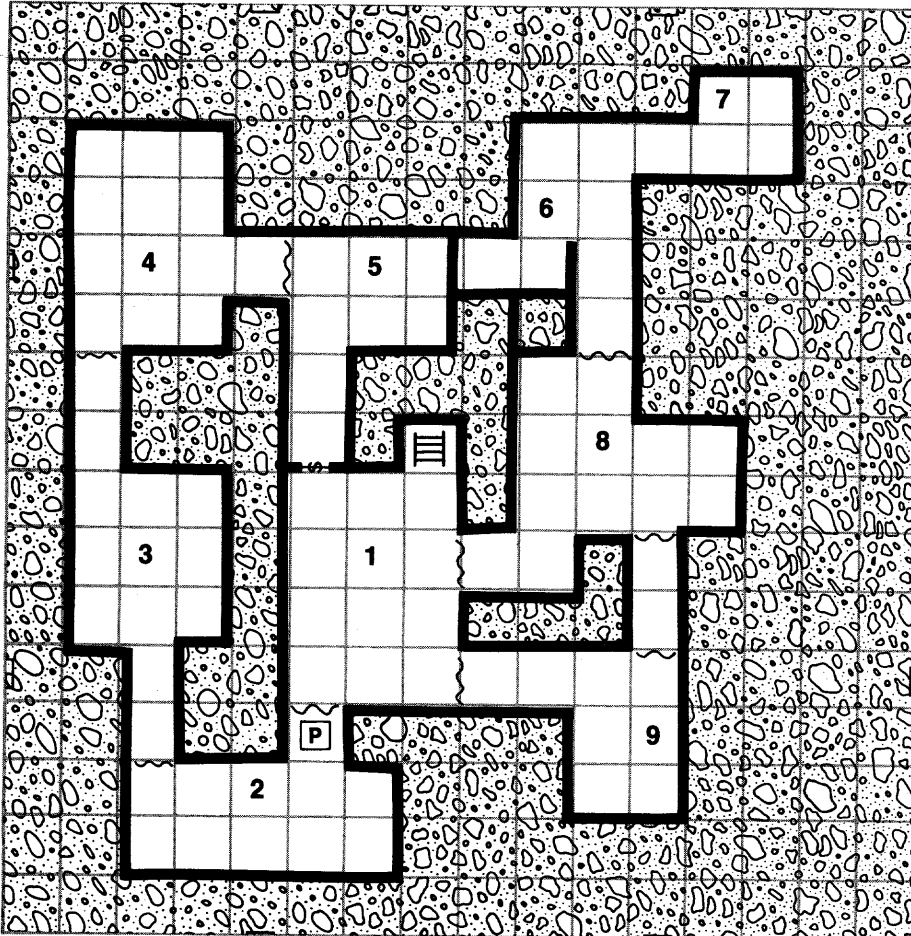
Goblins: AC 6; MV 6"; HD 1-1; hp 4 each; #AT 1; Dmg 1-6; AL LE; Size S; XP 14 each.

The kobolds (if any) in chamber 1 do not talk, negotiate, or parley. They attack immediately and fight to the death.

During the fight which follows, Norris the Gray will negotiate if the characters offer to surrender. He will accept their surrender. The characters are stripped of all weapons, armor, and treasure, and deposited in the Slum District. No other offers or advances to negotiate will be considered.



Catacombs Beneath Kuto's Well



Scale: one square = 10 feet

Attack, however, is Norris' preferred strategy. After the fight in Chamber 1 (if any) is finished, the four goblins in Chamber 2 pop out, fire their short bows at the characters, and then duck back into Chamber 2. One goblin waits by the corridor to Chamber 3; the rest move into Chamber 3. If the characters follow the goblins into Chamber 2, they first encounter the pit trap between Chambers 1 and 2. This trap will not be triggered by anyone as light as a goblin (i.e., a halfling or gnome), but anyone else triggers the trap and falls 10 feet, suffering 1-6 points of damage. Once sprung, the trap is no longer effective.

When the characters move into Chamber 2, the goblin who remained behind fires another arrow at the lead character and then moves into Chamber 3 (if he can). The goblins in Chamber 3 move into Chamber 4, once

again leaving one goblin behind blocking the exit.

When the goblins move into Chamber 4, the mixed group in Chamber 5 moves through the secret door into Chamber 1 and then into Chamber 2 and attacks the party from behind. Meanwhile the monsters in Chamber 4 charge back into Chamber 3 and attack the party from the front. The characters are now trapped between two enemy groups and must fight through one or the other to get back to the well.

If the characters flee before they are surrounded, their retreat will be harried as much as possible by goblins with short bows. Once they are surrounded, they cannot flee except by fighting completely through one enemy group. If that happens, the other group pursues aggressively, pressing the attack.

If the fight is going badly for the monsters (they are outnumbered 2 or more to 1), Norris retreats from the fight, leaving his soldiers behind to cover his escape. He heads for the well and climbs out, disappearing into the city.

If the characters do not pursue the goblins who fired at them from Chamber 2, the monsters switch to an alternate plan. The orcs in Chamber 4 join the goblins and move to Chamber 1 to block the characters' exit. The force in Chamber 5 moves to Chamber 6 and then to Chamber 8 in an effort to engage the characters and herd them back toward the waiting orcs and goblins in Chamber 1.

Searching the bodies of the defeated monsters and the catacombs yields 92 gold pieces, 2,300 silver pieces, 20 gems worth a total of 3,000 gold pieces, 14 short bows, and 14 spears. The characters also have a place of refuge in the city where they can hide in emergencies.



As the adventurers continue their progress, Porphyrys Cadorna becomes more and more interested in the Pool of Radiance and wants to learn its location. Under the guise of saving the city's historical treasures, he offers the player characters a mission to Mantor's Library. There they are to gather various books and materials and return them to him. Cadorna hedges his bets by buying several NPCs in the town, such that at least one new NPC in the player character party (if there is one) will secretly be in the service of Cadorna. This NPC is to make sure that nothing is kept from Porphyrys and that certain books are taken without the player's noticing.

Key to the Library

1. *Scholar's Garden*. This was once a peaceful contemplation garden for use by the scholars who visited the master of this library. In the center is a large pond, now swampy and thick. The rest of the garden is choked with weeds and only the small paths of rats remain clear. The pond harbors 7 green slime colonies. These are quite active and all move randomly (and very slowly) about the garden. In the weeds they are very difficult to find, increasing the chance of surprise by 2.

2. *Library Stacks*. These shelves are filled with old and moldering scrolls and a few heavy, hand copied books. Collected over a century, two rooms are devoted to each specific subject. (Subjects can be randomly assigned or the DM can choose what goes in which room.) The subjects are:

Philosophy
Rhetoric
Mathematics
History

Some of these rooms will have books useful to the player characters.

Philosophy. This section includes natural philosophy, theories of art,

and supernatural sciences. Nearly all the material is dry reading, but there is a scroll entitled *Fyerdetha's Discourses On Power*. This scroll is a study of supernatural sources of power. Among all its dry text, it has this to say about the Pool of Radiance.

"Fountains and pools hold great power that can only be reached by performing proper ceremonies. Most sure of these is immersion, for in this way the bather surrenders himself to the spirit of the water. That spirit or some portion of it thereafter enters into the bather, whereby he gains great powers. Woe to the weak-willed whose spirits are sure to be consumed by demons that put even the strong at great risk. Yurax holds that the Falls of Ixce are greatest of all these. Morden writes that the Pool of Radiance is greater still."

Elsewhere in the philosophy section is *Urgund's Description of Darkness*, a grim account of his imprisonment in the lower realms. It is primarily a listing of names and palaces, the horrors there being beyond written description.

"...and seated foremost in the Hall of Minor Courtiers were the lesser powers: Maram of the Great Spear; Haask, Voice of Hargut; Tyranthraxus the Flamed One; Borem of the Lake of Boiling Mud; and Camnod the Unseen. These too fell down and became servants of the great lord Bane."

Other titles (of no particular use) include the *Meditations*, *The Harmony of the Rock*, *Strom's Discussions of Poetics*, *the Chronicles of Arram*, and a *Discourse of the Nature of Writing*.

Rhetoric: There is nothing of value here. Most of it is speeches from famous murder trials, pronouncements, public debates, and the like.

Mathematics: There is nothing of

use to the characters here although there are many ponderous and bizarre books on all forms of mathematics—geometry, calculus, metamagical math, etc.

History: This includes biographies, court histories, and geography. There is little or no distinction between myth, legend and reality, so the material is often quite confusing. However, this is the greatest source of information for the player characters.

Among the useful books the player characters can find are:

Lex Geographica: This is an atlas drawn by the great mathematician Tomarus. In the collection is a map of Phlan and the lands to the north. The work bears no date, but is over 200 years old. Naturally since that time, there have been changes both natural and man-made, reducing the total accuracy of the map.

The History of the North: This is an inaccurate and highly colorful account of the northern lands. Characters paging through the book will find all sorts of colorful exaggerations, obviously wrong. Other parts seem quite accurate. There is one passage of particular interest to the characters.

"Ten days ride north of the Varm is a barren and dead country called the Lee-wai, land-in-pain or land-of-caused-pain. Further to the south this place is know as the Tortured Land. It is said to be an evil place, shunned by the Riders. They speak little of this land but yearly during Ches they make a trip into its heart. Their they go to adore the spirit of a glowing spring. This they have done for ages and so shall they do for years to come."

The Grand Historian's Records of the Arts of War: The binding on this mouldering old book crumbles at a touch. This is a single volume of a massive work dealing with the history



of warfare from before time was even recorded (such records being of course possible through magical means). In it there are innumerable little mentions of this group defeating that group and being attacked by another group who in turn are attacked by a fourth, etc. There are accounts of abductions, failed alliances, broken treaties, petty squabbles, diplomatic intrigue and more. The book's tone is strongly moralistic, attempting to set forth the proper principals of governance in times of warfare. It is also very anecdotal. From the crumbling pages comes the following passage:

"At this time their ruling the Twisted Ones was a powerful general named Tyranthraxus. He strode before his armies cloaked in flame

and led the Riders out of the waste. At his hand the kingdom of Barze was conquered. Turning south he led his army to conquer the Horreb and the Vane. Tyranthraxus was a cruel man and leveled all that he had taken, murdering the princes of these lands. But the flame that surrounded him consumed him, destroying his body. Freed of its shell, it flew among the men of his army, lighting on each and claiming it. It was then when Baron Schodt imprisoned Tyranthraxus in a vial of water which shone like the light of day. This he sank in the watery depths of Lake Longreach, defeating the armies Tyranthraxus had raised."

Finding these particular books will take time, at least an hour search for

each. The remaining books, while perhaps valuable, cannot be sold in the settlement as there are none who will buy such rare commodities there.

3. Master Librarian's Chamber: This room contains rotted furniture and little else. Here the master librarian died, refusing to abandon his books, when the invaders came through. He has since become a spectre and will appear and attack any who try to take books from the library. Hidden under a loose floorboard, now quite easy to spot, is a jar of *Keoghtum's Ointment*.

4. Reading Chamber: This chamber is filled with rotted tables and benches. It is otherwise empty.

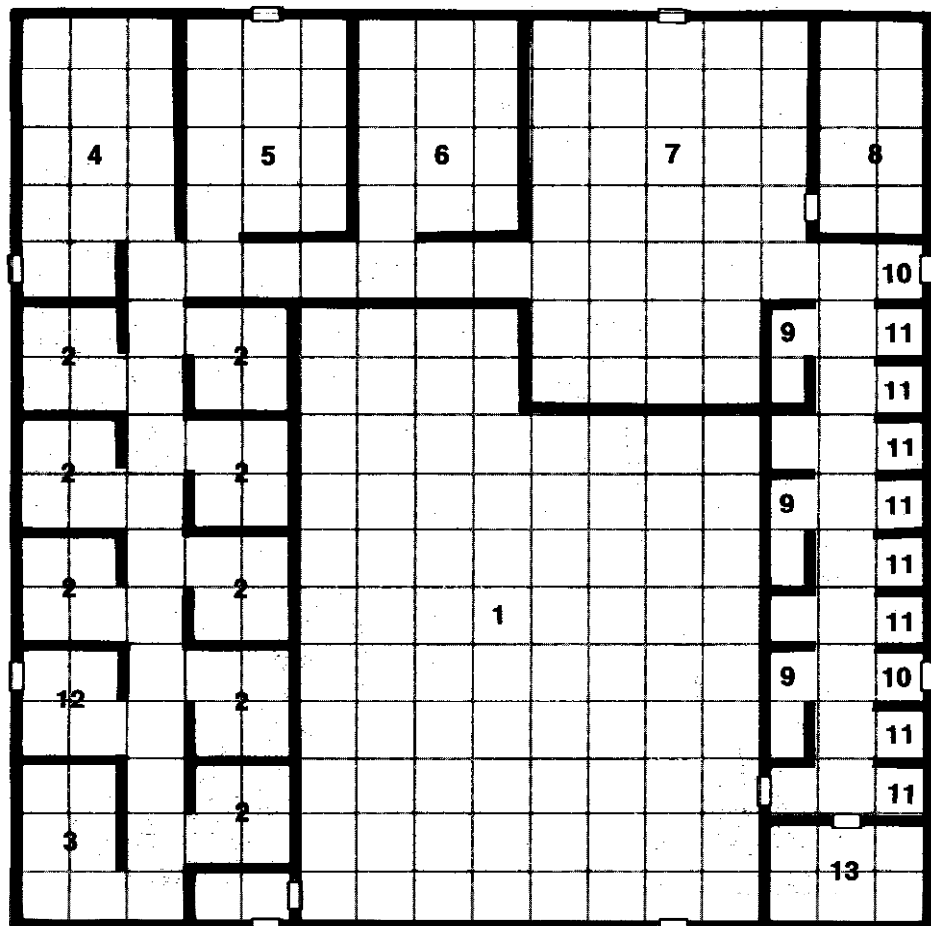
5. Entrance Hall. The doorway here is easily ajar, half-rotted off its hinges. There are no furnishings here, only frescoes on the walls of learned men and the heavenly patrons of arts and learning. All in all, the frescoes give a feeling of peace and contemplation.

6. Reading Chamber: This chamber is identical to room 4.

7. Scribes Hall. This hall is filled with rows of writing tables and high stools. Rotted mounds of parchment litter the floor. A barred door opens onto the street. Huddled in the corner is a wild-eyed human, his clothing torn and tattered. This man was once a first level fighter. Now he is quite mad. On seeing the characters he scrambles back further into the corner, alternately screaming curses at them and whimpering for mercy. He will not attack unless the player characters try to hurt him, although if he fights he gains a +1 on all to hit and damage rolls. His goal in fighting will be to break free of the player characters and run away.

If the characters are gentle, they can try to talk to him. Being mad (in the best Hollywood fashion), he doesn't make a lot of sense, babbling on about anything that comes into his head. However (again in best Hollywood fashion) he does have some useful information. He will say things

Mantor's Library



Scale: one square = 10 feet



like: "He is wrapped in fire and so cruel!", "The big one, the evil one in the castle of flowers—he is coming, it is coming!", "Don't go there! Don't go on the hill!" and "He is not human, I tell you, not at all." In general he drops hints that the Castle Valjejo is a bad place to go because something big and powerful and awful lives there, something behind everything happening in the city.

The madman will reluctantly accompany the player character back to the settlement, but only if they insist. Doctors, surgeons, and clerics who examine him will concur that the only effective way to cure the wretch is for him to forget all that happened to him, to totally blank his mind of his terrible experiences. If not cured, he becomes a problem for the community, unable to control his actions or stay out of violent trouble.

8. Master of Scribes. This room was once furnished as a simple apartment and study. It is now a shattered ruin. However, buried amid all the trash and garbage is a Manual of Bodily Health. Apparently, the former master was something of a health nut.

9. Illuminator's Carrels. These small compartments were the work areas of the most skilled illuminators of the library. Naturally most of the equipment and gear here has fallen into decay. Since illumination requires precious metals, each carrel has 1-3 sheets of gold foil. Although weighing far less a gold piece, each sheet is worth 3 gp due to its scarcity. Of course, the sheets can only be found by careful searching.

10. Study Carrels. Having little more than a bench and a small desk, each of these alcoves is almost completely empty. However, in these two the outside wall has collapsed. A thick screen of vines blocks the view to the outside.

11. Study Carrels. These are identical to 10 without the collapsed wall.

12. Library Stacks. Here too, the wall has collapsed, allowing the elements to badly damage the books and scrolls stored here. Fortunately for the characters this room is devoted to Rhetoric. Unfortunately for the characters, a basilisk has made its lair here. Littering the floor of the room are a potion of *strength*, a potion of *healing*, and a *bag of holding*.

13. Storeroom. This held all the writing and illuminating supplies of the library. Although there are stacks and stacks of things that look like they should be valuable here, they are either worthless or crumble and split when handled. The inkpots are dry, the quills brittle, etc. Living here are 5 outcast kobolds. Faced by a larger or better equipped group, they will surrender on the spot, pleading for mercy. Otherwise they will attack screaming "Food!" If surrendered or captured kobolds are questioned, they can describe the surrounding area.



Stojanow Gate



The characters can get into this encounter situation two ways. The first is simply to walk up to the Stojanow Gate during the course of their exploration of the city. The second is to be hired by the Council to breach the wall. The Council will not hire the characters for this mission until after the southern portion of the city is cleared.

Mission Overview

During the course of this mission, the characters must get past the Old City Wall into the Old City. This wall is heavily guarded and regularly patrolled by monsters. A direct assault is almost guaranteed to fail. Instead, the characters must try to find some way to sneak past the guards and capture the towers which overlook the gate. With the gate in their hands, the adventurers have a clear path into the Old City, Valjevo Castle, and the heart of the evil in Phlan.

If the characters are briefed on this mission, they should learn the following information. Whoever is in charge of the monsters in the city uses Valjevo Castle as his headquarters. Because the river is poisoned, the only way into the Old City is through the wall. This wall has only one opening: Stojanow Gate. The wall itself is too strong to be attacked in any conventional manner and too high to be of any use if portions of it were captured. The gate provides the only useful entrance into the Old City. If the gate and its flanking towers are captured, groups of adventurers will have a foothold from which they can gradually push their way into the Old City.

Area Description

The central action of this mission takes place at Stojanow Gate, though other portions of the wall can also be the scene of action.

Stojanow Gate is one of the oldest features of Phlan. As the city grew around the castle, the wall was added as a first line of defense. Eventually the city expanded far beyond the area

enclosed by the wall and the river, but the wall was maintained both for its military and its political significance. It represented the power of the ruling prince much as the castle did. It also allowed the prince to raise revenue by taxing merchandise brought into the Old City through the gate.

The gate itself displays imposing architecture. Likenesses of past princes, queens, deities, dragons, wizards, and military heroes adorn the wall and the double sets of massive, iron-bound doors which close off the gate. The walls are 30 feet high, with twin 50-foot towers on either side of the gates.

While the wall itself is very well maintained, many of the buildings adjoining the wall are in disrepair. Most of them were shops when the city flourished, but the pillaging monsters damaged many of them.

Encounter 1: Wall Patrol

This encounter occurs if the characters try to cross the wall or attack the wall somewhere other than the gate.

The encounter can be triggered many different ways. An open attack, of course, automatically triggers a response from the guards. Trying to sneak across the wall probably will trigger a response from the guards. Trying to cross the wall by magical means (flying and invisible, gaseous form, etc.) may trigger a response from the guards or it may work.

The wall is patrolled by a large group, selected for their toughness and their ability to detect all sorts of intruders. The group consists of:

Two evil magic-users, levels 5 and 6 (6th level: *fireball*, *slow*, *detect invisibility*, *ray of enfeeblement*, *detect magic*, *magic missile*, *sleep*, *spider climb*; 5th level: *hold person*, *detect invisibility*, *strength*, *charm person*, *enlarge*, *magic missile*, *sleep*); two evil fighters, level 3; two bugbears; two hill giants; and four duergar.

The wall patrol is not inclined to talk to anyone. They will not, under any cir-

cumstances, allow someone onto the wall or leave the wall to negotiate. If they do talk, all they say is to warn the characters away from the wall and inform them that all business must be conducted at the gate.

If attacked, the wall guards defend themselves and counterattack ferociously. Both fighters carry crossbows and use them as long as possible. Both wizards cast their spells at the first opportunity. The bugbears, hill giants, and duergar attack the characters and try to keep them away from the fighters and magic-users.

If the characters flee to the south, there is no pursuit. If the characters manage to cross the wall and flee to the north, the guards pursue as long as possible.

If the characters are flying, they will be detected and attacked with crossbows and spells. If the characters are invisible, there is a 50 percent chance at any given time that one of the magic-users can detect invisibility and will see the characters.

All of these creatures carry standard out-of-lair treasure.

Encounter 2: The Front Door

Two groups of guards are posted at the gate. The first is identical to the wall patrol from Encounter 1 and is stationed in the tower to the left of the gate. The second consists of a squad of 16 hobgoblins who mill around the gate, checking wagons passing through the gate and collecting tolls.

The leader of the hobgoblins demands to know the characters' business when they approach the gate. He will reject any answer they give and tells them to leave.

If the characters attack, the hobgoblins try to hold them off at the gate. The fighters and magic-users in the second group attack with missile weapons and spells. If the hobgoblins are defeated, the second group of guards is waiting for the characters just inside the gate.

If the characters leave before a fight breaks out, none of the guards pursue. If the characters flee after a fight



breaks out, the second group (magic-users, fighters, bugbears, and duergar) pursue the group for 200 yards, then break off.

The characters should be unaware of the presence of the second group of guards until after the fight starts.

The guards have standard treasure. If the characters defeat all of the guards, they have accomplished the mission.

Encounter 3: Contraband

This encounter occurs if the characters spend any time observing the gate before trying to capture it.

The characters can buy from a passing driver a wagon and two mules for 250 gp. He won't sell for less but, of course, he will sell for more.

If the characters ride up to the gate in a wagon during the morning influx, one of the hobgoblins looks over the

wagon and its goods and demands a toll of 15 gp. This is not negotiable. Any argument from the character just increases the toll to 20 gp. Further argument causes the hobgoblins to block the wagon's passage into the Old City and turn it back with a warning that the driver had better learn the rules before coming back.

If the characters attack, see Encounter 2. The hobgoblins have no reason to attack unless the characters argue excessively or one of the guards discovers other characters hidden in the wagon.

Nothing pursues the wagon if it flees to the south. If the wagon breaks through the gate and flees north, the second group of guards pursues it as long as possible.

When the characters watch the gate, they notice that every morning, several dozen wagons loaded with

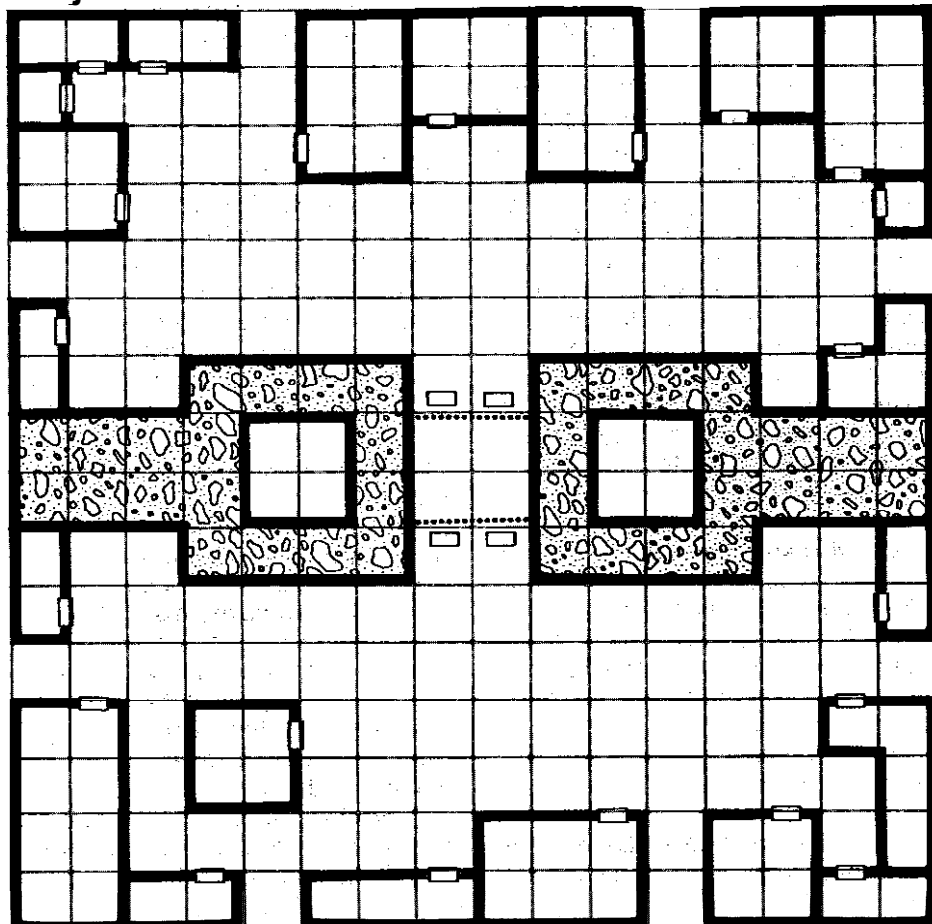
food, livestock, and other trading goods drive through the gate after paying a small toll and being searched halfheartedly by the hobgoblins. The adventurers can sneak past the guards and attack with surprise by passing through the gates with the wagon train.

The characters can get a wagon either by buying one from its owner or by attacking the owner and taking the wagon.

If the characters pay the toll without arguing, the hobgoblins have a 10 percent chance to detect any other characters hidden in the wagon. This triggers an immediate attack. If the characters argue about the toll but pay it anyway, there is a 20 percent chance the hobgoblins find hidden characters. If the characters refuse to pay the toll and are turned away, there is a 5 percent chance the hobgoblins will find hidden characters.

Once inside the gate, characters can either continue on and explore the far side of the wall, or attack the gate guards. Attacking from the Old City side of the wall automatically earns the characters two rounds of surprise against the guards and lowers the guards' morale by four points. The bugbears and hill giants flee in panic, leaving only the magic-users, fighters, duergar, and hobgoblins.

The biggest reward for this mission is capturing the gate. If the characters succeed, then a group of 20 human and demi-human guards from the settlement immediately move into the guard towers to keep the monsters from closing off the gates again. Of course, normal XP and treasure awards also apply. Characters who attack the guards from inside the gate get experience points for the giants and bugbears which fled even though those monsters escaped.



Scale: one square = 10 feet



This mission should not be offered to the characters until after they have cleared the Cadorna Textile House. The player characters should be at least 2d level.

Mission Overview

Before the devastation, Podol Plaza was the busiest marketplace in Phlan. Its proximity to the docks and warehouses made it a natural trading area for imports.

The monsters who now control Phlan don't trade across the Moonsea but they still use Podol Plaza as a trading nexus. This is largely a matter of convenience. Some of the richest monsters in the city are those who captured the wealthy banking houses around Podol Plaza and they just never relocated. Many of these took up money lending when things quieted down in the city. Naturally, goods are brought for sale to the area where there is the most cash.

If the characters have captured any intelligent monsters recently, they can learn about this opportunity from their captive. If not, this mission can be brought to the PCs by a member of the council.

One of the recent captives spoke of a special auction to be held in Podol Plaza. A magical item of great power was discovered in a secret location in part of the old city. It is to be offered for sale at Podol Plaza in three days. The captive doesn't know what the item is, only that it is very valuable. The Boss, of course is very interested in this sale. Rumors are everywhere that the Boss himself will be in the plaza, incognito, on the day of the sale to bid on the item.

The captive is telling the truth to the best of his ability. Like most rumors, however, this one is based on truth but is largely distorted. There is to be a special sale, but the item in question is not nearly as powerful as rumored. It is a simple wand of *fear*, and neither its finder nor the dealer he sold the wand to know its command word. All they know is that the wand is magical. Like most monsters, they assume that

it is very powerful.

The council is very interested in having someone slip into the plaza the day of the auction to get a look at the Boss. Knowing what sort of creature he is would be a great help to those who must eventually fight him. Of course, if an opportunity to kill him arises at the auction, it can't be overlooked.

The Boss will not be at the auction, incognito or otherwise. He is, however, sending an emissary: an evil mage, who is to examine the item and determine whether it is worth purchasing. The mage is accompanied by an ogre bodyguard.

Area Description

The Podol Plaza area is well preserved and was wealthy to begin with, so it contains nice buildings. Since most of them are occupied by orcs, hobgoblins, and goblins, however, they aren't so nice anymore. Still, this is one of the better preserved areas of the city.

The buildings are made entirely of stone, except for the three central buildings, which are wood and thatch. The central courtyard is paved with bricks. The streets leading into the courtyard are dirt.

The area is usually jammed with vending carts and hawkers, though less so on the day of the sale.

Encounters on the way to the plaza are normal, random encounters. However, during the day, random encounters could be stepped up and made somewhat more likely (in the adjoining areas only).

Assuming that the PCs come to the auction to get a look at the Boss, or even to attack him, their best chance for success is to disguise themselves as evil denizens of the city and blend in with the crowd. This presents no problems for humans, but is more difficult for demihumans. Elves, dwarves, halflings, half-elves, and gnomes are not common in the city and will attract interest.

Any group has a base 5 percent chance of being detected and

attacked. Each type of demihuman with the party increases the chance by 10 percent. A group of two humans, a dwarf, and an elf, for example, would have a 25 percent chance of being detected as spies and attacked. A lone elf, a group of all elves, or a mixed group of humans and elves, on the other hand, has only a 15 percent chance to be detected. This is checked once, five turns after the group arrives. If the group is detected, the characters are attacked immediately by 25 monsters: 10 hobgoblins, 7 goblins, 4 orcs, and 4 ogres (with standard stats-use the random encounter tables). All other monsters in the plaza scatter. However, the likelihood of random encounters is doubled until the characters get back to the human settlement.

If the character's group is not detected, the characters can mingle with the crowd freely. Some business is being transacted, but mostly the crowd is discussing the upcoming sale and whether the Boss really will show up. Some sample phrases which can be overheard:

"Do you think he'll really show up—the Boss, I mean?"

"Ah, I'm not surprised he's wearing a disguise. I seen him once, and I'd wear a mask, too, if I was as ugly as him."

"He won't come, He'll just send somebody, maybe a powerful wizard changed into a goblin or something."

"I heard that one of the merchant's helpers melted into a puddle of lard when he touched the thing."

"Disguise or no disguise, you gotta know who the Boss is: he'll be the guy bidding the price up."

"The Boss has to buy it. He can't let something like this get into the wrong hands."

"Muldoog saw it, and he says it has to be at least a thousand years old."

Two NPCs figure prominently in this situation—Garwin the mage and Buldwar, his ogre bodyguard.

Garwin and Buldwar do not stay together in the crowd. They don't want



anyone to know they are together. Buldwar keeps his eye on Garwin and rushes to aid him if anything goes wrong. Being an ogre, it is easy for Buldwar to see Garwin over the heads of the crowd.

Garwin: Mage 4; AC 8; MV 12; hp 15; #AT 1; Dmg 1-4; AL LE. Garwin wears striped pants, low boots, a long tunic, a pendant of a blazing star (made of tin), and carries a dagger in his sleeve. He knows the following spells: *darkness 15' radius*, *invisibility*, *identify*, *magic missile*, and *spider climb*.

Buldwar: AC 5; MV 9; HD 4 + 1; hp 20; #AT 1; Dmg 1-10; AL CE. Buldwar is uncommonly intelligent for an ogre: hence his ability to help in Garwin's rather complicated plan. He is also uncommonly well dressed for an ogre, wearing a leather kilt, heavy belt, and sheepskin jacket. He carries no weapons, but has a sack slung over his shoulder containing 500 gp (mixed with rags to muffle the coins and disguise the bag's contents).

An attack against the compound during the auction is suicidal. The plaza will be filled with monsters at this time. Any group large enough to win the battle will be detected long before it reaches the plaza.

If this is tried, the plaza contains: 150 orcs, 175 goblins, 28 kobolds, 50 hobgoblins, and 5 trolls.

If the characters flee from the plaza after being detected, they are pursued by 10 hobgoblins and 5 orcs. These pursuers split into three equal groups, however—two of hobgoblins and one of orcs. The orcs are in the lead, with the first group of hobgoblins four rounds behind, and the second group of hobgoblins five rounds behind the first.

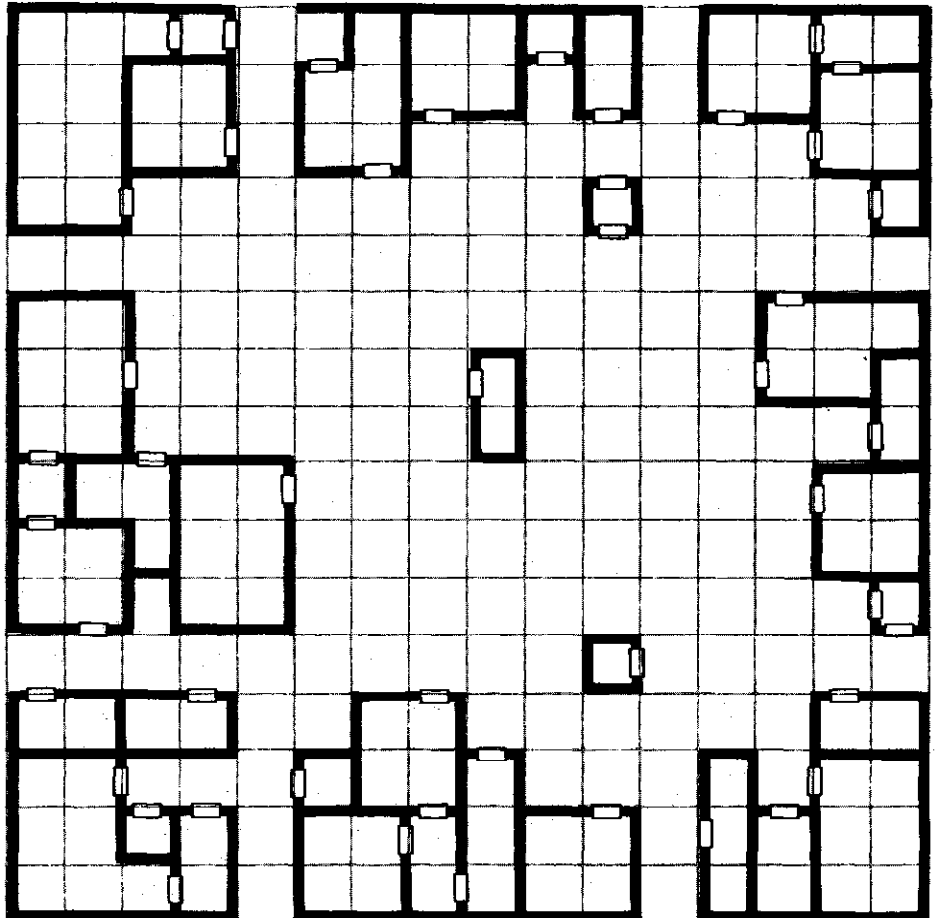
Garwin has instructions to examine the item before the sale, determine its strength, and decide whether to purchase it for the Boss. Buldwar is carrying 500 gold pieces to use as a down payment if Garwin buys the item. Garwin is authorized to bid up to 5,000

gold pieces for the item.

If Garwin decides the item is not worth buying but is worth having, he and Buldwar will keep track of the person who bought it. After the person has the item but before the crowd disperses, Garwin and Buldwar close in on him from opposite directions. When both are close, Garwin casts *darkness 15' radius*. Buldwar throttles the hapless purchaser and grabs the item. Garwin then casts *invisibility* on himself and charges out of the darkened area, creating as much commotion as possible. He wants everyone to think that he has the item and is getting away. Buldwar, in the meantime, stumbles out of the darkened area, acts as confused as everyone else, and then strolls away.

It isn't likely that the characters will get much treasure from this mission; they will be too busy trying to stay alive to do much looting. However, the council will pay 500 gold pieces per person (to a limit of 2,500 gold pieces) for returning with the wand. Since the Boss was never there, there is no reward for information.

Podol Plaza



Scale: one square = 10 feet

The Cadorna Textile House



The primary objective of this mission is to clear the invaders from the Cadorna property. Unknown to the characters, Porphyrys Cadorna also wishes to regain the family treasure hidden here, provided it has not been discovered by the current occupants.

Once the characters have cleared the intervening blocks between the settlement and the textile house, they will have to clear the Textile House itself. Remember that even if the characters have been to the Textile House before, they cannot complete the mission until the block has been cleared. Just when they are ready to set out, an NPC arrives, bearing a message from Porphyrys Cadorna.

“Respected Adventurers, I thank you for undertaking this dangerous task on behalf of the settlement of New Phlan and, in no small way, my family’s honor. In recognition of what you do for myself and my ancestors, I send you this man, Tarask. Once he was a youth in the service of my father. He knows the old Textile House and will be an invaluable guide to you. Furthermore, his arm is strong and he will not fail you in times of need. Please accept him on your mission, if only that through him the name of Cadorna may expunge some of the evil that has befallen fair Phlan.”

The man bearing the message is a fighter, past his prime but still quite capable-looking. He has the basic equipment needed—studded leather armor, shield, and sword. He stays out of the way and doesn’t whine or beg for the party to accept him, it seems clear that he intends to prove himself by his actions.

Tarask has two duties on the adventure. First, if he is present, he can provide a map of the Textile house. This is in his head only and he will not write it down for the player characters. If they want it, they must bring him along. Of course, it has been some years since he was last there, so there are some inaccuracies. Second, he knows the

location of the treasure and has been ordered to bring it back, preferably without the knowledge of the player characters. If the player characters do discover the treasure, he will report them when they return.

If Tarask does not accompany the player characters back from the Textile House (either because he didn’t go or was slain during the adventure), guardsmen will stop the characters at the gate. They have a list of those items that form the Cadorna treasure. If these are found, the characters will be arrested and taken before Cadorna. He, being reasonably clever, will be tactful, thanking the characters for recovering the family treasure and rewarding them with 200 gp each, above and beyond their mission pay. The characters can protest this, of course. If they do, the whole issue will go to before the full Council. Not surprisingly, they will side with Cadorna (the Council generally does not cross its own). The characters must turn over the bulk of the treasure or face imprisonment.

Area Description

Gates. Each entrance to the Textile House is blocked by a closed wooden gate, about 7 feet tall. These are the original gates and bear the crest of the Cadorna Mercantile house (A hand holding a threaded shuttle on a field of yellow trimmed with squirrel). Several skulls of unidentifiable creatures hang from the tops of the gates. The gnolls have painted their own barbaric symbol over that of the Cadorna house. All gates are barred from the inside.

Central Courtyard. This was once the main garden and receiving area of the Cadorna villa. Now it is a rank, weedy mess. The grounds are strewn with the litter of gnollish junk and garbage. A timber frame stands in the middle of everything. Shackles and nails shine on its red-brown weather-beaten posts, a ghoulish reminder of gnollish justice. During the day there are 2-8 gnolls lolling in this courtyard. They are not paying particular atten-

tion to anything although they are supposed to be on guard duty. If characters enter quietly and use stealth, they can avoid alerting the guards. If the guards notice the characters, they will beat the alarm drum.

When the alarm is sounded, the gnolls from rooms 1,4,13, and 20 will rush into the courtyard, somewhat confused. If any characters are in the courtyard, the gnolls will spend a round or two to form up and will then charge in formation. Ideally they will try to flank the characters on one or both sides. If the initial charge cannot break the invaders, the gnolls will reluctantly drop back and attack with missile weapons. If attacked by spells, they will spread out to avoid area effect spells. The largest of the gnolls present will remain in the rear ranks, issuing orders. If he is slain the remaining gnolls will be without direction. They will fight individually and will be more likely to run (50% of the time as opposed to 15% with a strong leader present).

The alarm also results in the gnolls at 3, 5, 6, 14, and 18 moving to the gate nearest their positions. They will watch for attackers from outside. Intent upon their duties, they will not expect an attack from the rear at first, although they will recover quickly enough.

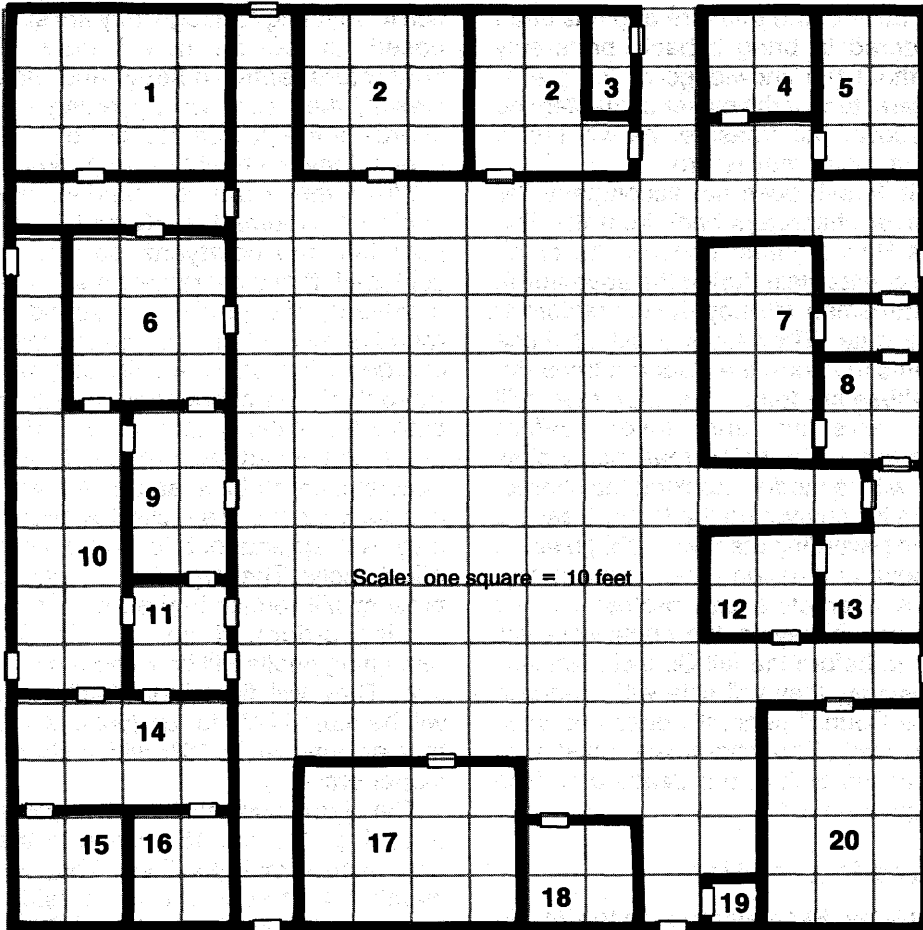
Finally, the alarm will prevent the player characters from gaining surprise on any other group within the House. The state of readiness caused by the alarm lasts 30 minutes or until the all-clear signal, another round of drumbeats, is given.

At night, the courtyard is lit by flickering torches and bonfires. 11-20 gnolls fill the courtyard. They expect no attacks at night and foolishly do not post any guards. Instead they spend their time eating, drinking, and torturing any hapless victims they may have gotten that day.

1. *Gnoll Barracks.* By day, four gnolls occupy this building. At night the building is empty. In digging through the trash, the characters find 20 sp and 38 gp.



Cadorna Textile House



2. Collapsed Buildings. These buildings are little more than ruins now, having long ago succumbed to a carelessly-built gnoll fire. The gnolls use these buildings to dump their rotten garbage, when they bother to care about it. Living here now is a green slime. It will not be troublesome unless the mounds of filth are disturbed. The buildings are good hiding places, since no random encounters occur here nor do the gnolls visit here by choice.

3. Watchpost. Three gnolls man this at all times. However, they are not tremendously diligent, preferring to toss coins and argue most of the time. They do not sound the alarm if the gate is opened, but notice any characters who move past their door. They will then attack from the rear. Each gnoll has 4 cp and 5 sp.

4. Servants' Quarters. This building was once used by the household servants. It is now the den of a gnoll lieutenant (HD 3). He is normally asleep during the day. At night the room is empty since he is usually out leading raids. He has managed to collect the small fortune of 20 gp.

5. Servants' Quarters. This too was used by the servants in days long past. It is now the home of two gnolls, somewhat shunned by the rest of the group. One limps (but only slightly) and the other has a barking stutter. Together they have been assigned to guard duty. Neither is particularly enthusiastic about protecting the rest of the tribe, so they will break and run if either are hurt or faced by spellcasters. Their quarters are squalid even by the standards of gnolldom. All they possess is a small charcoal brazier and

several pieces of rotten meat.

6. Main Hall. This building is the reception chamber of the gnoll chieftain. Present here at all times are four guardsmen, the best of the gnolls (all have maximum hit points). They are armed with halberds, swords, and shortbows. They will never flee or surrender. At night they are joined by the gnoll chieftain (4 HD), handling tribal duties from a large throne. In combat he will flee if things go badly, leaving his guards behind to prevent any pursuit.

7. Weavers' Hall. This was once the living hall of the Cadorna weavers. Then its walls were covered with rich tapestries, examples of their work. Now they are little more than rotted fragments. The hall has been converted to the use of the gnoll females and children. Day or night there are 2-5 females (identical to males but armed only with clubs) and 2-12 children (treat as 1/2 HD monsters doing 1-4 points of damage per attack, AC 10). They will yip and bark if disturbed, their noise drawing in the mate-males from room 8.

8. Hall of the Mate-Males. This room is occupied by 2-4 male gnolls, current mates of those in room 7. They are normally asleep, but will respond to any cry of alarm from room 7.

9. Bedroom. This chamber is now occupied by the chieftain's harem—three female gnolls. Since the gnolls naturally breed for fierceness and war-strength, these females are better warriors than most of the gnolls in the compound. Each fights as a 3 HD monster and is armed with a short sword and spear. During the daytime, there is a 50% chance the chieftain (room 11) will be present. There are no children here since all cubs are cared for communally. The room is fitted in crude and barbaric imitation of human comforts—an algae-green bath, tattered finery, and old warped furniture pathetically set out to look impressive. During the day, all doors except the



one leading to room 11 are barred. At night, the door leading to room 6 is also unbarred.

10. *Cook's Garden.* This was once the working garden of the villa. It is now totally deserted.

11. *Bedroom.* This is the chieftain's chamber. During the day he is either here or in room 9. If he is here, he is asleep. The chieftain is the largest and most savage of the gnolls and acts accordingly. He is also the most cunning. If hard-pressed, he will retreat into the courtyard or room 9, knowing he can find reinforcements in either place.

This room contains the Cadorna family treasure, as yet undiscovered by the gnolls. It is hidden behind the plaster of one wall. A careful search for secret doors here will reveal its niche. The treasure consists of a gem-encrusted golden statuette of a dragon, a silver chalice chased with a hunting scene, a set of ruby-tipped ivory soothsaying sticks, and a jade bottle carved like a sea-monster. Since these are works of art, their exact value is difficult to place. However, the player characters should not be allowed to keep these items anyway, although they can gain a reward for finding them.

12. *Armory.* This room has a wide assortment of weapons that the gnolls have taken as part of the spoils of victory. There is probably one of every kind of weapon available here, although none of them are magical. The weapons come in all sizes and shapes and are not glamorous or even particularly valuable. Although battered and worn, all are sharp and in good repair.

13. *Carders' Hall.* This is the barracks of the bachelor males, those who have not yet proved their manhood (or, in this case, gnollhood) to the tribe. During the day there are three present. At night this group is always out on patrol. Since they are trying to prove themselves, this group will

always attack, never hesitating or stopping to talk. Each in particular wants to claim the kill of a greater opponent.

14. *Kitchen.* Although seldom used, this is the communal kitchen of the gnolls. Day or night, two gnolls are always present, tending the fires or preparing meals. That the kitchen is maintained at all was one of the far-sighted actions of the chief. It is maintained for times of famine or siege and is not used much during normal situations.

15. *Larder.* This door is locked with a large crude padlock. Inside are the emergency stores the chief has put aside. Most of these are molded, rotten, bug-infested, or rat-eaten. This hardly deters the gnolls, however.

16. *Well.* In the center of this room is the well that supplies the entire complex. The door is not locked.

17. *Shrine.* Once one of the warehouses of the textile operation, this building has been converted into the shaman's shrine and quarters. Living here, day and night, is the gnoll shaman (3rd level cleric). He presides over all ceremonies and shares the ruling of the tribe with the chief. The shaman and chief get along well and neither has aspirations of overthrowing the other. Aside from advice and spell-casting, the shaman is also the repository of all the old tales and legends of the tribe. During evil weather or long hot spells it is common for most of the tribe to gather here for a song ceremony. The shaman has a +1 mace and several potions. These are *heroism*, *healing*, *extra-healing*, and *fire resistance*. These potions are tucked away in his nest. Also there is a small pile of messages addressed to the tribe. Some of these grant titles and favors on the tribe for past services. One is a demand for more tribute. All are stamped with the elaborate seal of Tyranthraxus.

18. *Storeroom.* In this chamber are

two young gnolls (1 HD each), training under the shaman. Neither has yet gained any spell-casting ability. They will react to the alarm as described above. If there is any disturbance from room 17, they will rush to the aid of their master. Both are armed with maces and war-hammers. They keep their small treasure in a stoppered jar in the corner—28 cp and 49 sp guarded by a poisonous snake.

19. *Watchpost.* One gnoll is on duty here at all times. However, this (for some reason) being a position of pride, the watch is always vigilant. Any who try to enter by this route will automatically cause the alarm to be sounded. There is no treasure or anything of value here.

20. *Looms.* This building is filled with the wreckage of the textile house looms. For the gnolls, it has just been too much bother to clear this away. Enough space has been cleared for two gnolls to move in. Attempting to move further into the building than the first row of squares is difficult. All movement rates are halved, armor classes are worsened by 1, and chances to hit decrease by 2. The gnolls, knowing of these hazards, will try to push player characters into the wreckage of the looms while they remain in the clear area. This small advantage may be enough for them to win.

Each gnoll has carefully hidden his treasure in the room. One has 39 sp and 30 gp. The other has 349 sp and a small ruby worth 100 gp. These treasures can only be found by searching for secret doors.



Valhingen Graveyard

The first encounter the party has on their first outing, anywhere (except Sokol Keep), is with a mixed band of undead:

Skeleton: AC 7; MV 12; HD 1; hp 1; #AT 1; Dmg 1-6 +1; SA Nil; SD Immune to sleep, charm, hold and cold-based spells, edged weapons only do one-half damage; AL N; THACO 20.

Zombie: AC 8; MV 6; HD 2; hp 1; #AT 1; Dmg 1-8 +2; SA Nil; SD Immune to sleep, charm, hold and cold-based spells; AL N; THACO 20.

Wight: AC 5; MV 12; HD 4 +3; hp 7; #AT 1; Dmg 1-4 plus 1 level energy drain; SA Energy drain; SD Silver or magic weapons needed to hit, immune to sleep, charm, hold and cold-based spells; AL LE; THACO 15.

Treasures: the skeleton is using a +1 short sword, the zombie is using a +2 hammer, the wight is carrying a scroll of three magic-user spells: *fireball*, *lightning bolt*, and *hold monster*.

DM'S note: The wight is not supposed to ever hit the party members in this first attack. It should be apparent to the party that they are fighting undead and dealing with a wight.

When the party trashes the monsters, a ghostly whisper is heard, "We are for you and will be back."

Adventure Set-Up

The first thing the town council tells the adventurers about is the danger from Valhingen Graveyard. It seems the undead are rising out of their graves and starting to roam the city ruins. It is going to be a problem that the player characters will have to face, but they might want to become more powerful before they tackle it.

After every successful mission and subsequent return to the Town Council, the Council tells the party that the danger from the graveyard is growing. Specifically:

After the first mission, the Council talks to the party, telling them of skeletons that come out at night and roam and destroy things.

After the second successful mission, the Council talks to the party again, telling them about zombies that come out at night and roam and destroy things.

After the third successful mission, the Council talks to the party yet again, telling them about wights that come out at night and roam and kidnap people.

After the fourth successful mission, the Council offers the group a bounty of 50 gold for every undead killed from the graveyard.

If the party still hasn't gone after the graveyard after the fourth mission the Council offers them a magical sword if they will go and take out the evil that is growing in the graveyard. The two-handed sword is +1/+3 vs. *undead*.

If the party *still* doesn't take on the Spectre towers, the Town Council will constantly complain to the group that the undead menace isn't getting any better and the party had better do something about it.

DM's note on the graveyard: As the weeks go by, the undead in the graveyard grow more and more powerful in the following manner:

1) After every other successful mission completed by the adventurers, the number of undead in each outdoor section of the graveyard is doubled. Figure one week for each mission (including preparation time, etc.), so the number of undead will double every two weeks.

2) If the party goes to the graveyard, but doesn't complete the killing of the spectres, the undead in each section will continue to grow in number. There is a spectre generating skeletons, a spectre generating zombies, and a spectre generating wights. The killing of any of these spectres stops the addition of any more of the type of undead it generates.

There is a vampire leading all of this activity. If the vampire is not killed it

has the ability to bring back any one dead spectre every five game weeks.

3) If all the undead in a section of the graveyard are killed, but the spectre that creates that type of undead is not, then the undead will return to that section, starting with one creature, then two, then four, then eight, and so on. (Again, doubling every two weeks.)

Area Description

The party sees a large fence around the graveyard. There are gates on the west and east sides, and they have been burst open from the inside. All of the vegetation is withered and broken and there are hundreds of grave stones that have been turned over. Several large stone structures can be seen about the graveyard.

When the party first steps into the graveyard, the sky suddenly becomes overcast with thick dark clouds, Lightning and thunder can be heard in the distance. It becomes so dim that torches and lanterns are needed to make sure the way is clear.

This happens every time the party steps into the graveyard area.

Section A:

The smallest and poorest of graves is in these sections of the four quarters of the map. This is also the area that has the most ground erupted from each grave stone. At the beginning, there is one skeleton in each quarter.

If the party roams in any part of this area, they are attacked by the total number of skeletons in that section.

Skeleton: AC 7; MV 12; HD 1; hp Variable, rolled depending on how many there are; #AT 1; Dmg 1-6; SA Nil; SD Immune to sleep, charm, hold and cold-based spells, edged weapons only do one-half damage; AL N; THACO 20.

DM's note: Remember to increase the number of skeletons according to the number of weeks the party took to get there.

A) *Skeleton Enclave:* There is only

Valhingen Graveyard



one large crypt in the outer area of the graveyard. The door is locked tight. When opened, 15 skeletons come pouring forth:

Skeletons (15): AC 7; MV 12; HD 1; hp Variable; #AT 1; Dmg 1-6; SA Nil; SD Immune to sleep, charm, hold and cold-based spells, edged weapons only do one-half damage; AL N; THAC0 20.

After the party defeats the skeletons, and if they enter the building, they discover a huge skeleton of a giant. If the number of skeletons roaming outside in Area A is greater than 16, then another 15 skeletons will be found with the giant inside the chamber:

Giant Skeleton: AC 4; MV 12; HD 5; hp 27; #AT 1; Dmg 1-8 +5; SA Nil; SD Immune to sleep, charm, hold, and cold-based spells, edged weapons only do one-half damage, can't be clerically turned; AL N; THAC0 15.

Treasure: There is a locked marble chest in the chamber that holds the former valuables of the skeletons: 28 sp, 69 gp, ten rings with gems of base 100 gp, 12 pieces of jewelry each with a base value of 200 gp. The giant has a +2 *shield* and is using a +2 *mace* in battle.

DM's note: If the skeleton-generating Spectre is not killed, this chamber will always be restocked in a week (except for the treasure, of course).

Section B:

The party can see more stone buildings in this section and fewer upturned graves.

If the party roams in any part of this area, they are attacked by the total number of zombies in that quarter.

Zombie: AC 8; MV 6; HD 2; hp Variable, rolled depending on how many there are; #AT 1; Dmg 1-8; SA Nil; SD Immune to sleep, charm, hold and cold-based spells; AL N; THAC0 15.

DM'S note: Remember to increase the number of zombies according to the number of weeks the party took to get there.

5) *The Zombie Enclave:* There stands a small tower made of white marble. The entrance has been broken open and a quick look inside reveals nothing but a set of stairs up to the second level. If the party moves to the stairs a band of 25 zombies comes pouring down to attack.

Zombie (25): AC 8; MV 6; HD 2; hp Variable; #AT 1; Dmg 1-8; SA Nil; SD Immune to sleep, charm, hold and cold-based spells; AL N; THAC0 15.

If the number of zombies outside in Area B is greater than 16, then another 15 zombies will be found with the Juju Zombie in the upper chamber

at the top of the stairs, a roughly circular chamber 25' across.

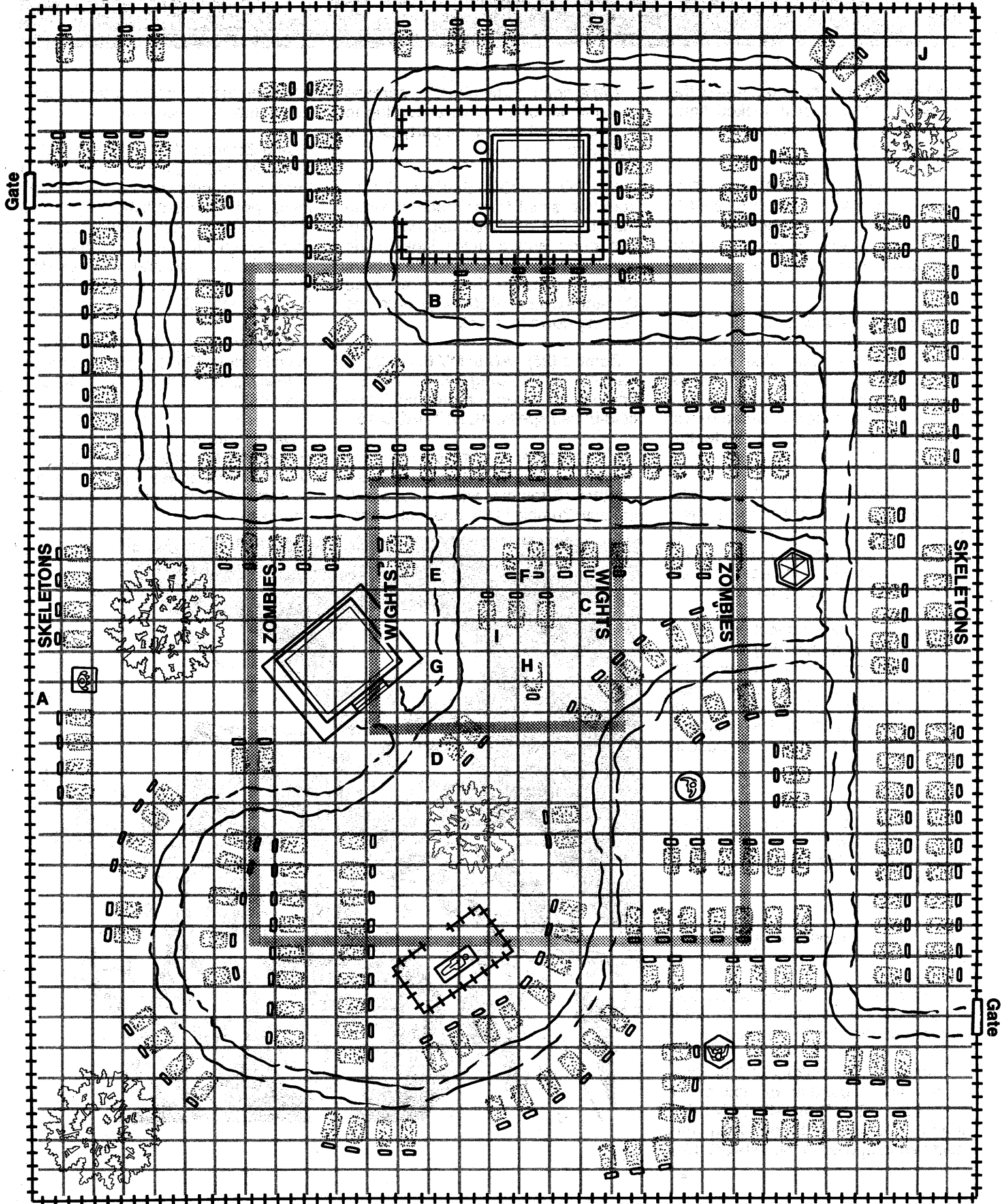
Juju Zombie: AC 6; MV 9; HD 3 + 12; hp 24; #AT 1; Dmg 3-12; SA Nil; SD Immune to powers that affect the mind, poison, electricity, magic missiles, death and cold spells, fire does half damage, turned as a spectre on the table, piercing and blunt weapon attacks do half damage and cleaving attacks do full, AL NE; THAC0 13.

Treasure: Lying about the floor is the following: 290 sp, 110 gp, a potion of *healing*, and a wand of *lightning* (3 charges).

DM's note: If the zombie-generating spectre is not killed, this chamber will always be restocked (except for the treasure, of course) in one week.



Valhingen Graveyard





Section C:

This area is filled with small ruined crypts. There is one wight per two weeks that the party has spent away from the graveyard. For example, if the party spent six weeks away from the graveyard, there would be three wights per outdoor quarter.

If the party roams in any part of this area they are attacked by the total number of wights in that quarter.

Wight: AC 5; MV 12; HD 4 +3; hp Variable depending on the number there; #AT 1; Dmg 1-4 plus 1 level energy drain; SA Energy drain; SD Silver or magic weapons needed to hit, immune to sleep, charm, hold and cold-based spells; AL LE; THAC0 15.

C) Wight Enclave: There is a huge tower with black smoke billowing out in clouds all around. The smoke erupts from holes in the ground. The single entrance is locked and strongly built. When the party tries to enter they hear a voice shout out, "We are the spirits of those who fought the dragons. Leave us to our rest or suffer the consequences of your actions."

When the party crashes in, they are attacked by 12 wights:

Wight (12): AC 5; MV 12; HD 4 +3; hp Variable; #AT 1; Dmg 1-4 plus 1 level energy drain; SA Energy drain; SD Silver or magic weapons needed to hit, immune to sleep, charm, hold and cold-based spells: AL LE; THAC0 15.

If the party is successful in defeating the wights, they discover a large chamber with a single crypt. Floating above the crypt is a wraith; it says to the entering party, "I am the protector of the paladin. I guard his remains for eternity. Leave or suffer."

If the party leaves, there is no attack. If they stay, the wraith fights to the death:

Wraith: AC 4; MV 12/24; HD 5 +3; hp 43; #AT 1; Dmg 1-6 plus life level drain; SA energy drain; SD Silver or magic weapons needed to hit: AL LE;

THAC0 15.

Treasure: In the locked crypt lies the skeleton of a mighty warrior and the following items: +2 *plate mail*, +2 *long sword* (lawful good aligned so that any other alignment picking it up takes 15 hit points of damage), +1 *shield*, and a ring of *Fire Resistance*.

DM's note: If the wight-generating spectre is not killed, this encounter will always be restocked (except for treasure) in one week.

Section D:

A precariously-leaning sarcophagus sits alone in this section of the graveyard, its massive stone doors slightly ajar. The entire structure strongly radiates both magic and evil. If the doors are opened, they reveal a set of wide stairs carved out of solid rock, leading down into the blackness. There does not appear to be any end to the stairs, nor are there any other features of interest inside. No manner of detection, magical or otherwise, will ever reveal the bottom of the stairs. The characters are welcome to walk down the stairs, but they will never reach the bottom—ever. They can turn around at any time and come back of course; nothing will stop them.

Section E:

A two-level tower of white marble stands clearly above all of the ruined crypts in the area. When the party nears the area they find huge piles of human bones all over the place.

Coming near the tower causes a small army of skeletons to come out to fight.

Skeleton (30): AC 7; MV 12; HD 1; hp 8 each #AT 1; Dmg 1-6; SA Nil; SD Immune to sleep, charm, hold and cold-based spells, edged weapons only do one-half damage; AL N; THAC0 20

The lower tower entrance has noxious fumes coming from the doorway and the party can't see into the tower.

When they try to go in they must

make a poison saving throw, at +3 (failing the save causes 10 points of damage to that person). The chamber is filled with bones, and stairs lead up to another chamber.

The upper chamber has yet another poison gas and a required save (failing the save causes death). A spectre is here and the party surprises it as it puts bones together to make skeletons.

Spectre: AC 2; MV 15/30; HD 7 +3; hp 38; #AT 1; Dmg 1-8 plus two levels of energy drain; SA energy drain; SD Immune to sleep, charm, hold, or cold-based spells, also poison or paralyzation; AL LE; THAC0 13

Treasure: 2,000 gp, 555 pp, 19 gems (base 100 gp), 3 pieces of jewelry (each worth 2,500 gp), and an iridescent *ioun stone* (sustains a person without air).

DM's note: If this spectre is defeated, there will be no more skeletons appearing as wandering monsters or appearing in the graveyard. If it isn't defeated, this encounter area is freshly stocked the next time (as detailed above).

Section F:

A two-level tower of burgundy marble stands clearly above all of the ruined crypts in the area. When the party nears the area they find huge piles of hair and fur all over.

Coming near the tower causes a small army of zombies to come out to fight.

Zombie (15): AC 8; MV 6; HD 2; hp 16 each #AT 1; Dmg 1-8; SA Nil; SD Immune to sleep, charm, hold and cold-based spells; AL N; THAC0 16

The lower tower entrance has piles of dead roses strewn about the area. The door is solid and only a *knock* spell or the use of a thief's talents will get the party inside.

The lower chamber is filled with useless clothing and rusting armor and stairs leading up to another chamber.



The upper chamber is filled with useless scrolls. The party instantly becomes aware that a spectre is here and the party surprises it as it puts zombies together.

Spectre: AC 2; MV 15/30; HD 7 +3; hp 38; #AT 1; Dmg 1-8 plus two levels of energy drain; SA energy drain; SD Immune to sleep, charm, hold, or cold-based spells, also poison or paralyzation; AL LE; THAC0 13

Treasure: 1,111 gp, 542 pp, 13 gems (base 100 gp), 3 pieces of jewelry (each worth 1,000 gp), and a deep red *ioun stone* (adds 1 point to dexterity).

DM's note: If this spectre is defeated, there will be no more zombies appearing as wandering monsters or appearing in the graveyard. If it isn't defeated, this encounter area is freshly stocked the next time the PCs come through.

Section G:

A two-level tower of grey lava rock stands clearly above all of the ruined crypts in the area. When the party nears the area they find the air charged with static electricity and ball lightning. The party can see the hair standing up on their heads and arms.

Coming near the tower causes a small horde of wights to come out to fight.

Wight (one per two weeks the party delayed in getting there): AC 5; MV 12; HD 4 +3; hp 32 each #AT 1; Dmg 1-4 plus 1 level energy drain; SA Energy drain; SD Immune to sleep, charm, hold and cold-based spells; AL LE; THAC0 15

The lower tower entrance has obvious magical waxed seals covering the door. There is writing on the door in the common tongue that says, "Do not open this door. A great evil has been laid to rest here." Further investigation reveals there are also large silver holy symbols up and down the crack in the doorway.

DM's Note: The door itself is easy to unlock and open.

The lower chamber is filled with glass and fur objects of all types from goblets to rugs. The total worth is not more than 10 gp. There are stairs leading up to the second floor, but the moment the party enters the first floor, all those in metal armor take 4 points of damage from the electricity that has collected in the area.

The upper chamber is filled with copper plates on the walls and floor. The party instantly becomes aware of a spectre working on the summoning of another wight. The group surprises the spectre.

Spectre: AC 2; MV 15/30; HD 7 +3; hp 38; #AT 1; Dmg 1-8 plus two levels of energy drain; SA energy drain; SD Immune to sleep, charm,

hold, or cold-based spells, also poison or paralyzation; AL LE; THAC0 13

Treasure: 5,111 gp, 711 pp, 22 gems (base 100 gp), 6 pieces of jewelry (each worth 1,000 gp), a pink *ioun stone* (adds 1 point to constitution), and a *spear +3*.

DM's note: If this spectre is defeated, there will be no more wights appearing as wandering monsters or appearing in the graveyard. If it isn't defeated, this encounter area is freshly stocked the next time.

Section H:

A two-story green marble dome structure can be seen from a distance. When the party gets closer they can see a huge set of brass doors at the entrance. The doors have carvings on them of ghosts and ghouls attacking





townspeople. In the middle of the door is a panel of a powerful knight fighting several types of undead. When the party tries to open the door a pair of spectres comes out to attack the group.

Spectre (2): AC 2; MV 15/30; HD 7 +3; hp 59, 38; #AT 1; Dmg 1-8 plus two levels of energy drain; SA energy drain; SD Immune to sleep, charm, hold, or cold-based spells, also poison or paralyzation; AL LE; THACO 13

If the group defeats the spectres, the brass doors open up and the scent of meadow flowers fills the air. They hear a voice say, "Come in, brave adventurers. You must take my gifts to better fight the evil that has come to the city."

The party finds the magically lit tomb of a brave knight. The body rises up from its resting place and gives each party member a magic item according to what class they are:

Any Magic User/Illusionist: 1 pink *ioun stone* and a scroll of three random third level spells.

Any Fighter Type: 1 pale blue *ioun stone* and a potion of *extra healing*.

Any Cleric Type: 1 dusty rose *ioun stone* and a *hammer +3*.

Any Thief: 1 pale green *ioun stone* and *sling of seeking +2*.

New characters can always get some type of magic item here if they are willing to fight the spectres that continually guard the door. There are always three more spectres than there were the last time a visit was made.

Section I:

When the party reaches the center of the graveyard they will discover the ruins of a black marble crypt. Inside they will discover a coffin filled with dust. Among the piles of dust are several broken crosses, vials of spilled holy water and a scroll.

The scroll tells the group that the remains of this tomb are a vampire's that a noble paladin and a cleric destroyed with the power of good.

From here the group should be asked if they want to scatter the dust in the coffin, leave holy water or holy relics in the coffin, and if they want to search around. If they search, they find nothing. If they leave holy water or relics and/or symbols in the coffin, they will kill the vampire when it is forced to return to this coffin that it has prepared.

DM's Note: All of the evidence here has been faked by the real vampire. It uses this place to return to when almost killed. If the party left something dangerous to vampires in the coffin the vampire is killed when it returns. If the party didn't, the vampire and all the spectres and all of the undead problems start all over, five missions after the vampire was attacked and not killed. The vampire will have set up again in Section J.

Section J:

The group comes near this area and is called to by a human magician. "Hail, noble adventurers. I can see you are people of great power. I would ask you to help me get rid of this foul undead problem." If the characters agree, the magician continues with the party and helps the vampire get rid of the party. If the characters refuse, the magic-user attacks immediately.

Magician: AC 9; MV 12; HD 6; hp 29; #AT 1; Dmg 1-4 (dagger); SA Spells: SD: *Ring of Protection +2*; AL LE; THACO 19

Spells: 1st level: *magic missile(x2)*, *feather fall*, *shield*
2nd level: *detect invisible*, *invisibility*
3rd level: *fireball*, *hold person*

The Pit

The vampire is located at the bottom of a huge pit. There are wooden stairs down. If the magician is with the group, he secretly activates the stair trap. This causes 1d6 players to fall on the collapsing stairs for 1d6 points of damage, each. A dwarf or clerical *find traps* spell can detect this.

At the bottom of the well is a corridor dug into the raw earth that the group must follow to find the vampire. If the magician is with the group he activates the falling ceiling trap (again, secretly). This hits 1d4 party members for 1d6 points of damage, each. A dwarf and/or clerical *find traps spell* can detect this.

When the party enters the vampire's chamber they hear a voice, saying, "I welcome you to my home." The vampire lights up the chamber and one of the party members must make a saving throw against the charming of the vampire. If the magician is with the group he uses his *hold person* spell on the party and the fight is on!

Vampire: AC 1; MV 12/18; HD 8 +3; hp 50; #AT 1; Dmg 5-10 plus a two level energy drain; SA energy drain, glare has the chance of charming a victim; SD Immune to sleep, charm, hold spells, and poison or paralysis, takes half damage from cold spells, requires +1 or better weapon to hit, regenerates 3 hp per round; AL CE; THACO 12

DM's Note: When the vampire gets down to 15 or less hit points it will turn to gaseous form and vanish. The party should be told that the vampire escaped. If they go to the center of the graveyard (Section I) they will find it. If they haven't added any holy relics to the coffin or made any other preparations they have another fight on their hands with a fully regenerated vampire. This time it doesn't run. If they ignore the vampire's departure, they can collect the treasure here, but the vampire will raise up new spectres, who will, in turn, raise up new skeletons, zombies, and wights, and the problem will continue.

Treasure: 2 pale blue *ioun stones*, 1 scarlet & blue *ioun stone*, 1 pale green *ioun stone*, 9,000 gp, 1 wand of *magic missiles* (33 charges), 3 potions of *healing*, and a scroll to restore two levels lost in undead draining attacks.



This should be the final encounter of the adventure where the player characters confront and hopefully defeat Tyranthraxus. To do so, the player characters must get to the castle and penetrate the maze that surrounds it.

Area Description

Valjevo Castle has been heavily modified by Tyranthraxus's minions according to his commands. For security, the buildings surrounding the castle have been cleared, so that there are no random encounters in this area. Now living in the outbuildings are guards, servants, and advisors of Tyranthraxus.

The castle compound itself has been heavily modified to match Tyranthraxus's bizarre tastes. At the center, visible from a distance, is the central tower. This tower is clearly in bad repair, the roofs collapsing and the walls just beginning to crumble. There are only very narrow arrow slits in the walls of this tower. At the outer corners of the castle wall are smaller towers. Although these are only a single story, they are connected to each other by a guardwalk that runs the length of the wall. Ogre guards can be seen patrolling this wall at regular intervals.

The bailey of the castle has been transformed into a bizarre garden. Hedges festooned with black nectar-laden flowers, saw-like leaves, and glistening 6" long thorns have been planted to form the twisting paths of a maze. These hedges are thick enough to act as walls. The spikes are deadly poisonous. Characters can attempt to force their way through any hedge by cutting and chopping, but fire will have no effect. Chopping for 30 hit points of damage will cut a hole large enough for a person. Each round spent cutting, the character must make a saving throw vs. poison to avoid being accidentally poisoned by the thorns. A failed saving throw results in death. Likewise, characters accidentally walking into a hedge must make a saving throw. Holes in the hedge will regrow in 3-6 days.

Teleporters: The four spaces marked on the map are teleporter spaces. When entered, the teleporter is instantly activated. The player is randomly sent to one of the 4 locations, including the one he is currently standing on. Thus a character may teleport to one of the other 3 locations or not move at all.

1. *Deserted Building.*

2. *Watchpost.* This building is occupied by the current officer of the watch, a task rotated every day. Thus there is always an encounter here. The officer of the watch is a 5th level fighter with 43 hit points. The officer will notice any characters who walk through the space in front of his door and sound the alarm, a ringing bell. Once the alarm is sounded, no creature can be surprised by normal characters (i.e., ones not invisible or otherwise concealed) for the next hour of gametime.

3. *Mess.* This hall has long tables, benches and a great hearth at one end. In the corners are heaps of garbage-bones, broken crockery, and things much more disgusting—being picked over by a pair of scruffy looking half-wild dogs. If the dogs are driven away by a few sharp blows, the garbage can be poked to reveal nothing.

4. *Deserted Building.*

5. *Officer's Quarters.* The building is locked, quite solidly. Opening it will attract attention (again no surprise for an hour) and an automatic encounter with 2-6 ogres, demanding to know the business of the player characters. Fortunately, these ogres can be tricked into believing the characters have legal business here ("The Boss sent us," etc.).

Inside is a well-appointed apartment containing items taken from other parts of the city. The officer is not present since he is on duty elsewhere. Hidden in the apartment (under a loose stone) is his cache of 200 gp, a

potion of *speed*, and a scrap of a map. This map shows a region unknown to the player characters but which links to the section already found in the Library. Although it actually covers an area away from the Pool of Radiance, it provides some small details which help identify the location of the whole map when compared against a map of the Forgotten Realms.

6 & 7. *Laboratories.* Nothing of value is here.

8. *Guard Barracks.* On the outside, this looks like a particularly rundown and deserted building. Inside are bunk beds for eight guards. During daytime, there are four ogres present. At night, when more guards are on duty, there are only two ogres present. If the characters enter the room quietly, they can catch the ogres napping. If the characters have made substantial noise or the alarm has been sounded, the ogres prepare an ambush. They have overturned several of the bunks around the door and are using these for cover. A bucket of sand is rigged over the door to drop as soon as the door is opened. The first character through the door must save vs. dragon breath or be hit. The bucket will cause 1-4 points of damage and will stun the character for 1-4 rounds.

Throughout the room are things ogres like to collect—broken skulls, bits of feather, badly tanned hides, colorful rocks, and other charmingly worthless junk. Well hidden under a loose floorboard held in place by a bedpost is a small collection of 300 gp. This is the joint treasure of all the ogres.

9. *Deserted Room.*

10. *Gnoll Barracks.* This chamber is little more than a slovenly pit. During the day there are eight gnolls present. If surprised, they are sleeping in a piled mass, dreamily scratching at fleas and picking lice. If not surprised or alerted by the alarm, they are hastily pulling their armor on while the largest barks out rude and pointed orders.



(Increase each gnolls AC by 1 or 2 for having partial armor.) If defeated, the characters can search through the garbage in the room. These fellows make ogres look neat!

Searching will only turn up 2-20 gold pieces and will take several turns to do completely. However, in addition to their meager treasure, those characters that searched will have picked up a wonderful case of fleas and lice. The next day (and every day thereafter until the character bathes) his movement rate on foot or horseback will be reduced by 1/4 for the discomfort.

11. Castle Tower. This is the quarters of Al-Hyam Dhazid, an itinerant magic-user from Almraiven in the Kingdom of Calimshan. He is here acting as an adviser to Tyranthraxus, hoping to learn how Tyranthraxus received his great power. However, he does not know the true mystery of the Pool of Radiance, believing the dragon to be Tyranthraxus.

Since he is an advisor, he is only present in his quarters 40% of the time. He has survived all his years through guile and wit. If encountered, he will avoid the fight if possible, first by being non-hostile, second by fleeing, and third by surrender. He will not fight unless he is forced or is positive he can win. He carefully maintains a non-hostile appearance. To save his neck, he will tell a plausible story, almost the truth. He is a traveller, serving his greater powers to seek out knowledge and truth. (This is not too far off the mark.) Since arriving in Phlan, he has been held under a type of house arrest at Tyranthraxus' orders. Tyranthraxus wants to pump him for all the information he can. In truth, Al-Hyam stays by choice, although there is the implied threat that Tyranthraxus would try to prevent his leaving.

Al-Hyam will surrender if it looks like he can get mercy. He will not surrender to creatures normally considered evil or untrustworthy (orcs, ogres, etc.). Once he surrenders, he will leave the city, figuring things are get-

ting too dangerous. If the characters refuse to let him go (and take his possessions with him), he will be forced to attack.

The information Al-Hyam has gathered on the Pool of Radiance is sketchy and mostly wrong, since Tyranthraxus has carefully misled him. His notes and papers, hidden in the room, suggest that the Pool, if imbibed, fills the person with an extraordinary brilliance and vigor, increasing their powers of command and charisma. He thinks it is possible the Pool may grant special magic use, although he has not confirmed this fact. He is at a loss to explain the fiery radiance which surrounds those imbued with the Pool's power. He has no idea that Tyranthraxus and the dragon are two separate beings. He also guesses the Pool of Radiance is somewhere northwest of the Dragonspine Mountains.

Al-Hyam is a 7th level MU with 21 hit points. He has *bracers of defense* (AC 3), a ring of *shooting stars*, a ring of *fire protection*, and a wand of *confusion*. He will use items in preference to spells, due to their greater speed of use.

His spells are as follows:

- 1st level: *identify*, *magic missile*, *sleep*, *spider climb*
- 2d level: *detect invisibility*, *invisibility*, *web*
- 3d level: *fireball*, *hold person*
- 4th level: *wizard eye*

12. Main Gate. The gate is locked. It is opened if the right password is given (see 15 or 16) or it can be broken down. It takes 150 points of damage to chop an opening large enough to get through. Obviously, chopping or cutting weapons must be used. During this time, the alarm will be automatically sounded. The party will also be subject to rocks (2-12 points of damage) thrown by ogres over the gate. These ogres can only be attacked by missile weapons and they have the benefit of 50% cover (+4 bonus to their normal AC and saving throws).

13. Central Tower Room. This room appears empty. However, the far wall is actually an illusion (making the room appear one row of squares smaller than usual). If characters ignore this wall (i.e., do nothing), the illusion will remain. If characters search this wall they will find nothing, and the wall will appear real. If characters walk directly into the wall without first searching, the wall will disappear. Weapons thrown or shot at the wall will disappear (passing through the illusion) without canceling the illusion.

Beyond the illusion is a staircase going up. There is nothing else in the room.

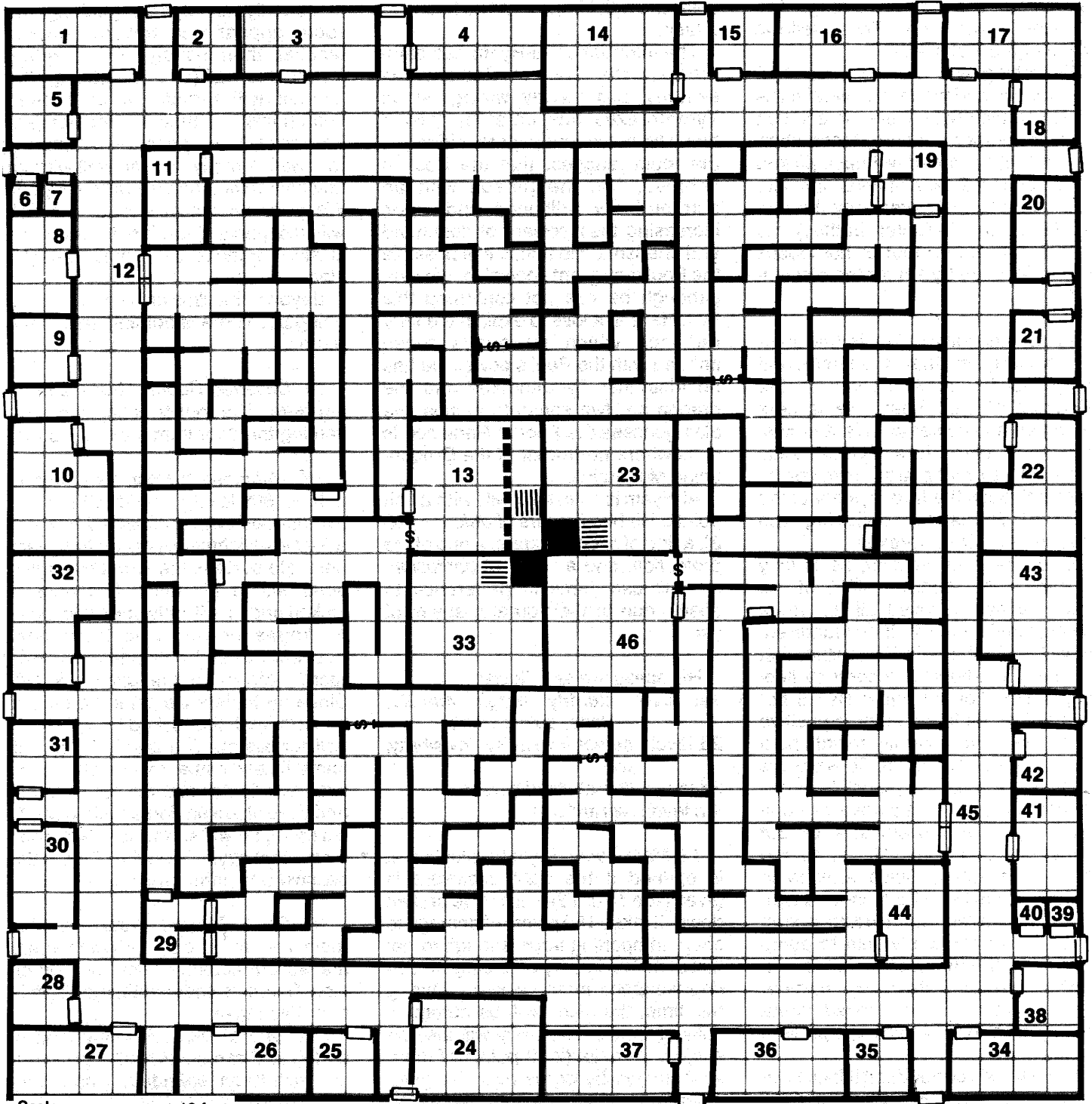
14. Deserted Room. There is nothing here. The roof is collapsing, preventing the door from swinging open.

15. Watchman's Post. One human fighter, 6th level, armed with a +2 *two-handed sword*, *chainmail +1* and a *javelin of lightning*, is standing guard here. He surveys the street through a small slit in his door. The door is locked and he will only open it to those he knows or who give the proper password when he demands it ("Har-rash," known to the gnolls in 16). Since he is very watchful, he cannot be surprised. If attacked he will ring a bell for alarm. The gnolls in 16 will immediately come to his aid. However, the fighter has no desire to die and if the attackers force their way into his room, he will surrender. He carries a note that says, "Rhodia." This is the password to either main gate.

16. Gnoll Guards. Present in this room are six gnolls, although there are accommodations for four ogres also. Given its occupants, the room is a terrible mess.

The gnolls are not tremendously bright, and can be tricked if the alarm has not been sounded. Characters can demand to be told the password, pretending they are on official business. The password can be gained in other ways too—goading them into proving they really know the password

Valjevo Castle



Scale: one square = 10 feet



is quite effective. The gnolls are a perverse group, however. Although they can be tricked, threats of pain and death only make them obstinate and fatalistic. Pain and death they understand and stubbornly refuse to yield to, since this would be weakness, a trait not tolerated in their culture.

In combat, the gnolls will attempt to maneuver past the player characters and make a break for the door. They will not do so foolishly, in ways sure to get them killed. Once out the door (if allowed to escape) they will sound the alarm. They will not surrender, preferring to fight to the death over weakness.

If the gnolls are defeated and the chamber is (ugh!) searched, the characters can find a scrap of hide with a list of passwords. These are:

Sando
Rhodia
Harrash

17. *Deserted Building.* Just that and nothing more.

18. *Provisional Armory.* The door to this building is locked. Inside are the emergency arms of the guards for the castle. There is a large assortment of armor and weapons here. Although none of it is magical, there is enough here that the player characters could fully outfit themselves with a basic suit of armor and weapons. If all these items are returned to the settlement (a good trick considering the weight!), the flood of weaponry and armor on the market will drive the price down until each item is almost worthless. On the other hand, if the items are sold off slowly and piecemeal, the value of the goods will not drop. However, once the local merchants discover the player characters are competing with them in the arms and armor market, they will become furious with the player characters. At first they will refuse their own services to the player characters. If this shut-out fails, they will hire thieves to find and steal the goods of the player characters. In the process the thieves will naturally help themselves to whatever they can find.

If all else fails, at least one of the merchants (the least scrupulous) hires assassins to take care of the troublesome player characters. All this woe from a few simple suits of armor!

19. *Collapsed Castle Tower.* Although the ground floor of this tower is still intact, it is in such disrepair that it is unusable. Abandoned by the locals, it has been taken over by a basilisk. The beast is allowed to remain under direct orders of Tyranthraxus.

Basilisk: AC 4; MV 6" ; HD 6 + 1; hp 37; #AT 1; Dmg 1d10; THAC0 13; SA gaze turns to stone; AL N

20. *Kitchen.* This open building provides much of the miserable, nauseating slop that is served to the guards and workers of the castle compound. The kitchen reeks of smoke, rotten meat, burned food, and sweat. There are always 3 cooks (human slaves) working here, minded by a gnoll foreman (no armor, gnarled club for a weapon). If the slaves are freed, they can offer the day's password to the party ("Rhodia"), since it was their duty to carry the food into the castle each evening. They know of the hedge maze in the castle, but do not know the route through it. There is nothing of value in here.

21. *Records.* One of Tyranthraxus' secrets of his success are the meticulous records he maintains on day-to-day operation's and plans. This room contains shelves and racks of old ledgers and scrolls. Written in the crabbed hand taught to scribes, these records contain all manner of information. There are assessments on the strengths of enemies, reports of spies from the settlement and beyond, roster lists of the army, disciplinary records, account books, diplomatic papers, and reports on the character of various kings, dukes, counts, and other rulers. Most of these focus on things suitable for blackmail. There is a lot of material here and assimilating it will take a long time. For every hour spent pouring over this material, there

is a 10% (cumulative) chance of detecting a pattern. The records show a gradual increase of Tyranthraxus' power—moving from an unsophisticated horde of ill-organized inhumans to much more sophisticated and sinister methods. Here, Tyranthraxus has formed an alliance with the Red Wizards of Thay; there, he holds damning information on a petty count, sure to condemn that man in the eyes of his king. The rosters tell of ever increasing numbers of better and better trained soldiers. The diplomatic letters make clear his ultimate ambitions—to assemble a great host and sweep south of the Moonsea, not just plundering but subjugating the lands he conquers.

For every hour spent among these records, there is a 15% chance a scribe from 22 will enter, bearing an armload of books and scrolls. On spotting the player characters, the scribe (a 0-level NPC who is definitely a non-combatant) will drop his goods with a startled look and flee, sounding the alarm.

22. *Scribes' Offices.* This brightly-lit building smells of tallow and leather. Inside are rows of high desks and stools. Any empty space is piled with volumes, scrolls, sheets of parchment, inkpots, and goose quills. Precariously balanced atop these are guttering candles and smoky oil lamps. During the day and well into the evening hours, six scribes sit at the stools, hunched over the desks. Three officers or emissaries of Tyranthraxus will be making reports while the other scribes copy orders or other papers of importance.

If the alarm has already been sounded, this building will be empty and the most important papers will be missing. Otherwise, the scribes will attempt to flee if attacked. They are all normal humans, AC 10, with no particular fighting skills. The emissaries, however, are fighter/magic-users (6th/5th levels) and will instantly fight. They are fiercely loyal to Tyranthraxus and are extremely competent. One will charge forward, attempting to



engage the spell-casters while the others drops back and casts spells. When their most offensive spells are depleted, they will advance while the other breaks off to begin spell-casting.

Due to the highly flammable nature of the materials in the building, any combat has a chance of setting the building ablaze. Fire-based spells or use of burning oil will automatically start a sizeable fire. Otherwise, the combat has a 20% chance each round of starting a small blaze from a knocked over candlestick or shattered lamp. Sizeable fires cannot be controlled but small fires can be extinguished if prompt action is taken. It takes one character one round to put out a small fire. If not put out, the fire becomes sizeable in the next round, filling one square. Sizeable fires spread one square each round. Any character caught in a fire suffers 2-12 points of burn damage for that round. When all squares are afire, the building is ablaze. The alarm is automatically sounded and a group of guards rushes to the scene—ten gnolls, five ogres, and a human fighter (5th level) overseer. They will attempt to capture (if possible) or kill the characters. If captured, the PCs will be taken before Tyranthraxus after having been stripped of their weapons and armor. Spell-casters will be gagged but not bound. Their only hope to escape will be to risk a hand-to-hand fight and make a break for it, a difficult proposition at best.

Regardless of events, the blaze will not spread to other buildings (although it will destroy this one). The blaze will last 6 turns (1 hour). If at night, it will light up the surrounding area.

If the papers are not destroyed, the characters can search through them. Among others, they will find a report of Cadorna's activities in the settlement. Apparently, Tyranthraxus' spies have been very thorough. This account describes what information Cadorna has found, where he found it, and how he has used the player characters to date. If Cadorna hasn't yet been exposed, this is damning evidence.

The papers also have a series of reports on a mission to the barbarians of the North. These describe how the barbarians are ripe for takeover by a strong leader and the loyalties of various chieftains. Of these, the Chief of the Raven Clan is firmly loyal to Tyranthraxus. Apparently Tyranthraxus intends to set this Chief above all others to assemble a huge army. One paper in particular says, "Do not be fooled by outward forms for you shalt know me (Tyranthraxus) by my flaming sign."

23. The Medusa's Chamber: The door to this chamber (from the tower) is locked and the room has been cunningly prepared as a trap for the unwary. Imprisoned here is a medusa, one graced with an incredibly poor disposition. She is chained to the far wall with chains that reach just short of the door. The room is brightly lit at all times. When the door is opened, she will charge across the room. All characters in the front rank must make a saving throw on the first round (-2 if surprised). After this, any character looking at the creature to fight it must make a saving throw every round. Those fighting while averting their gaze do not need a saving throw, but have a -4 penalty on to hit rolls and a -2 penalty on their Armor Class.

Medusa: AC5; MV 9"; HD6; hp 39; #AT 1; Dmg 1d4; THAC0 13; SA gaze turns to stone, poison; AL-LE

There is no treasure in the room. In the ceiling is a small trapdoor for dropping food.

24. Laundry. Even disgusting humanoids need their clothes washed once in a while. During the day, there will be 1-10 females of various races. They will flee or cower in the corners if the characters enter. Aside from laundry equipment, there is nothing of particular value here. The clothing can be used to disguise the characters, increasing chances of surprise by 1 and preventing the sounding of any

alarm until the characters actually attack.

25. Deserted Building.

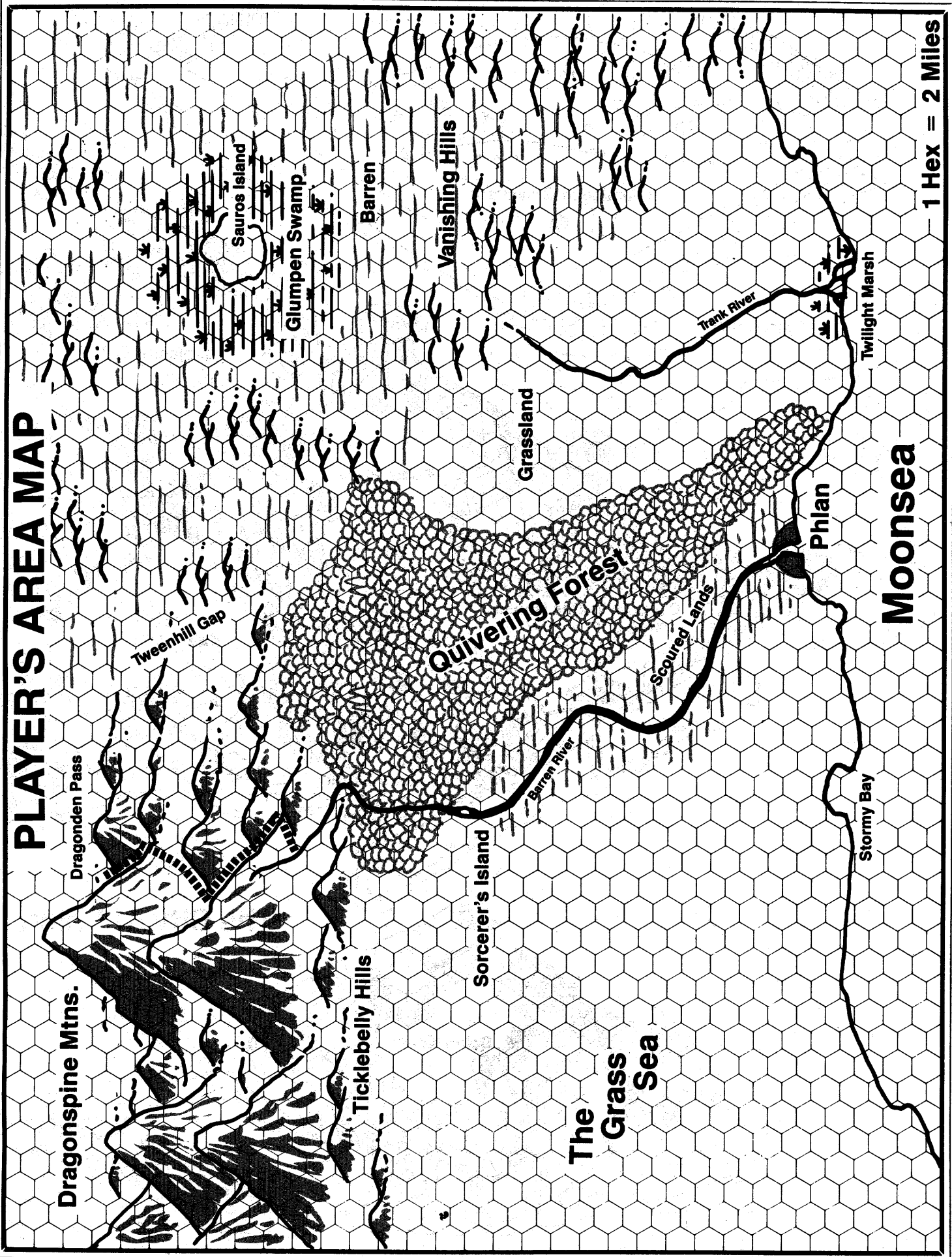
26. Deserted Building.

27. Smithy. This building, once the stable of a courtier, has been converted into a forge for the making and repair of armor and weapons. Working at the forge is a human armorer (Ftr lvl 4, AC9, hp 32, #AT 1, D 1-6 + 1-4 burn damage) and three bugbear assistants. Of these, one is working with the armorer, another pumps the bellows of the furnace and the third is sleeping out of sight behind the charcoal pile. The armorer will first assume the characters are part of Tyranthraxus' army who have come for new equipment or repairs. Unless the characters do something suspicious (ask obvious questions, threaten him, or attempt to damage any of the gear), he will not attack. If their true intention is revealed, he and the bugbears will attack. The bugbears will use sledges from the shop while the armorer fights with a rod of red-hot iron (he has gloves on). The third bugbear will awaken and join the fight after 3 rounds. The armorer carries a purse of 20 gp. The bugbears have no treasure. There are no magical weapons here, but there are good quality weapons and armor.

28. Charcoal Storehouse. The door to this room is locked. The building is filled with piles of charcoal used at the smithy and by the troops for heating and cooking. Random encounters do not occur here.

29. Ogre Guardroom. This room is occupied by 2-4 ogres who work as castle guards. They will demand the password of anyone who enters the tower; in fact, they will (with crude humor) give three guesses (or four or five, they don't count too well). The fact that there is no password doesn't make the least bit of difference to them. In the end they will gleefully shout that as they spring to attack.

PLAYER'S AREA MAP



Dragonspine Mtns.

Dragoniden Pass

Tweenhill Gap

Sauros Island

Glumpen Swamp

Ticklebelly Hills

Barren

Quivering Forest

Sorcerer's Island

Barren River

Grassland

Vanishing Hills

The Grass Sea

Scoured Lands

Trank River

Phlan

Stormy Bay

Twilight Marsh

Moonsea

1 Hex = 2 Miles

Valhingen Graveyard

Barren River

Stojanow Gate

Podol Plaza

Cadorna Textile House

Kuto's Well

Mantor's Library

Slum

The City of Phlan

Sokol Keep

Thorn Isl



Valjevo Castle

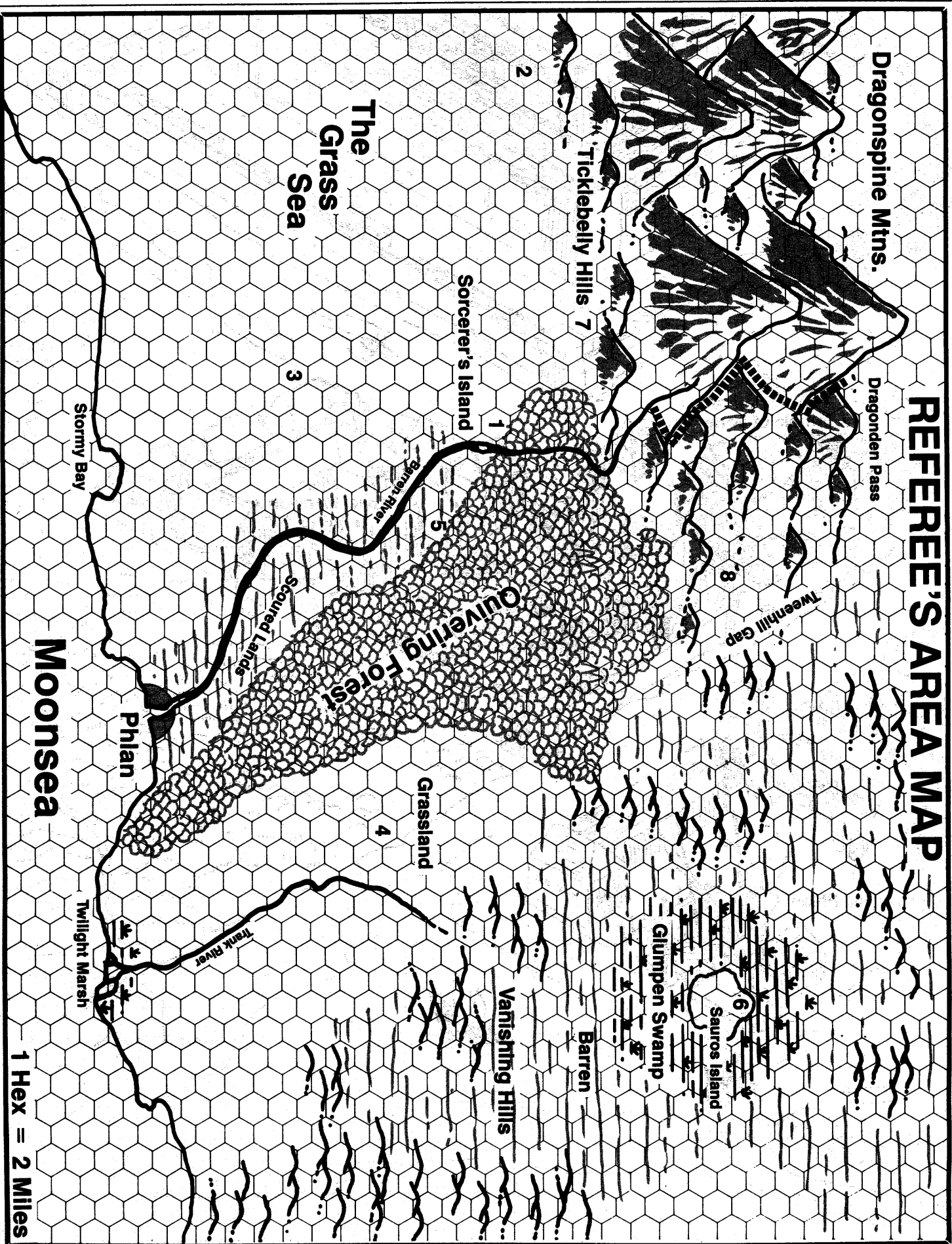
Temple of Bane

Kovel Mansion

Mansions

Civilized Phlan

REFEREE'S AREA MAP





There is one thing that will stop them however—the invoking of Tyranthraxus' name or his wrath. They are dumb enough to believe whatever is told them (so long as it doesn't obviously contradict what they can see) if it is backed by the word of Tyranthraxus whom they live in fear of.

The ogres are guarding a great "treasure," at least by their standards. They will only reveal this if forced. The treasure is buried 3 feet under the floor and will take about one turn to dig up. It consists of 5 suits of rusty armor, a collection of sea shells (from somewhere far away), and child's jumping jack toy.

30. Deserted Building.

31. *Smokehouse.* This is a standard meat smokehouse, although the characters may not want to examine too closely the types and condition of the meats hung here. The room is filled with cold smoke and is unpleasant (but not impossible) to remain in. It's greatest advantage is that no one will search here if an alarm is sounded.

32. *Chapel.* This was once a small barracks, now converted to a Temple of Bane. While it retains most of the characteristics of a barracks—bare walls, open-beamed ceiling, several windows, carved graffiti on the posts—a crude altar has been set up at the far end. Around the bend are the bunks of the priest and his two acolytes (Priest—5th level evil cleric, +1 plate armor; +3 mace, necklace of missiles, one 6-dice, two 4-dice missiles; Acolytes—1st level clerics, no magic items). There is a 20% chance of 1-20 worshippers being present (each randomly chosen from the following list):

- 1—Orc
- 2—Goblin
- 3—Hobgoblin
- 4—Ogre
- 5—Kobold
- 6—Gnoll
- 7—Bugbear
- 8—Human bandit

- 9—Human fighter
- 10—Human assassin

When the characters enter, the cleric automatically makes a Wisdom check (Wisdom 13). If he makes his check (his Wisdom or lower), he intuitively knows the characters are not followers of Bane. If he fails, he believes the characters have come to worship. He will ask them to join him in prayer and offer his blessing upon them. If they are not followers of Bane (which is real unlikely), this is bad! Those praying will find their alignment shifted to evil. Those accepting the blessing will not have their alignment changed, however those not evil will be wracked by unbearable pains, unable to fight or cast spells, barely able to stagger along at half speed, until a remove curse is cast by a cleric of their proper faith. While player characters whose alignment is changed to evil are still under the control of the player, any aligned magic items belonging to the character will instantly know the difference. Furthermore, the character will not earn any experience until the alignment change is rectified and clerics will lose all their abilities. Clerics who suffer an alignment change will never be able to regain their former status. These characters have just screwed up badly. At best, they can become 1st level fighters (if their statistics allow this). NPC characters who turn evil will not show any noticeable change but will gradually grow to hate the group and will betray them at a suitable opportunity.

The cleric will not suspect the characters until they give him cause to (such as refusing to kneel in prayer when he invites them to, or refusing his blessing.). He will not immediately betray his suspicion, but will bide his time, waiting for an opportunity. Later on, he will attack with his *necklace of missiles* at the first opportune moment. His acolytes hasten to join him in this attack and willingly sacrifice their lives to protect him.

Being a temple, there is naturally a fair amount of treasure here. The altar

chalice and other appointments are hammered gold and silver, worth 30 gp total. However, they are clearly identifiable and can only be sold once melted down for their metal. However, the person who takes these items incurs the displeasure of Bane (-1 on all to hit rolls until an appropriate atonement is made). The offering box contains 37 sp. Again, stealing this will arouse Bane's displeasure (automatic negative reaction from all of his clerics and a -2 on reaction dice from all his followers). Behind the altar are two finely crafted swords. They are +3 swords of evil alignment. Any non-evil character suffer 2-12 points damage each time he picks up or draws one of these weapons.

33. *The Lair of Tyranthraxus.* This chamber is the main audience hall of Tyranthraxus, leader of the conquerors of Phlan. The ceiling to the room has been torn away, leaving this entire section of the tower open to the sky. A staircase descends into the chamber from the floor above. The walls are sparsely decorated, the main feature being a large map which dominates the far wall. This map outlines the lands to the North of Phlan and shows the locations of most outposts, settlements, armies, and groups. (This should be a reasonably accurate map of the game area. If possible, movements of the player characters can even be marked in red.) Sitting on a small table underneath it is Tyranthraxus' seal. A great banner for Tyranthraxus' army hangs on another wall. Blazing torches light the room at night.

Present in this chamber at all times are 2 guardsmen (human fr, lvl 8, AC 0, hp 60, #AT 3/2, Dmg 1-10 +4, +2 on all saving throws) carrying +2 two-handed swords and wearing +2 plate mail armor. One also wears a ring of *spell turning*.

If the characters have driven off Tyranthraxus in battle already, he will be here, licking his wounds. He will not be pleased to see them. On sighting the player characters he orders his guards to attack and uses his breath



weapon if possible. After this, he will fight to the best of his ability, using his breath weapon and spells in preference to physical attacks.

If the player characters have not yet encountered Tyranthraxus (and have not visited this chamber before), there is only a 50% chance that Tyranthraxus is present. If he is not present, the guards (assuming the characters are part of Tyranthraxus' army) will bar passage, explaining that none are allowed in the master's chamber without his orders. They will defend themselves to the best of their ability if attacked while attempting to drive the characters from the room. Once this is done, they will bar the door.

If Tyranthraxus is present (either by luck because the characters have visited the chamber before but have not battled Tyranthraxus), he will not attack the characters unless they make a hostile action (such as attempting to cast a spell). Instead, he will greet them politely, inquiring of their business. If possible, he will converse with them in an ultra-genteel way. Once he knows of their purpose, he will try to dissuade them of any hope of success. If the characters don't run or attack, he will offer them the choice of becoming commanders in his army. Each character is required to vote individually. Evil NPCs automatically accept the offer. Good NPCs will refuse. Neutral NPCs join if those who accept outnumber those who refuse. The players must decide for their own characters. Those who accept the offer immediately come under the control of the DM. Tyranthraxus then orders the destruction of the remaining characters as the first test. The guards and former NPCs will attack the remaining characters. Tyranthraxus will remain out of the fight until it is absolutely necessary.

In any case, Tyranthraxus induces the dragon to fight to the death. As the beast gets low in hit points, Tyranthraxus allows it to speak somewhat in an attempt to confuse the player characters. Although retaining complete control, he loosens his grip on the speech centers. In the midst of battle,

the dragon roars out, screaming for aid and mercy against the thing that is consuming its mind. Tyranthraxus hopes this will make the characters hesitate, giving him an advantage. If the dragon is about to die, Tyranthraxus will suddenly abandon that shell and possess another. The order will be as follows:

Cadorna, if present.

The NPC with the most current hit points. (However, if all available NPCs have fewer than half their original hit points, Tyranthraxus will skip this option.)

A guardsman. (As above, if all the guardsmen have fewer than half their hit points, Tyranthraxus will move on to the final option.)

The PC with the most hit points. (If Tyranthraxus is down to this option, he will take the healthiest PC available, regardless of how many hit points they have left.)

For the purposes of the adventure, only player characters are allowed a saving throw vs. death to resist the possession. For all NPCs (including Cadorna), the possession is automatic. As soon as the transfer is complete, all of Tyranthraxus' powers are immediately gained by the possessed character including the flaming aura. With a scream of frustrated rage, Tyranthraxus curses the characters for their meddling in his plans. However, he is far from defeated, he assures them, for he will return from the Pool of Radiance with even greater power. Then he will exact his vengeance on all of the Forgotten Realms, not just the puny city of Phlan. Once this little bit of theatrics is done, whomever Tyranthraxus has possessed flees. The characters can only stop the possessed character by killing him. If the character is slain, Tyranthraxus roars up into a vast flaming cloud, squealing in hatred, then rockets out through the ceiling of the room. The castle and everyone in it suffers 2-12 points of flame damage. Note that this should be sufficient to destroy most of Tyranthraxus' guards

and henchmen. If a player character is possessed and Porphyrys Cadorna is still alive but not with the party, the player character will attempt to flee. If successful, he will meet Cadorna somewhere in the maze. Tyranthraxus, sensing something in Cadorna's character more to his liking, will transfer to him, leaving the character unconscious. This character can be found by the others as they leave. He knows that Cadorna is now possessed and that he has fled to the lands of the North. But getting to the North, beyond the mountains, should be part of the next adventure.

Once Tyranthraxus is defeated, the characters can continue to clear the city if they desire. Without their leader, however, the evil creatures of the city are disorganized and weak. They are more likely to flee or surrender than stand and fight. The task of clearing will become easier. However, the settlement will also be in chaos, since it is likely that Cadorna will be absent (permanently) from the Council. If you want, one of the player characters can be chosen to hold a seat on the council. The benefits of this should include more control over the block-clearing, automatic access to guardsmen as NPCs, and greater respect within the community. It may also be useful in later adventures as a set-up device.

34. Deserted Building. There is nothing but very large cobwebs here.

35 Deserted Building. The door is jammed, but not locked. It can be bashed open; however, doing so will bring down a large section of the ceiling just beyond the door. Anyone caught under this suffers 2-12 points of damage.

36. Barracks. Same as room 10.

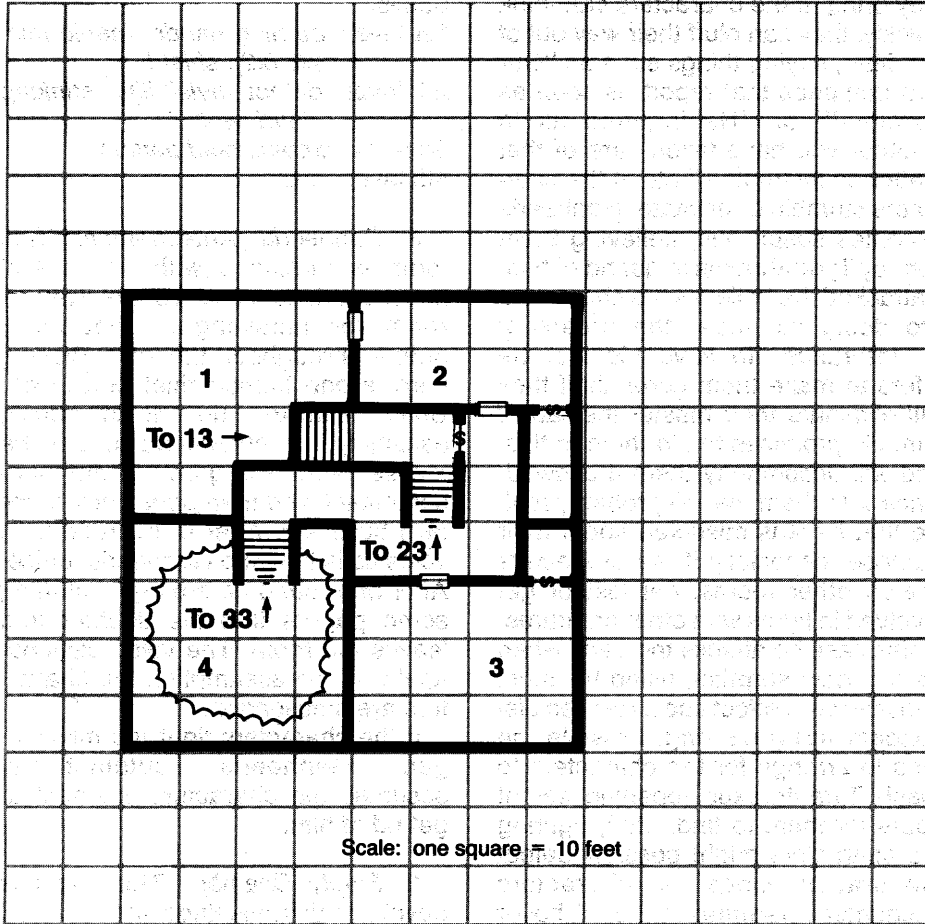
37. Deserted Hall. Nothing of interest here.

38. Ogre Guardpost. This building is both the quarters and watchpost of two ogres. They alternate shifts. While one is on duty, the other sleeps or pre-



Valjevo Castle

2nd Floor



prepares meals. The ogre on duty spends his time watching the street alongside (not in front) of the building through a small peephole. When any character enters the area, the ogre rushes out the door to meet them, rousing his comrade as he goes. Outside, he demands the password. If given, the characters are allowed to pass. If not given, the ogre attacks while the other raises the alarm. The password is "Harrash." The ogres can be tricked by a brave character forcefully insisting that "Tyranthraxus sent us!" Indeed, they will be visibly cowed at the mention of this name.

39. *Enclosed Well.* There is nothing here but a bucket for drawing water up through a hole in the floor. It is 80 feet down to the water level. The water is 20 feet deep. At the very bottom of the well is a long-lost sword +2, flame

tongue. It was thrown here to keep it from falling into the hands of the dragon army a long time ago.

40. *Cadorna's Cell.* In this small room is Porphyrys Cadorna, if he has fled from the settlement. Attempting to learn more about the Pool of Radiance, which he mistakenly thought was in the castle, he was captured by Tyranthraxus' minions. He is chained to the wall and has been horribly beaten and abused. He is weak, barely able to stagger along. He pleads to be released in the name of mercy and the various gods of the Realms. If released and allowed to accompany the characters, he will tell them the password to open the castle gate ("Rhodia"), but not until they need to use it. He furthermore claims to know the route through the castle maze, which the characters don't even know

about. All he actually knows is how to avoid going through the loop (i.e., he knows to take the left path on entering, followed by the next two rights). If not released, he will, threaten to scream and shout to sound the alarm. If Cadorna has not fled the settlement, then this room is empty.

41. *Barracks.* Same as 10.

42. *Deserted Building.*

43. *Deserted Building.* A colony of poisonous frogs (five total) have made this their home.

44. *Ogre Barracks.* This corner tower is occupied by four ogres in rather tight quarters. As a result, they are irritable and quarrelsome. Assuming the characters to have proper business in the castle (unless the gate guards have raised the alarm), they will ask the "smart humans" to settle an argument for them. The burliest one of the group says that "Frogs and toads not same t'ing. Dey not same, dey dif...dey not same! Me right?"

If the characters agree with him, the other three ogres become enraged and attack. The big ogre, thumping his "new buddies" on the back will fight on their side. If the characters disagree, the three other ogres will burst into howls of laughter. Growing angry and red in the face, he will attack the characters, chasing them until he is slain. The other ogres will not intervene unless he is being killed right before their eyes.

Of course if the characters attack without waiting to hear or answer the question, all the ogres will fight against them. Enraged, they will gain a +2 on all to hit rolls.

45. *Same as 12.*

46. *The False Tyranthraxus.* This chamber is lavishly appointed with hangings, carpets, and furniture. Sitting on a throne on the far side of the room is a powerful looking man, decked out in barbaric splendor. He does not wear any armor, but carries a



wicked looking sword. When the characters enter, he demands to know what their business is with Tyranthraxus, lord of Phlan.

This man is a 8th level thief posing as Tyranthraxus under orders. He wears a ring of *protection +2*, giving him an AC of 6 (the rest is from his dexterity of 16). He carries a *+4 Defender sword* (randomly determine each round how much he applies to attack and defense) and *gauntlets of ogre power*. In addition, hiding in the shadows to each side of the door is a 6th level thief. These thieves will wait until they have the opportunity to backstab the party members while they are engaged with the false Tyranthraxus. Each of these thieves is wearing an *elven cloak* and carries a *sword +1*.

If the fight goes badly, the thieves will try to escape by the main door or the secret door. If cornered, there is a 10% chance the false Tyranthraxus will confess the masquerade, hoping for mercy.

In the chamber, the characters can find 5000 gp worth of gems and jewelry, as befits a ruler. There is also a large seal, supposedly that of Tyranthraxus. If the characters have any papers bearing his seal, they can see that this is not the same. It is only put here for window dressing.

Tower: Second Floor

1. *Genheeris' Quarters*. Otavius Genheeris is Tyranthraxus' second in command and normally handles the administrative affairs of the army. He is a 7th level magic user equipped with a wand of cold and ring of *invisibility*. For practical reasons, Tyranthraxus doesn't trust him any more than necessary (i.e., not at all) and Genheeris has no abiding love of Tyranthraxus. The room is furnished as the apartment of a wealthy, if eccentric, merchant. Genheeris is in his room almost all the time, relying on runners to carry messages to and from his office. When the player characters first enter, Genheeris assumes they are runners sent by Tyranthraxus. He will ask what message

they bring. If the characters can think quickly, they can bluff their way out of any fight, saying things such as "Our lord demands that report as soon as possible!" or "He inquires as to whether you have taken care of that matter as instructed," etc. If the characters stumble or hesitate, Genheeris becomes suspicious, believing them sent by Tyranthraxus to get rid of him. If attacked, he believes the characters are doing so under the orders of Tyranthraxus. To save his life, he offers to make them generals if they will eliminate their master instead of him. He promises to aid them in this, and will accompany them if allowed. Once with them, he will probably realize that he was mistaken about their purpose, especially if the characters search other rooms, get lost or get involved in fights with other creatures. In this case he attacks the party when he can gain surprise, using his most effective area effect spell. He then disappears using his ring. Invisible, he tries to arrange for the characters to reach Tyranthraxus (opening secret doors for them to find, etc.), figuring the characters might possibly defeat the dragon. Once the characters encounter Tyranthraxus, he will hover on the edge of the battle. If the characters are going to win, he will attack them in their weakened state, hoping to destroy them and gain control of everything. If the characters are losing, he will appear as reinforcements for Tyranthraxus. All told, it could be very bad for the player characters.

If Genheeris cannot convince the characters to join him and they attack, he will use whatever spell he can, and then disappear with his ring. Unless stopped, he next alerts Tyranthraxus and leaves the scene. Once alerted, Tyranthraxus cannot be surprised.

Otavius Genheeris: AC 10; MV 12"; MU 7; hp 22; #AT 1; Dmg 1d4; THAC0 19; S11 I 18 W 15 D 16 Cn 14 Ch 12; wand of *cold*, ring of *invisibility*; AL LE

Spells:

1st level: *burning hands*, *magic missile (x2)*, *shield*

2d level: *detect invisibility*, *stinking cloud*, *web*

3d level: *fireball*, *hold person*

4th level: *fear*

2. *Genheeris' Antechamber*: This room is furnished with chairs and benches. It is used as the waiting room for messengers that carry orders throughout the city. Waiting here is one human thief (3rd level). Unless attacked, he will not attack, assuming the characters to also be messengers. He greets them non-committally and then goes back to his own business. After a few rounds, a voice calls him into Genheeris' office. After one round he emerges, stuffing some papers into his doublet and leaves the room. The voice calls out again on the assumption the characters are messengers.

If the characters fight the messenger, Genheeris automatically assumes the characters are sent to get rid of him.

3. *Empty Chamber*. This room is devoid of all furnishings. In the center is a small trapdoor. This opens onto the medusa chamber below and is used for feeding the creature. If the trapdoor is opened by an unwary character, that character must make a saving throw to resist the medusa when looking through. Otherwise nothing will happen.

4. *Tyranthraxus' Chamber, 2nd Floor*: The floor to this room has been torn away, as has the ceiling, leaving everything open to the sky. All that remains is a staircase down to the first floor.

Sorcerer's Island



After the player characters have cleared the greater part of the city, they will be ready to make the assault on the Old Town hidden behind the city walls. This is the stronghold of the enemies of Phlan, particularly Tyranthraxus. However, characters will discover that getting into and out of this area is far from easy. A direct assault on the Gates should prove suicidal, as the characters will probably learn. Another way into the Old Town must be found.

At the same time, the player characters should have become a problem for Cadorna, enough so that he wants to get rid of them. Therefore, he proposes what seems a hopeless mission to the Council, one that is quite appealing but virtually impossible. Once the characters accept, he is sure he will never see them again. And best of all no one, not even the adventurers themselves, will have any reason to blame him! He loves this plan, for it so fiendishly elegant.

Thus, the Town Council posts the following proclamation:

"Citizens of New Phlan!

"Great has been the success of those brave and true souls who have joined into the service of our Republican Army. Through their might of arms and our generalship we have regained much of what was lost. Great our success has been and great it shall be.

"Still however a blight remains on our fair city. In years past, the river Kuto flowed pure and clean through the heart of Phlan. Now its banks are swept with contagion and death. Seven times men have trekked to find the source of this pollution. Seven times we have waited in vain for word of their success. Now the auspicious number has been reached, so surely success is within our grasp. To any who succeeds in purifying the river Kuto we bestow the title Knight and a yearly stipend of 100 gold pieces for life. All seeking this claim must

present themselves before the High council.

"By Order of _____"

If the characters ask around for more information, they can learn the following things:

1. The most learned NPCs in town do not think the contamination is related to the conquest of Phlan. The river ran pure for many years after the sack of the city.

2. The contamination, while not magical in itself, is definitely derived or related to some magical process. However, no one has been able to determine just what this process is.

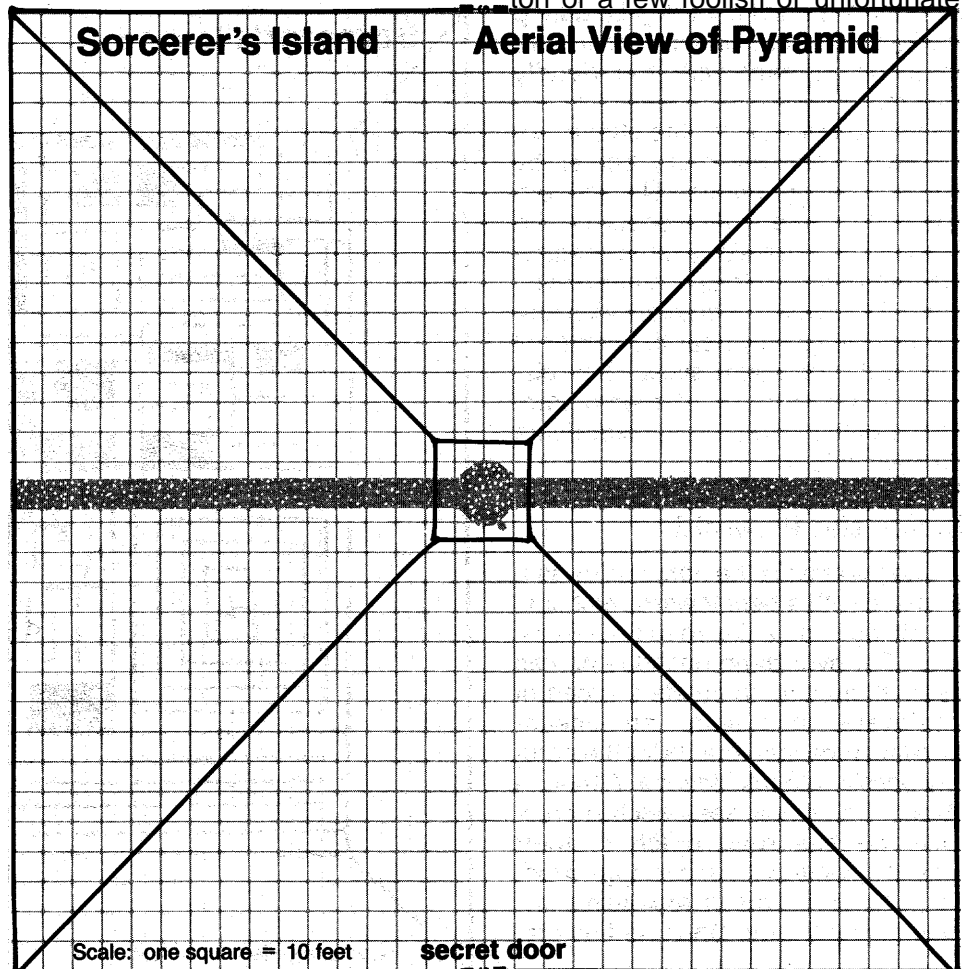
3. Brave travellers from the far north have said the river is pure at its head-

waters. Therefore, the cause of the contamination is somewhere between here and there.

4. The pollution has resisted all attempts to purify it. It is somehow truly bound into the soul of the water. The only choice is find the source and stop it there.

Outside the Sorcerer's Isle

The Sorcerer's Isle is a low, barren island in the center of a lake. Towards the north end of the lake the shoreline is lush—carpeted with tall grasses and spreading trees. At the uppermost end, the Kuto River, sparkling and unpolluted, flows into the lake. The southern end is a direct contrast to the north. The water is black and bubbles and reeks of death. The shoreline is blighted. No grasses or trees grow. Only the weathered skeleton of a few foolish or unfortunate





creatures dot the banks. In many ways it looks like a poisoned oasis in the middle of the desert.

The island is dominated by a single feature, a large smooth-sided pyramid. From the top of the pyramid comes a gushing fountain of black, oily reek. This contamination flows down the east and west faces of the building and cascades into the lake. There is no doubt that this is the source of the river's poisoning.

Crossing the lake is a dangerous affair, for the water of the southern half and directly around the isle is instantly deadly. Touching or drinking it results in an immediate saving throw versus poison. If the save is failed the character dies (in intense pain). Furthermore, the lake is stocked with Yarash's experiments. Each turn there is a 1 in 6 chance of something attacking the characters (treat as a half strength sahuagin that is horribly deformed or mutilated). Again, during the fight the characters must take care to avoid contact with the deadly waters.

Once on the island, the characters are free from any more bother by Yarash's experiments. No random encounters of any type occur on the island. The pyramid itself is featureless, showing no signs of doors or windows. However, if characters examine the ground closely near the center of the north and south sides, they discover the faint traces of a worn path. These paths lead to the secret doors on each side.

Inside the Pyramid

The pyramid is the home of Yarash, a wizard with a bent towards alchemical biology and a desire to be a Beastlord. For over three decades he has been attempting to create a breed of freshwater sahuagin, an ocean-dwelling race memorable for their cruelly passionate intelligence. Although Yarash has never seen such a creature, he has read much of their exploits (some of it quite exaggerated) so he is confident of recreating this race in freshwater. Once he has cre-

ated his demons, Yarash intends to use them to dominate the Moonsea.

The core of Yarash's experiments revolves around the alteration of the waters of the Moonsea through alchemical processes. To this end, his pyramid is spewing forth contaminants that in a few more decades will alter the subtle balance in the waters. In the Moonsea this solution is much diluted. Here, in the lake and river that he uses as a breeding ground, the poisons are lethal to most creatures.

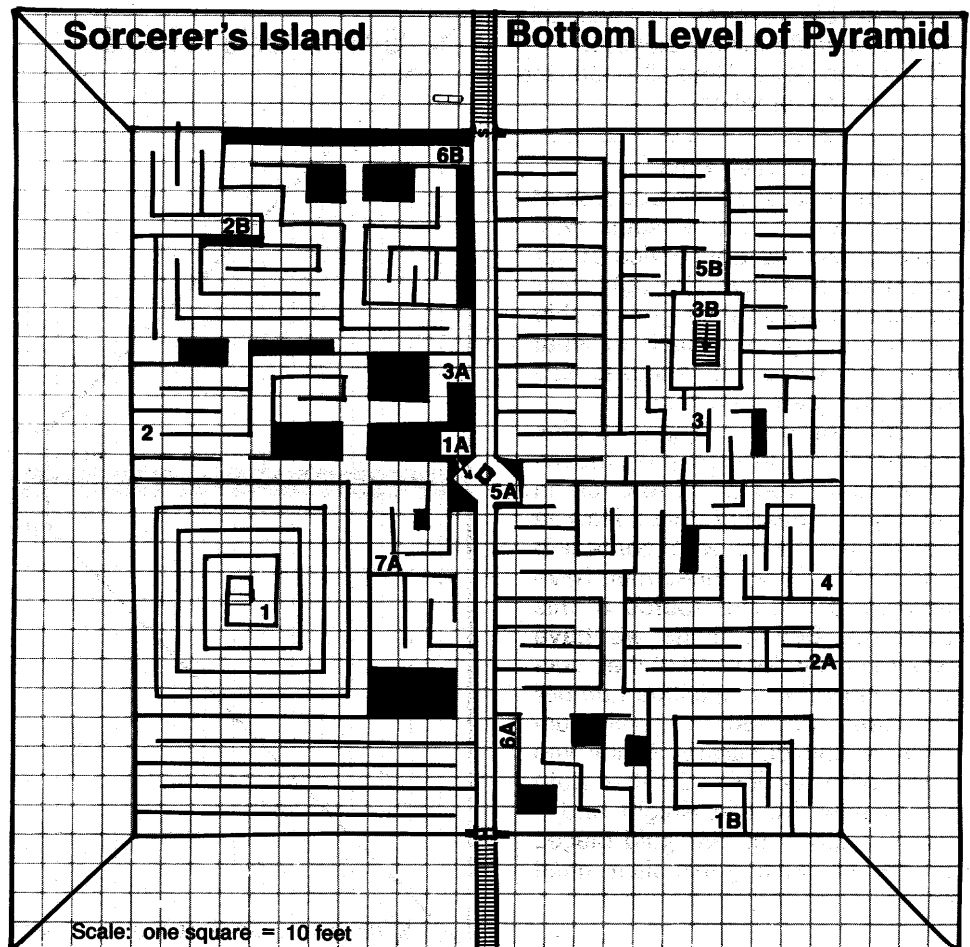
However, contamination, while key, is not the only step in the process. The actual creatures are being developed through lizard-man stock. Through trial-and-error, Yarash has developed a series of alchemical and surgical operations to alter the lizard man breed. However, the success rate is far from certain. Many creatures die and many more are deemed unsuit-

able. These he casts off to live in the deadly waters of the lake. To date he has had no satisfactory success.

Recently Yarash has been wondering if he is using the wrong stock. While he understands sahuagin to be lizard-like, they may not be derived from the same root as lizard men. Thus, he welcomes the arrival of new specimens (the player characters) to conduct his research on.

Area Description

Teleporters: To ensure his privacy and trap intruders, Yarash has prepared a simple, but puzzling series of teleports. These teleports work in series. On the map, each teleport is marked by number/letter code. The number indicates the teleport. The letter indicates whether this is the entry or exit point—A is the entry point, B is the exit point. 1A sends the character





to location 1B. However, 1B never sends the character anywhere—it is only where the character is dropped off.

However, Yarash didn't leave it as simple as all this. First, there are two distinct teleport groups. The first group, 1-4, will eventually allow characters to reach Yarash's apartments. The second group, 5-8, will send the characters to a small cell as Yarash's prisoners.

Secondly, Yarash has built a special feature into the first group of teleports to keep strangers from accidentally popping into his home. This string of teleports works either forwards or backwards. When working forwards the teleports send the characters as noted above. When operating backwards, the teleporter sends the character to the beginning of the previous number. Thus, a character entering the 2A teleport would be sent to the 1A location when the series was running backwards. Each use automatically changes the setting of all four teleports.

Characters unfamiliar with Yarash's provisions would thus find themselves unable to break out of an endless loop. This loop would go as follows:

Character teleports (forward) from 1A to 1B. All teleports in the series are now set backwards. The character wanders around and finds the 2A teleport and pops to 1A. All teleports are now set forward and the character using the system would be sent from 1A to 1B again. And so the cycle would endlessly repeat.

Yarash himself gets through the cycle with a supply of small stones. First he enters 1A and goes to 1B. Finding 2A, he throws a pebble into it (which goes to 1A). The teleporter resets forward and Yarash goes from 2A to 2B with no trouble. At each teleporter he repeats this performance until he reaches his apartments. Near each teleporter point is a pile of small stones that observant characters will notice.

This strangeness only applies to teleports 1-4.

Bottom Level

1. Spiral Maze. This area is one of Yarash's traps for the unwary. Once the characters have teleported in, there is virtually no way to escape. The floors are thickly coated in dust and it is obvious that no one has been here in some time. However, a certain number of creatures have been trapped here for some time. Their numbers are slowly dwindling as each strives to hunt down and kill the others for food. Due to this perverse food chain, none of the creatures will listen to reason in any way. Some of them tried when they first arrived in the maze, but they have learned the hard realities of the situation since then. All have accustomed themselves to the total darkness. There is a 2 in 6 chance of an encounter each turn (not round). Once a creature has been slain it cannot be encountered again and that result should be treated as no encounter.

- 1 Human fighter, 4th level, *+1 sword*.
- 2 Goblin, *+1 to hit for frenzy*
- 3 Dwarf, chain and shield, *war hammer +1*
- 4 Lizardman
- 5 Hobgoblin, *+2 to hit for magic sword and frenzy*
- 6 Human thief, leather armor, wand of *magic missiles*

2. The Master of the Maze, Upon getting in sight of this point the characters will see a light ahead. Getting closer, they see an old man sitting in meditation. The light comes from a glowing stone in front of him. The man is a 2d level cleric. He has survived by *creating food and water*, barely enough for himself, although he also shares it with the others when they come near. In addition, he heals their wounds and tends to their needs as best he can. Although not mad, he is not quite all there, having been a prisoner of the maze now for several years. If the player characters talk to him long enough (and he tends to wander off into incoherence) he will reveal that he has been chiseling at

the rock of the wall behind him. He thinks it will give way, but he is not strong enough. If the player characters push against the wall, they can tumble down a section large enough to crawl through. This allows them to slide down the outside of the pyramid to safety.

3. Second Maze. This maze holds the 'graduates' of the first, as it were. Those who have gotten this far are tougher or luckier than the rest. As before, the occupants, faced with starvation, are quite prepared to kill anything or anyone they encounter. The chance of encounter is the same and once a creature is defeated it can no longer be encountered.

- 1 Goblin, *-1 to hit for hunger*
- 2 Lizardman
- 3 Human thief, 5th level
- 4 Lizardman, *+1 to hit for fierceness*
- 5 Elf magic-user, 3rd level
- 6 Hobgoblin

4. The Dead Writer: At this point, the characters find the body of a human, long dead. Most of his gear and clothing are missing, long since picked over by the other occupants of the maze. However, under his dried out body is a small bound book—his journal. This journal contains a crude map of this maze with a deathhead at the teleporter location. In addition, the journal describes in sketchy detail the plans and intentions of Yarash. While not all the facts are right, the journal does give the characters an idea of what Yarash is up to.

Middle Level

1. Lizardman Cell. This large room contains five lizardmen Yarash is holding for his experiments. While they do not know what is going to happen to them, they all assume it will be bad. At first they assume anyone entering their cell is the enemy. Even if the characters can convince the lizardmen they mean them no harm, the lizardmen will remain suspicious. They feel that all non-lizardmen are in



league with Yarash unless proven otherwise. In the end, they can be convinced not to attack, but they will not accompany the characters.

2. *Surgery*. This chamber is a cross between a Grand Guignol torture chamber and Frankenstein's laboratory. Everything in it seems to be designed to restrain or cause pain. The walls are lined with bottles and flasks filled with bizarre powders, oils, ointments, and draughts. Any magic user can tell that whoever uses it has an alchemical background. There are signs of recent use.

3. *Hospice*. This is where Yarash's experiments recover from his work. The room is filled with large vats filled with the same oily black stuff that flows from the fountain. The chamber stinks. In three of the four vats are experiments—enraged by their horrible fate and their great pain. Any character poking too closely will be attacked (+1 on the chance of being surprised) by the occupant, a double-strength lizardman. Again, the walls are lined with shelves of powders and liquids all used in the creation of the bath.

4. *Mixing Room*. This room most resembles an ordinary alchemist's shop. The walls are lined with shelves filled with all manner of concoctions useful to the magical and alchemical arts. (Characters can easily obtain all but the most valuable spell-casting components here.) In the center of the room is a table littered with more powders, flasks, reports, a scale, and papers. The papers are covered with alchemical formulae and experiment notes, such as "Subject 213: Progressing well, scars healing, unable to talk yet. Subject 214: Died when treated, failed again," etc.

5. *Secret Storerooms*. These chambers can only be reached by teleport or passwall spells. The floor of each is decorated in a unique pattern of tiles (to aid in teleport memorization). Each holds a vast collection of magical junk.

However, hidden among all this junk are 400 gp, 1200 sp, and 1-4 magic items (randomly determined).

Top Level

1. *Guard Post*. This is the guard post of Yarash's one moderately successful experiment from long past. Hidden in this secret chamber is a ogreish-lizardman (a green-skinned, slightly scaly ogre in appearance). When anyone (including Yarash) walks past this point, he must say "Hello," greeting the creature. If this greeting is not given, the creature will open the secret door (automatically gaining surprise) and attack. The creature has no treasure of note, only a few paltry baubles and bones that it finds amusing.

2. *Fountain Chamber*. In the center of this room a column of black foul water jets up through a clear pipe and out the roof. Another pipe (running from room 4) enters at the base of the clear pipe, pumping in streams of the foul liquid. All about the room are valves, gauges, petcocks, hand-wheels and other examples of arcane plumbing. Any given piece of equipment must suffer 20 or more points of damage to break, either from a single attack or several repeated attacks. When something breaks there is a 10% cumulative chance of causing an explosion which would spread the black poison all about the room and cause 3-30 points of damage to all within 20 feet. Fortunately, the explosion will not be immediate, beginning first as a bang-clunk followed by several rounds of an ominous whine as the pressure from whatever builds up. Keen-thinking characters should have adequate time to escape.

3. *Yarash's Apartment*. There is a 50% chance that Yarash will be here (if not, he is in room 4 on this level). Yarash is a 10th level magic user. At first, Yarash will see the player characters as valuable new subjects and cast whatever spells he has that incapacitate or capture but do not kill. If this fails, he will use purely offensive

spells, hoping to eliminate his opposition. If he is wounded to 1/4 his hit points or less, he will cast defensive spells and attempt to reach his teleport pad (which takes him to 5A on the lowest level of the pyramid). If all these fail, he will use the secret door in his chamber to get to the outside of the pyramid, where he can slide or fly to safety.

Yarash: 10th-level human wizard; AC 5; MV 12"; hp 34; S 10 I 18 W 13 D 17 Cn 17 Ch 10; #AT 1; Dmg 1-4; THAC0 19; AL CE; Yarash carries a wand of *paralyzation* with three charges, two potions of *healing*, a potion of *speed*, *bracers of defense* AC 5, and a *Quall's Feather Token* of a swan boat (which he uses for crossing the lake).

Spells:

- 1st level: *affect normal fires, magic missile, protection from good, spider climb*
- 2d level: *detect invisibility, invisibility, locate object, wizard lock*
- 3d level: *fly, lightning bolt, water breathing*
- 4th level: *polymorph other, polymorph self*
- 5th level: *teleport (x2)*

4. *Pumping Room*. Working as slaves in this room are three lizardmen. Two are dumping barrels of the black contaminant in a large vat. The third is working a bellows pump which forces the fluid into the fountain. All are shackled and fastened by long chains to the wall. All have cuts from a lash across their backs.

When the characters first enter, the lizardmen will recoil in fear, thinking the PCs are part of Yarash's tyranny. If the Characters foolishly attack or get too close to the lizardmen without making their good intentions known, the lizardmen will attack. The two will heave the barrel of poisonous gunk at the party while the third wades in with his bare fists. Once the fight begins they will not stop until one side is slain or the characters free one of them. If this happens, they will stop fighting in amazement.

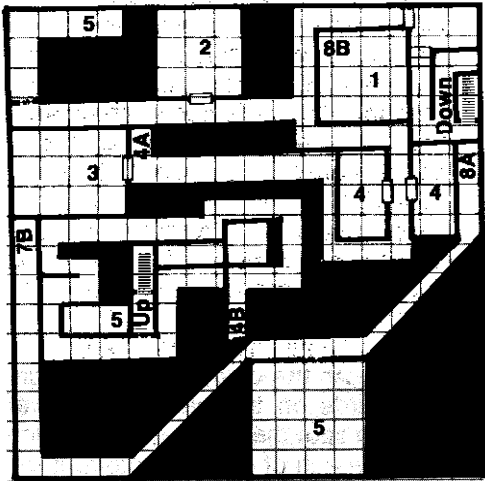


If the lizardmen are freed or convinced of the good intentions of the characters, they fall at the feet of the PCs in gratitude. They knew full well the fate that awaited them and are quite thankful to be saved from it. They will blurt out the story of what horrors Yarash was trying to perpetrate. Furthermore, although they will not fight now (they only wish to escape) they will pledge the assistance of their tribe in the swamp to anything the players request. Their chieftain is a wise old lizard who has seen many things and knows many things forgotten by the puny humans. (Indeed, he may have information on the Pool of Radiance if the player characters go there and ask.)

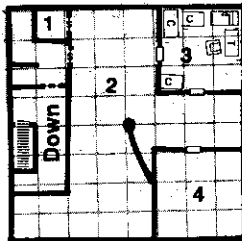
The lizardmen are surprisingly more observant than Yarash expected and thus know most of his secrets. They know the location of the teleport pad in his apartment along with the secret door to the outside. They also know the location of the other lizardmen prisoners and the general procedure Yarash uses to get through the teleporters.

Before leaving, the lizardmen will give the characters directions to the home of their tribe and repeat their promise of the tribe's aid. (See the outdoor adventure on p. 70 for more details.)

Sorcerer's Island Middle Level of Pyramid



Sorcerer's Island Top Level of Pyramid



Scale: one square = 10 feet



Assuming the characters have survived all previous missions, Cadorna is truly alarmed at their growing success. Where previously he had attempted to passively eliminate the characters (by sending them into dangerous situations), he now feels he must take an active hand. Therefore, he has arranged for the player characters to carry a message to the masters of Zhentil Keep. Ostensibly, this message concerns the opening of treaties of trade and friendship between Zhentil Keep and New Phlan. Of course, the message is far more sinister than this. The message requests the death of the messengers (i.e., the player characters). Cadorna is sending them straight into a trap.

The Assignment

This mission begins by having the characters summoned before the Town Council. This in itself is different. Before, the characters had to approach the council on their own or learned of missions by postings. Now they are obviously important (or at least so they should feel)! Of course, Cadorna has arranged the appointment.

At the council chambers, the characters are given their mission. They are praised for being brave, valiant, and competent adventurers. The mission they are about to undertake is dangerous. Because of their great skill, they have been chosen to carry important papers to the emissaries of Zhentil Keep. The characters get very little choice about accepting or refusing the mission. It is assumed they will go. The council is willing to give them each 30 gold pieces in travelling expenses, a map showing the location of the outpost of Zhentil Keep (and very little between it and Phlan), and a packet of papers. This packet is sealed with a wax seal. "It is essential the emissaries believe our good faith, therefore this seal must remain unbroken. Finally, be warned, there may be those wanting to stop your mission. The cruel master of Old Phlan has agents everywhere. Be wary and do

not fail us!" With these words, the Council dismisses the characters.

The Papers: The characters are given a large bundle of papers in a sealed envelope. If the characters open the envelope, they find the papers are long-winded epistles filled with flowery diplomatic language. that manages to say a lot without saying anything. They are tedious reading. It will take about one day to read everything in the packet. What is of real importance is a small paragraph just before the usual ending platitudes. This reads:

Lastly, to demonstrate desires and competence, we request that you shall slay these messengers who have come bearing these papers. Thereupon send their heads back to us as proof of your actions.

Of course, once the envelope is opened, the characters will have to reseal it. How good a job is done depends on the Dexterity of the character doing the job, the time taken, and the materials available. It would be safer, obviously, to wait until on the road to the outpost to open the envelope, but sealing wax is not in very good supply in the wilderness. The DM should assign bonuses to the basic Dexterity roll for ingenious ideas, expensive materials, and extra time spent on the job.

Information About the Outpost

Canny characters, before they set out, will seek to gain some information about the outpost and its occupants. Good places to check into this are at the various taverns and inns about town where travellers meet. Given a few hours and a couple of gold pieces' worth of drinks, the adventurers can hear the following opinions:

1. "Oh, the Zhentarians! They're a real wicked bunch. Called the Black Network by some. Deal in all sorts of

things that honest folk won't touch."

2. "They're the scum of all the north. Why Cormyr's said to pay a bounty on their hides!"

3. "You lookin' for slaves? I can make you a better deal than those guys."

From these few clues, the player characters should get the clear idea that they are visiting a group not noted for their kindness and hospitality.

Getting to the Outpost

There are no special encounters on the way the Outpost. The normal random encounters will occur.

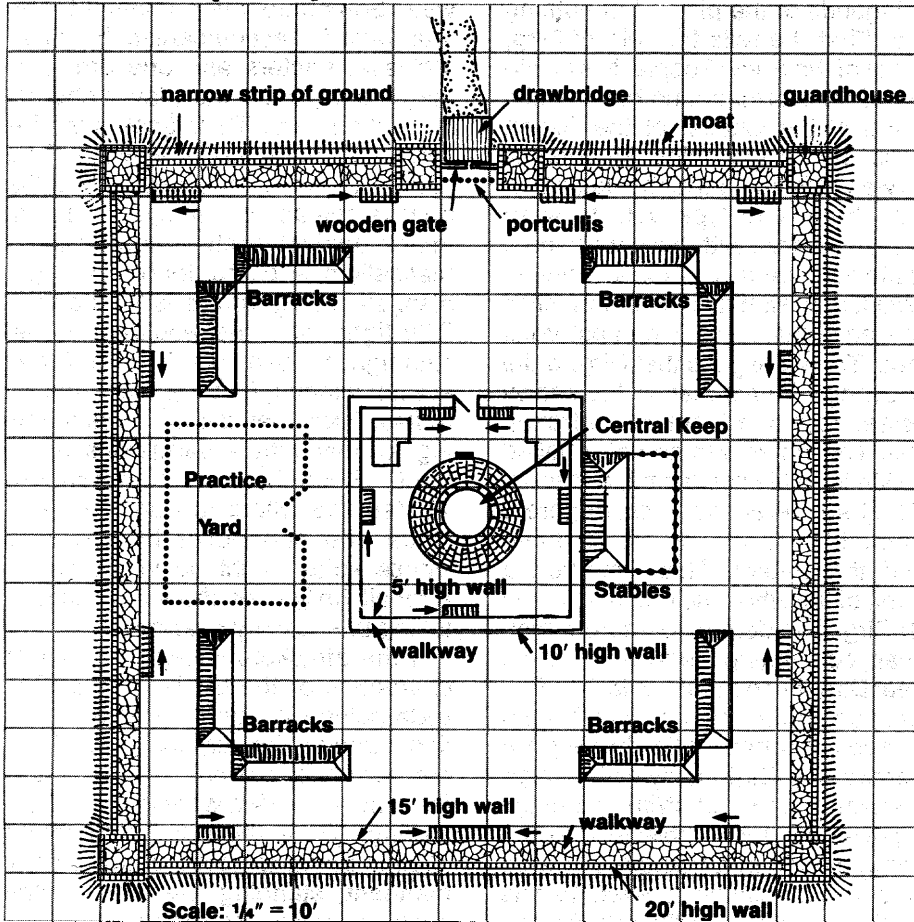
The Outpost

The outpost appears to be a fairly sizeable, well-built stockade set on a knoll overlooking the surrounding countryside. Fighters observe that the post has been carefully sited for the best view. All surrounding brush and trees for 300 yards has been cleared and any ravines and gullies approaching the stockade have been filled with loose dirt. The limestone stockade is surrounded by a dry moat. Guards can be seen on the walls. All-in-all, the place looks pretty formidable for a border outpost.

Getting into the outpost is not too difficult. As the characters approach, the guards on the battlements over the gate spot them. Six guards watch the approach of the characters. If the party stops outside the gate and obviously delays (sets up camp, etc.) a troop of 15 horsemen will ride out to greet them (one 6th level fighter, two 3rd level fighters, one 4th level mage, one 3rd level cleric of Bane, and ten 0-level soldiers). They inquire, not too politely, as to the business of the characters and insist on escorting the characters into the stockade. They offer polite, seemingly concerned reasons for doing so—the region is not safe after dark, their commander would be honored to exercise his hos-



Zhentil Keep Outpost



pitality for strangers, etc. Their true reason is that they are suspicious of any possibility the characters might be advance scouts for some army, particularly that of Tyranthraxus. They have noted his operations with growing concern since he may threaten their own ambitions over the lands around the Moonsea.

If the characters refuse the invitation, the request will become an order. The guard will bring the characters in by force, if necessary. If a battle develops, the riders get reinforcements in 2-5 rounds. At first this will be another squadron of cavalry, 24 strong led by a 4th level fighter. If necessary, all but ten of the outpost's garrison will arrive on the scene to defeat the player characters. The garrison is competent, trained and well-commanded. It is not likely they are going to fight foolishly. If the charac-

ters start a fight and then surrender (due to overwhelming odds), the Zhentarians will take them to sell as slaves. It is a gloomy end to their adventures.

Inside the Outpost

If the characters enter the outpost without a fight and explain their business, they are taken before the garrison commander and his advisors. All proper formalities are observed as is due to emissaries of a possible ally. Once the characters turn over the packet, the commander orders the officer of the watch to show them suitable quarters and give them a tour of the outpost.

If the characters enter freely but do not reveal their mission, they are assigned simple quarters and four guards (all 2nd level fighters). These guards are not so much to stop the

characters by force but to sound the alarm if the characters attempt anything they should not. Obviously, they also prevent the characters from looking around too much (i.e., at all). That evening the characters have dinner with the commandant. In the morning they are allowed to depart.

If the characters are brought into the outpost by force, things are much different for them. Their gear (and clothing) are stripped from them and they are cast into the dungeon (a small, foul-smelling cell) under one of the guardhouse towers. They are left to languish there for a few days. After this, they are brought out, shackled and manacled and given over to a passing caravan. They are now slaves bound for the gloomy recesses of Zhentil Keep.

The Tour

If the characters are shown about the outpost, they get a very limited and selective tour. The officer of the watch freely shows them into one of the barracks near the front gate. This is occupied by 50 men with all their gear. He will point out the other barracks, but will not let the characters get too close to them (particularly those at the back of the camp). Most of these barracks are empty or virtually so. The commandant wants to portray the image that the outpost is much more strongly manned than it actually is. Men come and go from the other barracks, but no one stays there at night. Likewise the characters are not allowed to closely inspect the stables, lest they are able to get a count on the number of horses. (This information would also give a good estimate of the strength of the garrison.) In general, the characters are given a fairly perfunctory tour.

Once the tour is over, the officer shows them to their quarters on one of the guardtowers. The room has only one entrance and four guards are posted outside. The characters are not allowed to leave the room. If they insist, the guards will first restrain them, then sound the alarm. Ten more guardsmen will arrive in 1-3 rounds



and every four rounds thereafter until there are either 40 guards present or there are no guards remaining in the outpost.

Dinner

That evening the characters are invited to dine with the commandant. It is assumed they will attend, and since they are on a diplomatic mission, they should attend. The dinner will be as formal and fancy as can be managed at such a lonely outpost. The commandant and his advisors will be polite and cordial, although they are by no means good friends. Neither the commandant nor his advisors have finished the papers, so they do not know what they are supposed to do to the player characters yet. That happens later in the night. Instead the commandant asks questions of the characters, gently probing for what they know of New Phlan, its defenses, Tyranthraxus and his armies. In return, the characters can ask questions of him about Tyranthraxus and the Pool of Radiance. While he knows a fair amount about Tyranthraxus, he reveals as little as possible, instead giving mysterious answers couched in phrases like "I've heard it said..." and "Mind you, I've never really seen the fellow, but..." Things that he will suggest are that Tyranthraxus might not be of this world, that he is an extremely formidable and dangerous opponent and that he is associated with fire—either he breathes flame or is able to cast lots of fire-based spells. There is no doubt that Tyranthraxus is an extremely ancient being. To prove his point, the commandant cites a legend of the Northern Tribes about a being of flame, Tirantikus, who came out of the Tortured Lands. There is a good chance, according to the commandant, that Tyranthraxus and Tirantikus could be one and the same.

If the characters bring up the subject of the Pool of Radiance, the commandant does not make any connection between this and Tyranthraxus (unless the player characters spell it out for him). He has heard a

few legends of the place, but nothing more. First, he tells the tale of Dirg, Warrior of the Snow People. It is an old story of the Northmen he heard while serving at the Citadel of the Raven across the Dragonspine Mountains. Dirg was, has he puts it, the usual barbarian hero—the type able to snap five men's backs with his bare hands, wrestle and tame the cloud horses, pierce a man with a javelin from miles away, and other equally preposterous things. The story goes that Dirg, while wandering with his men in the snowy wastes, found a pool of unfrozen water. The water was so hot it boiled the skin from his pet Jezma, a little lizard that wandered too close. Angered, he thrust his spear into the pool and roiled the waters. This disturbed a demon of fire who rose out to do battle with Dirg. The demon leapt from man to man, consuming them but could not defeat Dirg, but neither could Dirg find a weapon strong enough to withstand the creature's heat. After battling for an entire day, Dirg finally called upon his totem god for aid. With this magical power, Dirg was able to trap the flaming demon in a triangle of power, where it supposedly is even to this day. Beyond this colorful tale he can only say that the Northlands are filled with many undiscovered wonders.

If the commandant does see the connection between Tyranthraxus and the Pool of Radiance, he suddenly becomes uncommunicative. He doesn't know anything and he cannot help the characters—or so he says. Actually, the player characters have just supplied him (and his masters) with a very useful piece of information. He is not going to give away information to a potential enemy at this point.

After dinner, the player characters are escorted back to their quarters.

The Attack

It is not until well after dinner that the commandant and his advisors read Cardona's request for the death of the characters. Without much debate, they agree to do the task. Being intensely lawful evil, they have few moral convictions to get in their

way. Sometime after midnight, the four guards, accompanied by three 4th level fighters and one 3rd level magic user, enter the player characters' chambers. Their goal is to dispatch the characters one by one. The latter four will do the deed while the guards remain on watch. The first attack against each character automatically hits, doing double damage; also, all saving throws fail. When the PCs fight back, the would-be assassins fight for two rounds, and if they are not winning handily, then attempt to flee. First, they did not expect having to deal with a dangerous opponent. Second, the commandant wanted the whole job done quietly, since one can never be too sure whose spies might be in his camp. After all, he figures, there is no point in taking unnecessary chances.

If the attackers escape the player characters or the battle is loud (fireballs going off, lightning bolts crackling through the air) the rest of the compound is alerted. The other soldiers have no idea what is really happening. They think the compound itself is being attacked and the commandant, standing near the central keep isn't going to tell them otherwise. In the confusion, the player characters can slip away to reach the main gate. This gate is barred. It will take the effort of all surviving player characters (regardless of numbers) to get the gate open in 6-10 rounds. During that time there is a 75% chance the characters will be seen by 2-20 guardsmen. Seeing the characters at the gate, the guards will assume the characters have betrayed the keep and attack. At the same time, 6-10 guards will be summoned, arriving in 2-5 rounds. No more than half the remaining guard force will arrive at the scene in any case. The guardsmen will chain any characters they capture. The characters will be treated as prisoners (see above). Alternatively, the characters can get out by climbing over the wall or hiding until the commotion dies down and then sneaking out at their leisure. If the characters capture one of their attackers, they can learn a lit-



tle about the reason for the attack. These men know the commandant was carrying out some orders he received that very day and they were supposed to bring back the heads of their victims. The commandant knows the full nature of the message and will reveal it if forced.

Once the characters have escaped, they can either leave or remain in the area. If they remain, mounted patrols of ten guardsmen led by a 4th level fighter will be searching for them. These patrols are only trying to harry the characters, not overpower them. However, if the player characters capture any of the riders, they can learn the reason why they are being hunted. The word has leaked out of the commandant's office by now.

Garrison of the Outpost

The garrison of the post is a finite group. They are not endlessly replaced. Instead they can only be replaced at the rate of one man every other day from local recruits (bandits and the like). However, green recruits arrive every 5-7 weeks in groups of 10-40 men. The garrison is never greater than its starting strength. If a leader is

lost, all lower ranks are promoted in title accordingly although the promotion does not confer any extra levels.

Commandant: 9th level human fighter, *+2 sword, 2 javelins of lightning, +1 dagger, +2 plate mail, +1 shield, ring of fire resistance, 3 potions of extra-healing.*

Advisors:

6th level human magic user—wand of *cold, robe of displacement, ring of protection +3, dagger +2/+3 vs. regenerating creatures, potion of clair-audience, scroll with 4 spells randomly selected*

7th level cleric of Bane —*mace +2/+4 vs. undead, +2 banded mail, scroll of protection from magic, potion of healing.*

6th level dwarven fighter— *+1 sword; +1 chain mail, potion of heroism, ring of telekinesis, gauntlets of ogre power.*

6th level human fighter— *+1 sword, crossbow of speed, 20 +2 quarrels, bronze horn of Valhalla.*

Troops:

Ten 4th level sergeants— *+1 swords, +1 chain mail.*

Ten 3rd level aides—no magic items, AC 5.

Thirty 2nd level corporals—no magic items, AC 6.

One hundred 0-level guardsmen—no magic items.

One 4th level magic user —*master of the magics, net of entrapment, bracers of defense AC 6.*

One 3rd level apprentice magic user—*potion of delusion (a failed attempt at potion creation).*

Three 1st level lackeys (all magic-users)—no magic items.

One 5th level cleric of Bane (clerical corps)— *staff of striking, banded armor +2, 2 pieces of incense of meditation.*

Two 3rd level clerics of Bane (clerical corps)—two potions of *healing*, one scroll with *remove curse (clerical).*



Thri-Kreen Village

This encounter has no connection to the fight to retake Phlan, other than the Thri-Kreen have acquired a substantial amount of treasure that the PCs could use either directly or indirectly against the hordes of Old Phlan.

The Thri-Kreen mounds can easily be seen within two hexes of #3 on the referee's map of the area. If the PCs are not inclined to investigate, or never go near the area, the DM could use other means to entice the adventurers. For example, rumors of a new "insect cult" in the area could spring up, or the relative of a wealthy NPC could disappear in the area, and the party would be hired to investigate. It shouldn't be too hard to figure out a way to get the characters involved.

Area Description

Low (15-foot-high) dirt mounds rise above the level grasslands. The small mounds have one opening, while the two largest mounds have two openings each (all openings are irregular, crudely dug out). The mounds were obviously built by the thri-kreen (obvious, that is, to anyone with previous experience with them) and are crudely excavated on the inside as well. The interiors of the mounds contain debris, scattered bones (some large enough to be human), and an easy-to-spot, five-foot-wide hole leading down (to the underground level).

The corridors and large chamber are crudely excavated. The corridors are six feet high and four feet wide. (These narrow corridors mean the PCs must walk in single file; Weapons such as long swords, broad swords, etc., suffer a -4 penalty to both attack roll and damage. No missile weapons can be used in the corridors. Short swords, daggers, maces, hammers, etc., suffer no penalties. These restrictions do not apply in the large chamber.)

The large room has a central pillar of unexcavated material. A crude golden statue of a preying mantis (worth 10,000 gp) is in an alcove dug into the pillar. A large pile of human

bones and equipment is in the far corner of the room, on the other side of the pillar from the chamber's entrances. (In the pile: ring of *protection* +2, *short sword* +3, *dagger* +2, *shield* +2, 7,000 gp, four gems, two jewels, and about ten regular swords and shields, plus one set each of human-sized leather, chain, and plate mail.

Living here are 13 thri-kreen (one in each of the small mounds, two in the largest mounds, two always in the large underground chamber serving as guards for the statue, plus Grap, the chieftain/high priest, who is always in the large underground chamber).

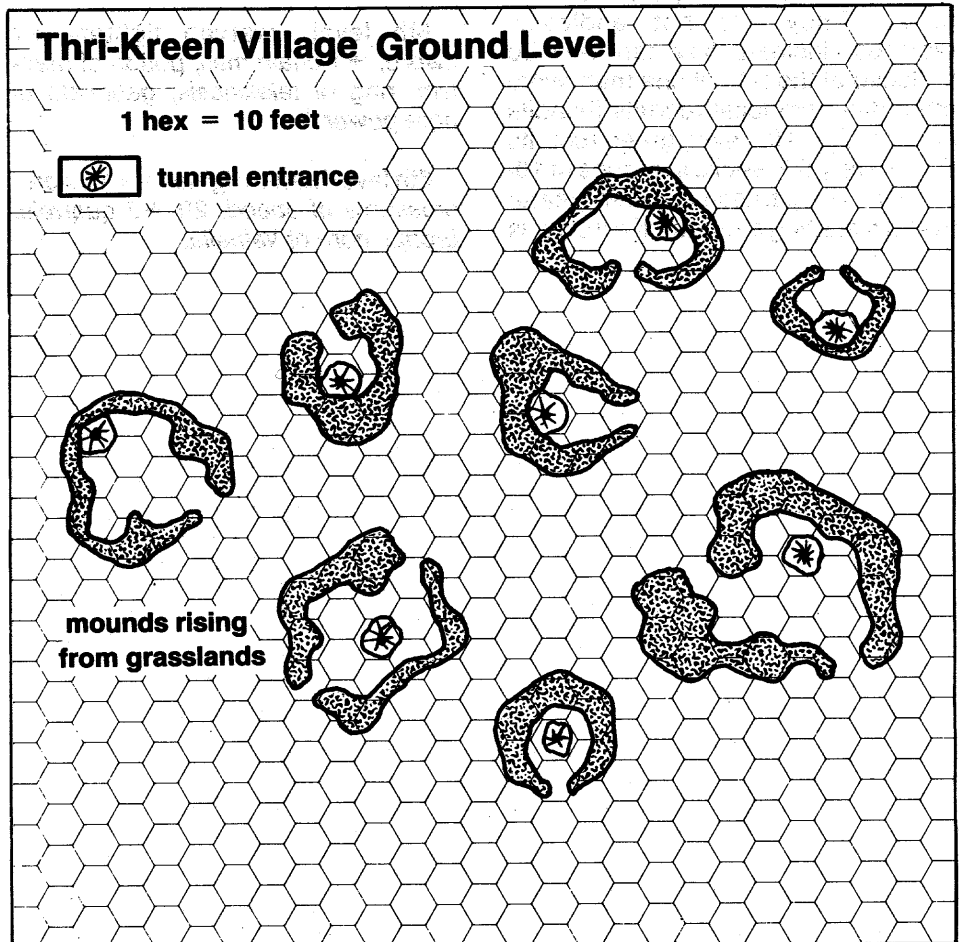
Thri-kreen (13): AC 5; MV 18" ; MD 6 + 3; hp variable, depending on die rolls; #AT 5 or 1; Dmg 1d4(x4)/1d4 + 1

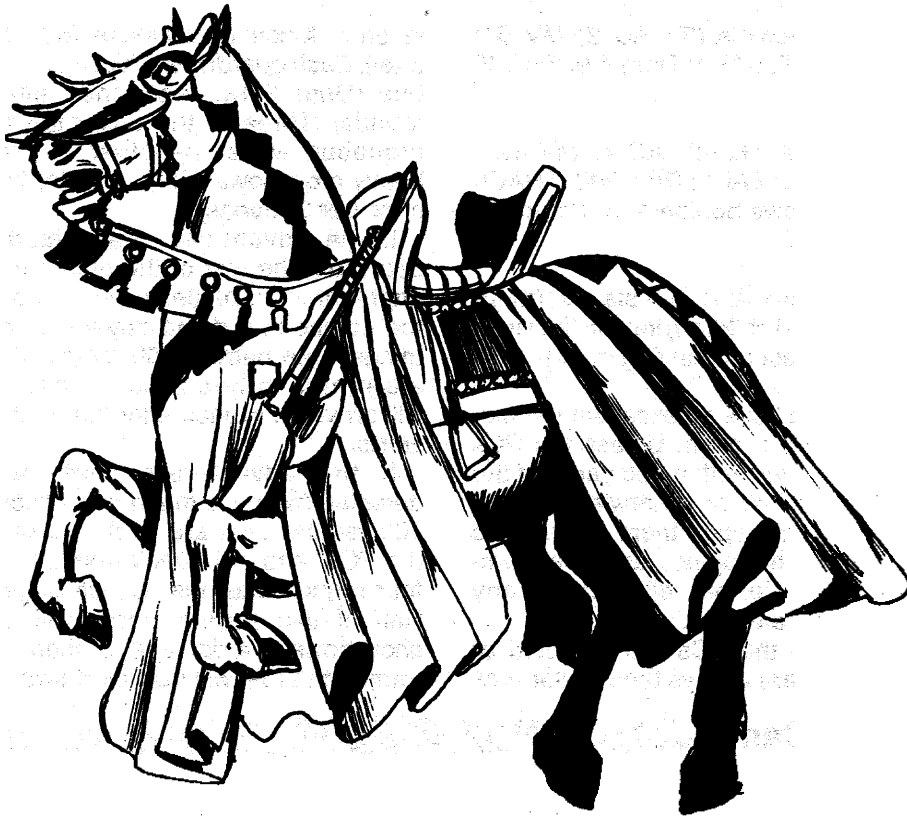
or by weapon type + 2; THAC0 13; SA see below; SD dodge missiles on 9 or better on 1d20; AL CN

The thri-kreen have two specialized weapons unique to their race. One is a polearm that has blades on both ends—treat one end as a glaive, and the other a throwing spear (damage 3-8). The other is carved crystalline "throwing wedge" that has a range of 9", does 3-6 damage, and will return to the thrower if it misses. Each thri-kreen has ten throwing wedges and one polearm.

If the thri-kreen aren't expecting the PCs (that is, if they're surprised), then five are out hunting and will return in 1-4 rounds once the fighting starts; five are above ground in mounds, and three (the ones noted above) are always in the large chamber.

If the thri-kreen aren't surprised,



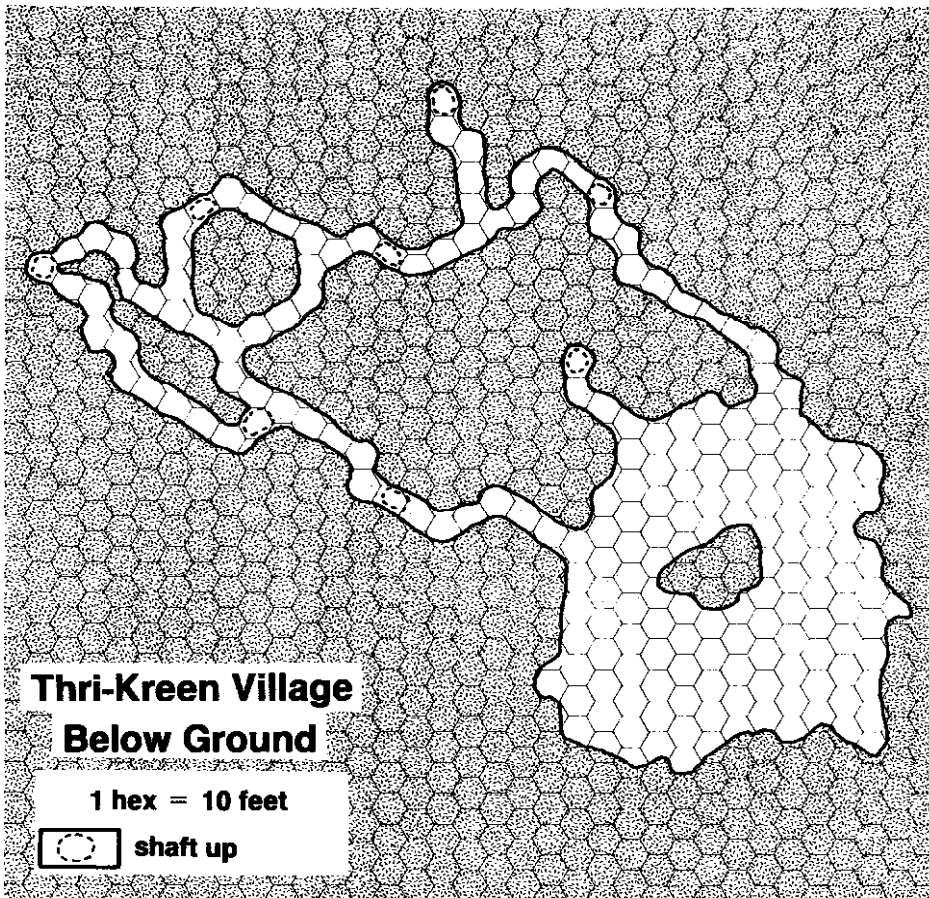


then there's one in each mound above ground, with the others in the large chamber, clinging to the ceiling. When the party enters the large chamber, all five attack with surprise, each landing on a different PC. Each attacked PC has a 75% chance of being knocked down and having to spend the next round getting up.

Whenever a fight starts, all thri-kreen (except the three that stay in the large underground chamber) reach the fight in 1-4 rounds, coming from all possible directions (this means the party should be attacked from both the rear and the front, as well as the sides, if there is room).

If the PCs cast offensive damage spells underground (such as *fireball*, *lightning bolt*, etc.), there is a 20% chance of the entire ceiling caving in from the caster to the target. Each PC (and monster) in the area will suffer 5d6 points of damage, and that section of the corridor will be impassible.

Anyone caught in a cave-in but still alive can crawl out in ten rounds. This time is reduced by one round for each person on the outside helping clear the area.





In a tavern in Phlan, the PCs can hear a rumor: "Orcs have been raiding throughout the forest and hills to the northeast of Phlan. They've decimated all the human settlements for miles. It's said they have vast treasures from their looting."

In addition to the rumors, there are other ways to interest the PCs in this encounter:

When the PCs are within two hexes of #4 on the area map, they have a 25% chance, per hex entered, of being ambushed (automatic surprise) by a group of 21-40 orcs. When 60% of the orcs are dead, the rest flee in the direction of #4.

Anywhere within five hexes of Area #4, the orc camp, the adventurers have a 20% chance, per hex entered, of finding a ravaged village. If the party investigates, they will find the village is completely destroyed and still smoking. As they wander through, they will hear a low moan coming from one building. There, they will find an old man near death. The man tells them, "Yesterday, a huge band of orcs, maybe 100 or more, came and pillaged our village, killing all who fought and carrying away the rest. They came from the (indicates direction of the orc camp). Please, I beg you, rescue those who still live and avenge those who have died!" Unless immediate action is taken, the old man dies right after his speech. If he is healed by the party, he stays in the village to bury the dead and salvage what he can.

The Orcs

hordes:

"Regular" orcs (300): AC 6; MV 9"; HD 1; hp variable; #AT 1; Dmg 1d8; THAC0 19; AL LE

1; hp 8; #AT 1; Dmg 1d8; THAC0 19; AL LE

Orc Guards (30): AC 4; MV 9"; HD 2; hp 11; #AT 1; Dmg 2-7; THAC0 16; AL LE

Orc Subchiefs (2): AC 2; MV 9"; HD 3; hp 15; #AT 1; Dmg 4-9; THAC0 16; AL LE

HD 9; hp 53; #AT 1; Dmg 2d8; THAC0 12; SA throws boulders for 2d8 damage; AL CE

There are also 45 slaves (men, women, and children) kept in the slave-pen. (See accompanying map.)

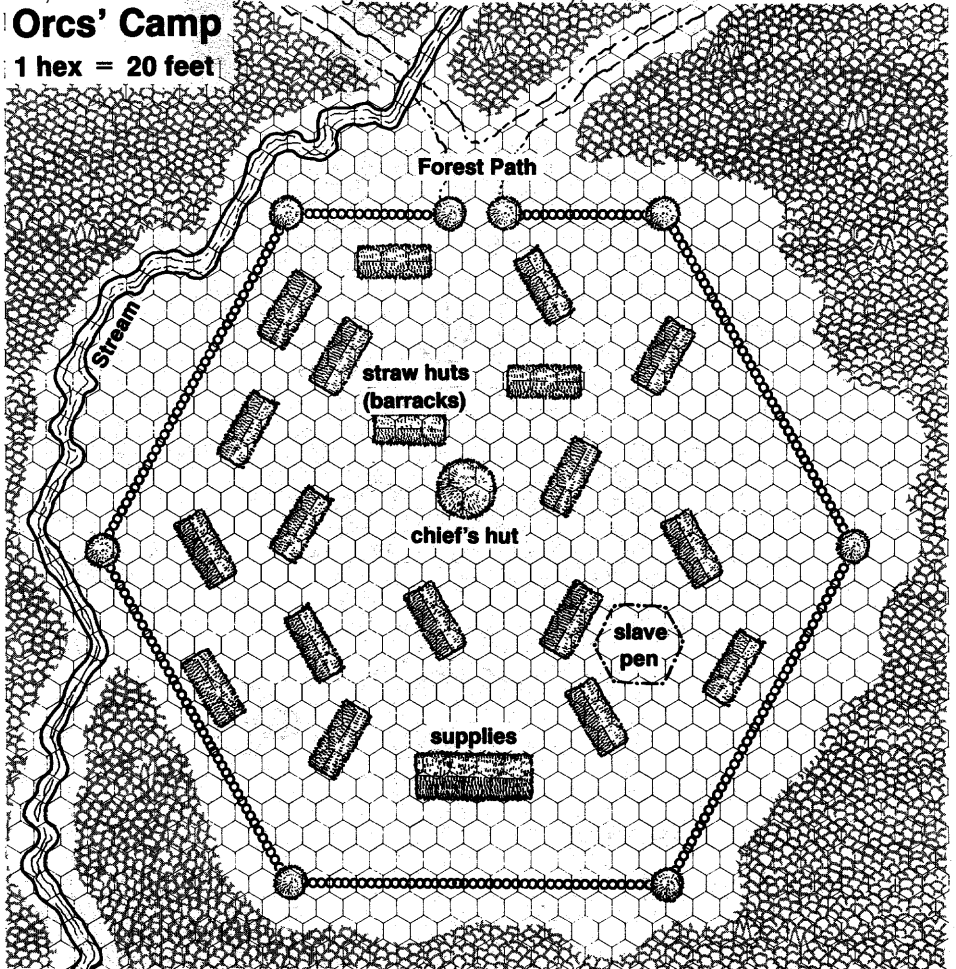
The orcs have an excellent perimeter warning system. Unless the PCs enter the area within 200 yards of the camp invisible or otherwise hidden,

chance for surprise.

Whether the PCs are detected or not, there are always ten regular orcs

Orcs' Camp

1 hex = 20 feet



total). Each guardhouse has an arquebus rounds). Three of the orcs man the arquebus while the other 7 wield heavy crossbows (Dmg 2-5 pts, fires once per 2 rounds).

If the adventurers have eluded detection, the rest of the orcs will be unprepared for battle, milling about in the compound, doing day-to-day orc things. One patrol of 50 regular orcs are away from the compound, but they will arrive 10 rounds after the fighting starts.

If the adventurers have been detected (which is much more likely), 100 regular orcs are circling around the PCs, and will attack from behind four rounds after the assault begins. Half of this surprise force will use short bows (1-4 damage, 2 shots per round); the rest will use short swords.



If the PCs try to escape, they will have to fight through this force.

In the compound, 40 regular orcs are in the open and charge the party. Eighty more regular orcs, plus all the big orcs, guard orcs, subchiefs, and Gorg, are hiding in the underground tunnels. Every time 20 regular orcs are killed in the compound, 20 regular orcs come up from the tunnels to replace them. The orcs' underground tunnels are very extensive, so the orc reinforcements can appear just about anywhere they could gain a tactical advantage. Any orcs in guardhouses away from the fight will join the fray. The big orcs, orc guards, subchiefs, and Gorg do not enter the fray until there are only 20 regular orcs left in the compound, including the guardhouse orcs. Gorg will continue to send the orcs into battle, using

them as a screen while he lobs boulders from a safe distance. Gorg will target magic-users first, then clerics.

The Slaves

Five rounds after the fight begins (or as soon as 30 orcs have died), the orcs start to kill slaves, one every other round (the PCs hear screams coming from the direction of the slave pens). Ten orcs are standing around the pens, firing crossbows into the slaves. If the PCs attack them, the orcs will stop killing helpless slaves and defend themselves). If the PCs do not try to rescue the slaves, worsen their alignments by one level (good to neutral or neutral to evil). If this seems too drastic, feel free to come up with another suitable punishment. But the PCs shouldn't let the slaves be mercilessly slaughtered and

get away with it.

When all the orcs are dead except for the reserve force, and the reserve force is down to 40 orcs, the orcs will break off the fight (this includes Gorg, if he's still alive). They leave a rear-guard of ten orcs to hold the PCs off while the rest escape. The survivors will track the adventurers and attack their camp that night, when only a few PCs are up. They fight to the death in this final attack.

Treasure: Hidden under the floor boards of the chief's hut (check as if for a secret door to find it) is a treasure chest containing the following: 30,000 sp, 12,000 gp, 25 gems, 15 jewels, a *spell storing*, *necklace of strangulation*, a *staff of the serpent*, *plate mail +1*, *leather +1*, and *bracers of defense*, AC 6.



Nomad Camp

When the PCs are within three hexes (#5 on the area map), they have a 50% chance per hex of running across a deserted campsite (4-6 days old). Tracks lead from the site in the direction of #5. If the PCs follow the

campsite, more recent (two days old or so) than the first. Again, tracks lead in the direction of #5. If the PCs continue to follow the tracks, they will find the nomad camp fairly easily.

The Nomads

A tribe of 100 nomads (50 men, 35 women, 15 kids) plus a headman, his

user. Stats are as follows (stats are not given for the kids, who do not fight):

Headman: AC 2, MV 12"; HD 6; hp 45; #AT 1; Dmg 3-10; THAC0 16; AL LN; +2 *long sword*, +1 *shield*, +2 *scale mail*

Magic-User: AC 2; MV 12"; HD 5; hp 20; Dmg 3-6; THAC0 20; AL LN; +2 *dagger*; *bracers of defense*, AC 2; wand of *magic missiles*, 50 charges left

Spells:

1st level: *magic missile*(x2), *sleep*(x2)

2d level: *invisibility*(x2)

3d level: *fireball*

Guards (5): AC 4; MV 12"; HD 4; hp 30; Dmg 2-9; THAC0 18; AL LN; +1 *long sword*

Nomad Men and Women (95): AC 6; MV 12"; HD 1; hp 6; Dmg 1-6; THAC0 20; AL LN

The nomads are initially disposed to be friendly to the PCs. They will not initiate any hostilities and are actually eager to aid the PCs. Any attacks by the PCs wipe out this goodwill and cause the entire tribe (except the children, who run away) to fight to the death.

If the PCs approach at night, they have a good chance of tripping the string of warning bells (thieves get standard chance to detect). Any alarm

causes the camp to awaken—in addition to the ten men on sentry duty, the men and women in the tents take two rounds to arm and get out into the camp.

At night, there are ten men on sentry duty (five in the forest, five along the river). The central tent holds the headman, his 5 guards (outside the tent), five women, and five kids. Each other tent holds four men, three women, and one kid.

During the day, all but ten men and ten women are in the camp, doing chores, playing, cooking, watching kids, etc. The 20 missing folk are in the forest hunting and gathering food. (If a fight starts, the 20 nomads in the forest reach the camp in five rounds.)

Regardless of when the PCs approach the camp, when they reach the camp, read the following (unless the PCs attack immediately, in which case skip all text and go directly to combat):

"A crowd of scruffy-looking nomads gathers as hidden sentries give word of your approach. There are about equal numbers of men and women in the group. All the nomads hold their swords at the ready, watching you warily. More nomads are appearing from out of tents in the camp. You can see children peering out of the tent openings, only to be pushed back inside by their mothers. The nomads wait for you to make the first move."

What happens next is up to the players. If they attack, the nomads will fight back, and to the death. If they run, the nomads will double their watch the next 24 hours, but will not chase the adventurers. If the characters offer a gift, greet the nomad chief in a friendly manner, or do anything else that is remotely civilized, read the following:

"The biggest, meanest, dirtiest nomad pushes his way to the front of the crowd. Five other nomads

stand around him as if to protect him. The biggest nomad, apparently the chief or headman, acknowledges you with a nod and invites you to a feast to be held in your honor tonight. Do you accept?"

If the characters refuse, then the nomads ask the PCs to leave the village. If the PCs refuse, then the nomads attack (they have initiative on the first round).

If the characters accept the nomads' invitation, then read the following:

"You are treated as honored guests for the rest of the day (or all the next day, if the initial meeting was at night). There are contests of strength and skill held in your honor. As night falls, the nomads build a huge campfire in the center of the camp. The whole tribe gathers for the feast. After the feast there is dancing and wild celebrations. During the festivities, the headman (his tongue loosened somewhat by drink) tells you of the dangers of the region you are in. To the northeast he warns of the pyramid of evil, long avoided by all sensible men. Far to the west is said to be a lair of insect-men, worshipers of a golden idol of their god. Many have set out in search of this idol, but none have ever returned. The areas to the southwest, the headman claims, are inhabited by evil men—buccaneers, marauders, and soldiers of an evil empire far to the west.

"The headman seems very uneasy as he continues to speak. He practically begs you to stay for a few more days, rather than leave in the morning as you planned. He tells you that he is worried about reports from his scouts that there is evidence of a large band of kobolds in the vicinity and he is worried about the safety of his people. He

Nomad Camp



would greatly appreciate it if you would stay until the danger from the kobolds is over. He tells you to think about it overnight.

"The next morning, the headman comes to you and asks for your decision. What will it be?"

If the player's answer is "no," then:

"The headman disappointedly sends you on your way, wishing you good luck in your travels."

The PCs are now out of this encounter and may continue on their way.

If the player's answer is "yes," then:

"The headman is profusely grateful and promises you a reward

for your generous aid. One of the tents in the camp is given to you as your residence during your stay."

Combat

The night following the feast, a group of 150 kobolds attacks the camp. None of the PCs will be on watch (ten nomads are on watch). The yelling of the sentries automatically wakes the PCs (and the other nomads).

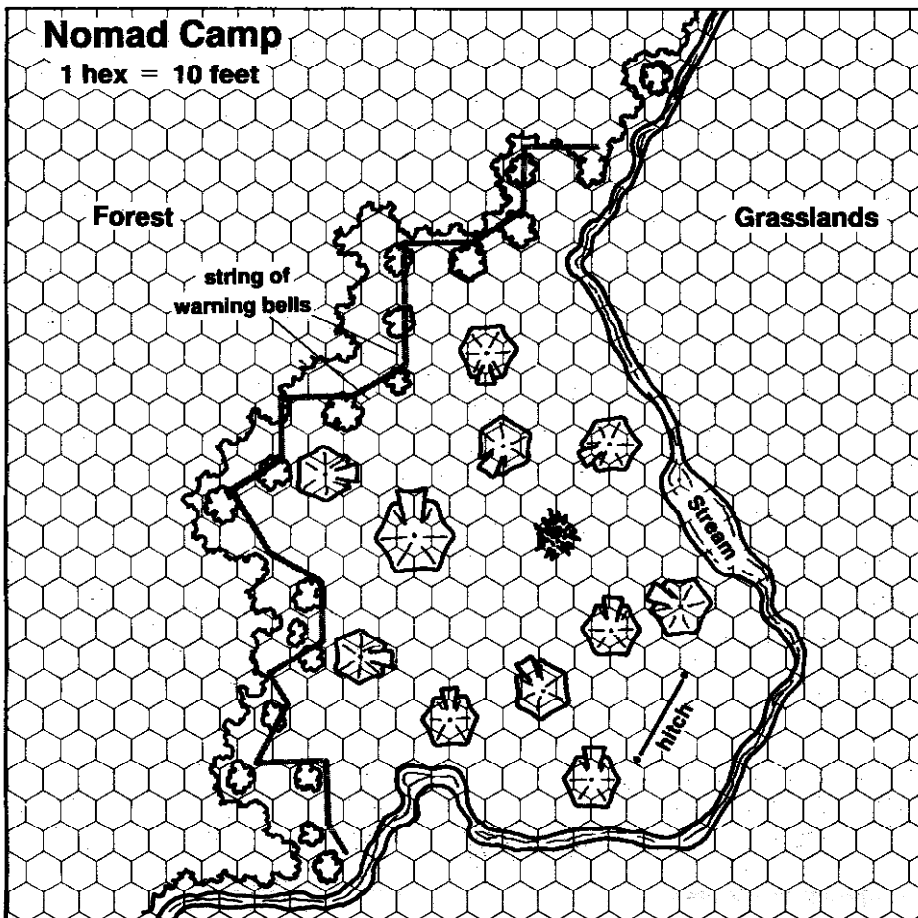
The horde of kobolds is undisciplined, disorganized, and desperate. They only have one tactic, the "Kobold Wave." Once they've lost 100 troops, the remainder will break and run.

Kobolds (150): AC 7, MV 6", HD 1/2; hp variable; Dmg 1-4 or by weapon type; THAC0 20; AL LE

There are three kobold "leaders" among the 150, with AC 6, 4 hp, and doing 1-6 points of damage.

If the kobolds turn and run, the nomads will pursue if they have lost less than 20% of their number, and the headman is still alive. Once the decision to pursue is made, the nomads will hunt them to the last kobold. The PCs will be expected to join in the pursuit. If the losses are greater than that, the nomads will let the kobolds go, and prepare to break camp and move in a matter of hours.

Treasure: If the PCs were the difference in the nomads' defeat of the kobolds, the headman gratefully gives the PCs a +2 sword and 5,000 gp. The PCs are also allowed to take all the kobolds' treasure (3,000 gp). If the PCs were helpful but not crucial to the nomad victory, they get the kobolds' treasure and an additional 2,000 gp. If the nomads suffered more than 20% casualties, this is the most they will get. If the headman is killed in the battle, the characters will only get the kobolds' treasure, and nothing else.





Lizardmen Lair

When the party gets within two hexes of #6 on the area map, they come upon a ravaged village:

“As you enter a clearing in the swampland, you stumble upon the remains of a village. It looks to have been decimated in the last week or so. Looking around, you come upon tracks of clawed feet that lead farther into the swamp. Do you wish to follow the tracks?”

Obviously, if the PCs decline, then the encounter is over.

But if they want to investigate further, they can follow the tracks to #6 on the area map, where they see the following:

“Before you lie the crumbled walls of an ancient keep, apparently deserted for centuries. The moat is overgrown, filled in with plants. Beyond the walls you can make out the partial outlines of several buildings in various stages of collapse. Climbing over a broken section of wall, you see an almost entirely collapsed central keep surrounded by several other dilapidated buildings. Large sections of the courtyard have reverted to swamp.”

The Lizardmen

There are, all told, 30 lizardmen, 20 lizardwomen, and 10 giant lizards. Their statistics are as follows:

Lizardmen and Lizardwomen (50): AC 5; MV 6"/12"; HD 2 + 1; hp variable; #AT 3; Dmg 1-2/1-2/1 -8; THACO 16; AL N

Giant Lizards (10): AC 5; MV 15"; HD 3 + 1; hp variable; #AT 1; Dmg 1-8; THACO 16; AL N

Area Description

When the PCs enter the compound, they see no lizard folk.

All buildings in the compound will

collapse if an area-effect damage-causing spell (*fireball*, *lightning bolt*, etc.) is cast in the compound. This inflicts 4-24 points of damage to all beings inside the collapsed building.

Storeroom: The walls of this building are still pretty much intact, but the ceiling is entirely collapsed. The interior of the building is full of rubble that must be tossed aside and clambered over to get around. When the first PC walks in the door (which is missing), two lizard men and one giant lizard attack him, leaping from cover (50% chance of complete surprise).

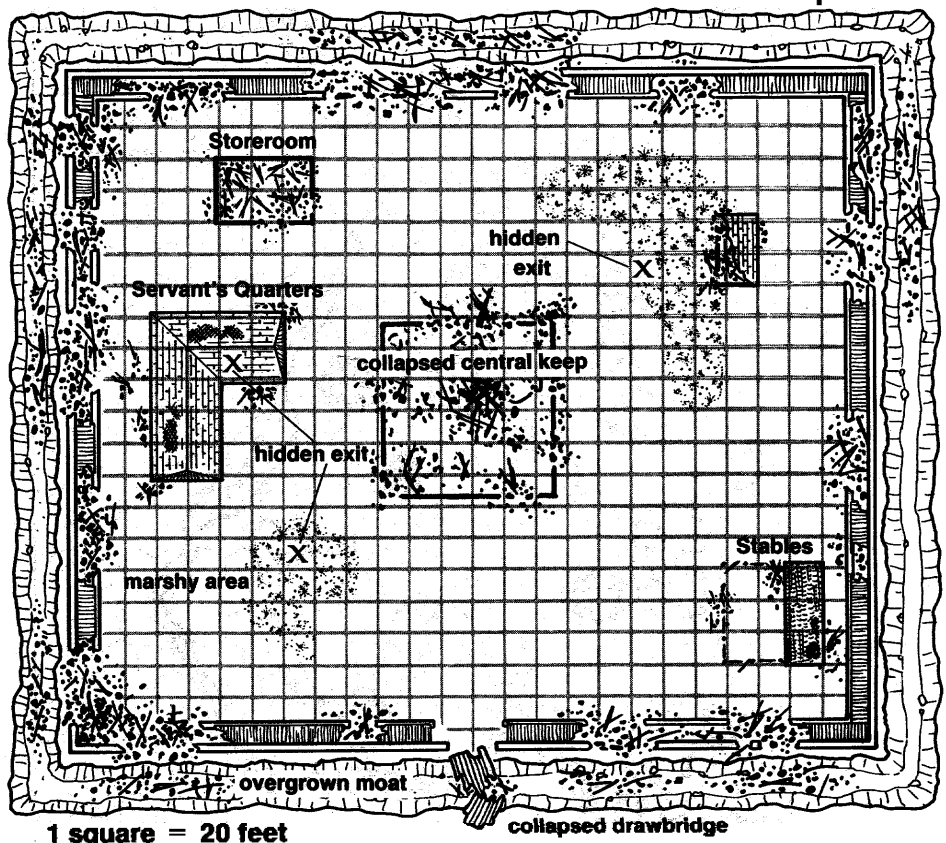
Servant Quarters: This L-shaped building is fairly intact, but some parts of the walls and ceiling have collapsed. The PCs can walk around easily, but there are piles of rubble throughout the interior. Three giant lizards leap out of the rubble at the

first PC through the door. If the PCs search the building, they find 1 gem, 1 jewel, and 1,000 gp in treasure.

Stables: The fence outside the building is almost entirely fallen down. The building is mainly intact, but the southeastern corner has collapsed. There is debris and rubble throughout, but the PCs can walk easily. Two lizard men are in here, spying on the PCs. If the PCs enter, the lizard men jump out a window in the northern wall and run for the hidden tunnel entrance in the marshy area to the north.

Central Keep: This was once a three-story building. The ceiling and walls have collapsed everywhere but in a few places. Large piles of rubble cover the interior floor. Progress is difficult (movement is halved) and the PCs' attacks are at a -3 penalty due to the unsure footing inside the keep. Hidden in the rubble are three con-

Sauros Island Overview of Lizard Men Compound





cealed entrances to tunnels that lead to the subterranean lairs beneath the compound. As the PCs enter the building, they can barely make out the remains of a staircase leading below ground (the main entrance to the keep is in the center of the southern wall; the stairway is to the right, in the middle of the eastern wall). Just as the PCs spot this, they are attacked by lizard men and giant lizards.

At the Xs marked on the enclosed map are two lizard men apiece (20 lizardmen all told). When the first two adventurers enter the keep, these lizard men pop up and toss javelins (1-6 points of damage). They automatically surprise the PCs. Each lizardman has ten javelins. The lizardmen are in 50% cover (AC 0, +4 to saving throws). They don't charge the PCs, they just toss javelins. As soon as the attack starts, one giant lizard charges out of each hidden tunnel entrance and engages the PCs in melee. The lizardmen retreat down the tunnel entrances when half their number are dead. The giant lizards fight to the death.

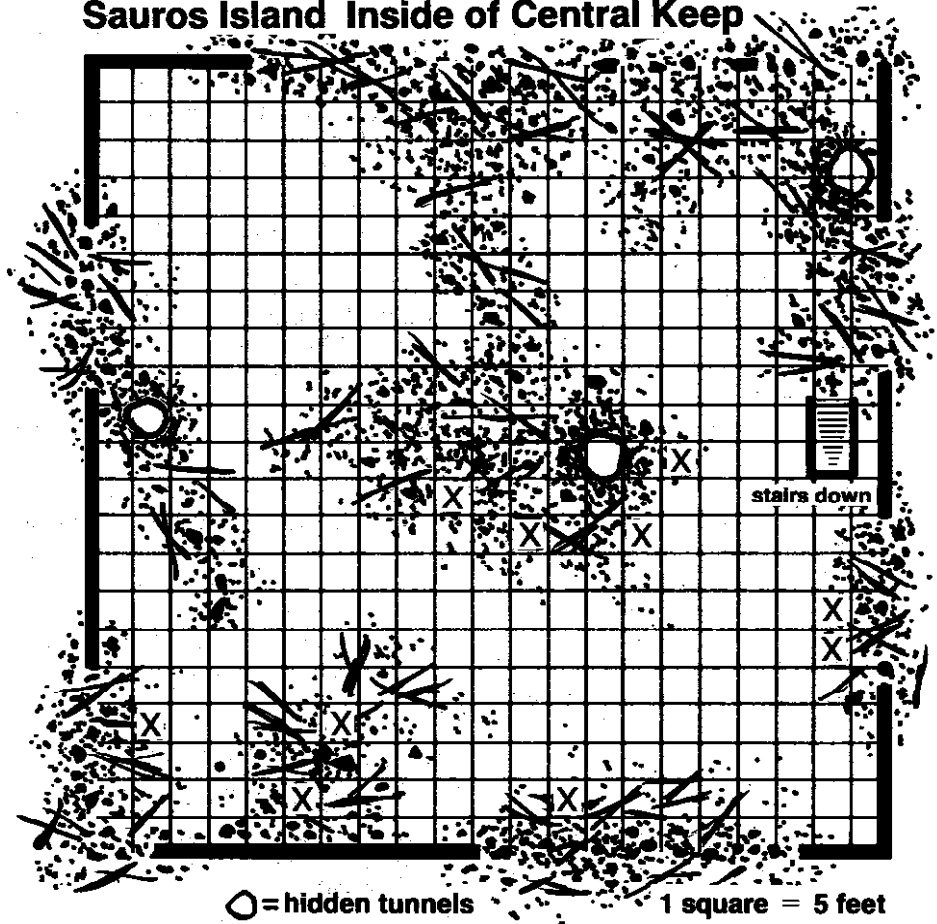
Once all the monsters are cleared from the keep, the party will have no trouble finding all four entrances to the subterranean lair (the stairs and the three concealed tunnel entrances).

Subterranean Lair: The pools of water are 20 feet deep. They all have side tunnels that connect to all the other pools. The "dry" tunnels drawn on the map are all 5 feet wide (the standard combat penalties for narrow corridors apply).

The "dry" tunnels drawn on the map are only dry relative to the swamp and the pools of water in the lair. The tunnel walls and floors are oozy and slimy and nasty. Movement is half normal because of the poor footing. Neither the attack penalties nor the movement penalty affect the lizard men or giant lizards (they love slime).

When the adventurers enter a tunnel, they are attacked by the remaining giant lizards (however many are left of the original ten). The lizards come from both ends of the tunnel, so

Sauros Island Inside of Central Keep



the foremost and rearmost characters in the battle order will be engaged in melee with one giant lizard each. No other characters or lizards get into combat until someone dies.

If any of the characters are inclined to enter the pools to fight the remaining lizardmen, let them. Any character fighting while swimming is at -4 to hit and damage, and their AC goes up by 4, too. The lizardmen will press any advantage like this, staying to fight even if more than two characters show up.

Swimming in or across the pools will become necessary sooner or later—the pools block the underground tunnels at two points on the map. Also, the lizardmen have all their treasure at the bottom of various pools. The pools are all 20 to 30 feet deep. There are connecting tunnels at the bottom of each pool, but their entrances are

very well hidden (treat as secret doors), and the tunnels themselves are completely underwater. So the lizardmen can use them to get from pool to pool with ease, but the adventurers should not be able to even find them, much less take advantage of them.

The lizardmen will use the tunnels to escape combat situations where they are outnumbered, as well as fleeing from powerful magic (like *lightning bolts*). Throughout the battle, the lizardmen will use their superior maneuverability and knowledge of the area to dictate the pace of battle.

Treasure: There is at least some treasure at the bottom of each pool, though not everything listed will be in each pool:

1,000 sp, 1,000 gp, one gem, two jewels (35% chance), *sword* +2 (5%



chance), wand of *fire* (5% chance), *shield* +2 (10% chance), five *arrows* +2 (15% chance), ring of *shooting stars* (5% chance).

Alternate Lizardman Adventure

If the characters have already been to Sorcerer's Island, and if they have already rescued the lizardmen held captive there, they might be in this area for an entirely different reason: They were invited!

When the freed lizardmen left the adventurers at Yarash's pyramid in Sorcerer's Island, they pledged their tribe's help to the party. They gave the PCs directions to their tribal home (this overgrown keep), and the ritual password to keep from being attacked on sight.

The password is the lizardman word for "special friend" (exactly what the word is is not important—make up something if you must). If the characters say it loudly as they approach the keep, the lizardmen who were set up to ambush the party will instead scurry unseen down the hidden tunnels to the underground, taking their giant lizards with them. By the time the characters get to the keep, the ground level will be deserted.

If the adventurers wait until they are attacked to shout out the password, their attackers will stop immediately, then talk confusedly among themselves (in lizardman) for two rounds. If the characters take advantage of the confusion to press the attack, then the fight will be on in earnest as described above, with no chance for a negotiated settlement. If the party waits the discussion out, one lizardman will stay with the party (telling them in a difficult-to-understand common to stay where they are) while the rest disappear down the tunnels.

In either case, within a matter of minutes, the characters will find themselves surrounded by some very formal-acting lizardmen and women—about 50. One older lizardman will step forward, accompanied by two others the PCs should recog-

nize as two of the lizardmen they rescued from Sorcerer's Island.

The tribal chief will welcome the characters and invite them to a great feast in their honor. The details of the three-day celebration are left up to the DM, but by the end of it all, the PCs will have gained the following:

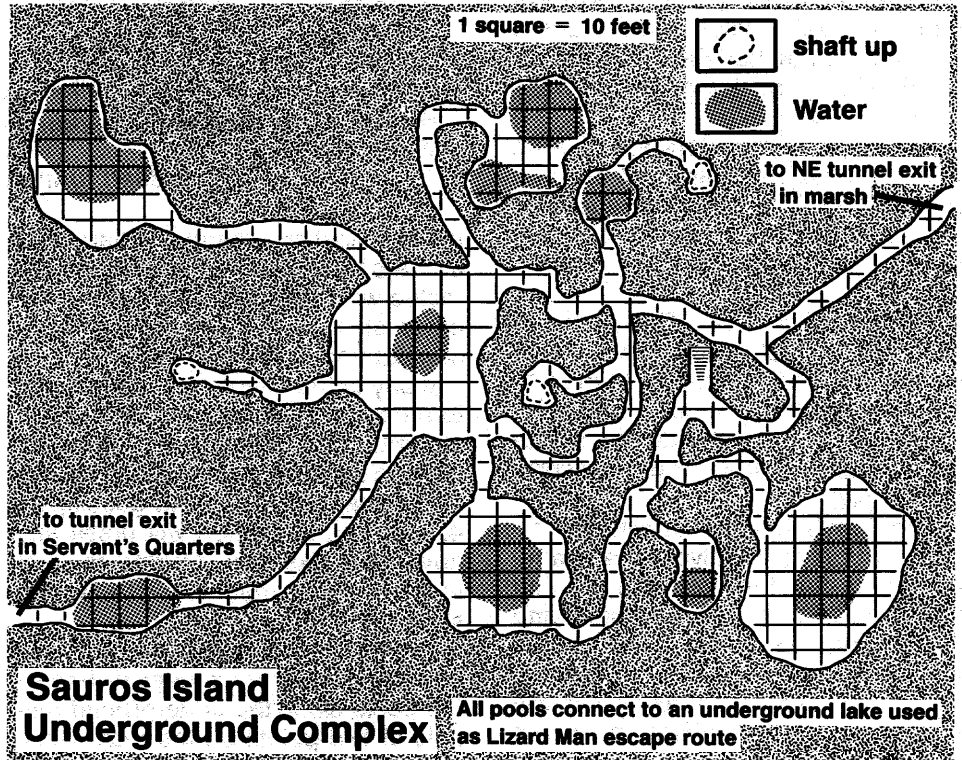
Four intricately carved wood statues of lizardmen in various poses, worth 2,000 gp each because of their workmanship and rarity;

A *sword* +2;

Seven gems, worth a total of 8,400 gp;

And for each member of the party that participated in the rescue at Sorcerer's Island (including any NPCs that were there), a large bronze medallion showing a lizardman in ceremonial robes, arms outstretched. This medallion, the characters are

told, is a sign of everlasting friendship between the wearer and all lizardmen everywhere. No lizardman will attack someone wearing this medallion, except in self-defense. Anyone wearing this medallion, along with any companions, is guaranteed safe passage through lizardman territory, and one night's hospitality with any tribe encountered. A special dweomer is placed on the medallion by the lizardman shaman who makes it so that any duplicates that are made will be instantly recognized as such by any lizardman, provoking an attack at +2 on all die rolls. Also, the benefits of the medallion apply only to the person given the medallion originally and his rightful heirs. If the medallion is ever sold or stolen, its magic is lost, and any lizardman seeing it will react to it as if it was a copy.



Kobold Kingdom



It shouldn't be too hard to interest the characters in this mission.

First, travelers met in taverns in Phlan tell of "Marauding bands of kobolds waylaying caravans that pass south of the Dragonspine Mountains. Most attacks occur in the hills to the west of the Barren River."

In addition, the PCs might see a notice somewhere in Phlan of the Town Council's offer of a 10,000 gp reward for any adventurers who end the depredations of the kobold bands south of the Dragonspine Mountains, to the west of the Barren River.

Outside the Kingdom

If the adventurers come within two hexes of #7 on the area map, they are attacked by a band of 30 kobolds. The kobolds are ambushing patrols sent out from the main lair—they have a 50% chance of surprising the party. After half of the kobolds are killed, the rest flee in the direction of #7. This happens in every hex within two of #7 that the party enters.

When the characters reach #7, read the following:

"Looking toward the hills nestled at the foot of the Dragonspine Mountains, you notice a group of kobolds fleeing into openings in the rock. The openings fade from view after the kobolds pass through. Do you want to follow?"

Obviously, if the characters decide not to follow, that's it for this encounter. Except that they'll be ambushed by groups of 30 kobolds in every hex within two they enter as they leave the area.

If they want to proceed, they first must find the secret doors the kobolds used as an entrance. Once found, they must be forced open. The doors are designed to require a great deal of effort to open, then give suddenly. The result is that whoever pushes on the door to open it will tumble in to the corridor as the door gives way, giving the kobolds on the other side a free attack.

The Kobolds

Here are the stats on the inhabitants of the Kobold Kingdom:

Kobolds (300): AC 7; MV 6"; HD 1/2; hp variable; #AT 1; Dmg 1-4 or by weapon type; THAC0 20; AL LE

King's Guards (20): AC 6; MV 6"; HD 1; hp 7; #AT 1; Dmg 1-6 or by weapon type; THAC0 19; AL LE

Kobold King: AC 5; MV 9"; HD 1 + 1; hp 11; #AT 1; Dmg 1-8 or by weapon type; THAC0 18; AL LE

Area Description

The entire complex is carved from rock. The walls, floors, and ceilings are rough and irregular. The corridors and small rooms (#6-9, 11, 12, 14-16, 19, & 20) have 4-foot-high ceilings, with the following effects on human-sized characters (halflings and dwarves suffer no penalties): Movement is cut in half, AC goes up by 2 (e.g., from AC 4 to AC 6), and attack and damage rolls suffer -2 penalties. Rooms 1-4, 10, 13, 17, & 18 have 10-foot-high ceilings. Room 5 has a 25-foot-high ceiling.

The corridors and rooms are filthy—trash, bones, and dirt cover the floors and piles of refuse fill every corner of every room. Every door in the complex is a secret door, and they are discovered with the usual checks, including elven special ability.

Entrance Hall: There are ten kobolds waiting for whoever breaks in and falls into the corridor. When he does, the kobolds attack. As mentioned earlier, they get one round of free attacks (fortunately, only four of them can get at him at one time), then the door-breaker and one other character can fight the kobolds in the corridor (with appropriate penalties if they are man-sized). When only three kobolds are left, they run away to room 5. If the PCs give chase, note (in the room descriptions below) all the rooms along that corridor that kobolds

spring out of as the PCs pass by.

Room 1: 20 kobolds here wait for the PCs to pass by, then jump out the two secret doors. Ten attack the front of the party and ten attack the back. The survivors will flee toward room 5 when there are only five kobolds left.

Room 2: 30 kobolds attack here when the PCs pass the secret door to this room (after the characters have dealt with the kobolds in room 19). They will retreat into room 2 when only ten of them are left, and run to the far back wall. When the adventurers reach the opening with room 3, the 20 kobolds in room 3 charge in and attack. (When only five of the room 2 and room 3 kobolds are left, they retreat to room 3 and fight to the death. Room 2 is a barracks; there are 30 pallets of straw on the floor. A search uncovers 35 gp.

Room 3: There are 30 kobolds here. If they don't rush into room 2 to help the kobolds in there (see room 2 for details), they help in the defense of room 5 if the PCs enter it. When the characters reach room 5, the ballistae in rooms 20 all fire (see room 20 description), and the kobolds in room 3 (if they're still alive) charge through one of the room 20s that adjoins room 3 and attack the PCs in room 5. There are pallets here for 50 kobolds. A search reveals 100 gp.

Rooms 4 and 17: Each room has four ballista (big crossbows, 2-12 damage, fires once per 3 rounds, fires as a 4-HD monster (THAC0 15)), manned by five kobolds apiece. The ballistae are set up, one per hex, in the hexes behind the secret doors into room 5. There are 15 other kobolds in each room. The kobolds in both rooms wait until the adventurers get into the center of room 5, then they kick open the secret doors and fire the ballistae at the PCs. The ballistae crews then frantically reload the ballistae, while the 15 other kobolds in each room stand in front to guard the ballistae from attack. Then, after three rounds,



the ballistae are ready to fire, so the 15 guards move aside and the ballistae blast away again at the PCs. (The kobolds aren't particularly careful about who they hit with the ballistae bolts, so if a ballista misses its attack, give it every chance to skewer a kobold.) This continues for as long as the PCs are in view and the ballistae crews and guards are alive. If the PCs get into room 4 or 17 through the back entrance (through room 3 or 18, respectively), the kobolds will hear them coming, turn the ballistae around, and fire when the PCs come through the doorway. The guards engage the party after the first round of ballistae fire. Once again, the crews fire as long as they are alive and the PCs are in view. Rooms 4 and 17 also serve as barracks for 50 kobolds—pallets, refuse, the works. A search will turn up 150 gp in each room.

Room 5: The adventurers see nothing when they first enter. There are 100 kobolds with the king and his guards in the southern half of the room, but they are too far away for the PCs to see.

After the PCs get 30 feet or so into the room, the secret doors to rooms 20 (all ten of them) crash open and the ten ballistae in those rooms fire. After this, all the kobolds left alive from rooms 2, 3, and 18 pour through the rooms 20 (while the crews are reloading) and engage the adventurers. At the same time, 75 of the 100 kobolds with the king charge into melee (in waves of 25). As with the ballistae in rooms 4 and 17, the ones in rooms 20 keep firing as long as the crews are alive and the PCs are in view.

As the adventurers continue to wade through the kobolds, they will

slowly retreat across room 5, hoping to draw the PCs toward the center. Once there, the secret doors from rooms 4 and 17 will open, and the characters will get to deal with more ballistae fire. The Kobold King will not participate in the battle, but will direct the troops from a safe place. If things start to get too hot in room 5, the king will retreat, hiding in room 12 with five of his guards, leaving the other 15 in room 10 to attack the PCs and fight to the death, if necessary.

If the king is not killed, and the PCs get away (whether they get the treasure or not), the king will round up 100 kobolds from the nearby hills and attack the PCs at night, fighting to the death.

Room 6: This room has no furnishings of any kind. The ten kobolds here charge when the PCs get within five hexes.

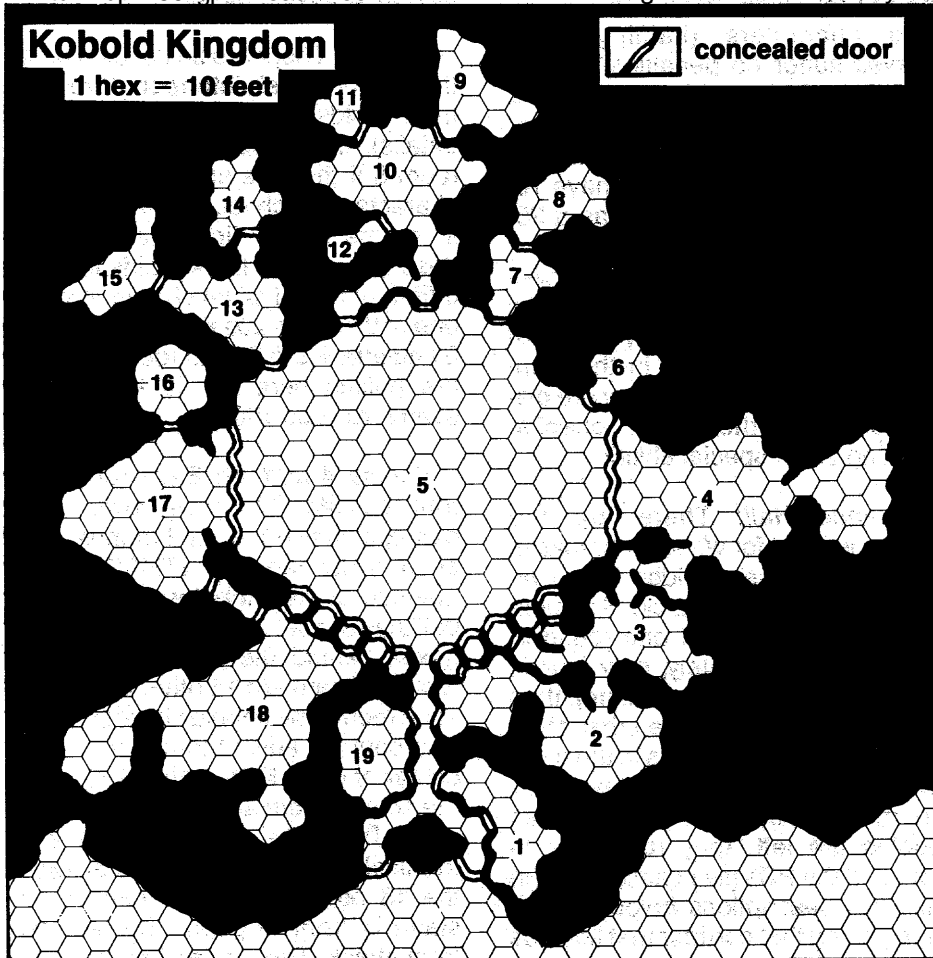
Room 7: This is a storeroom with lots of stuff, but nothing of value. The 20 kobolds in here charge when the PCs get within five hexes of the door to this room.

Room 8: Another storeroom, with 100 week's worth of iron rations and several normal swords. The 20 kobolds here charge when the PCs enter room 7.

Room 9: Armory. There are 100 each normal short swords and wooden shields.

Room 10: Empty room (unless occupied by retreating kobolds from other areas).

Room 11: The kobold treasury. There are 20 kobolds here who attack as soon as the PCs open the door. They fight to the death. The floor is heaped with gold, silver, gems, jewels, and the occasional odd magic item to a depth of about one foot. There are 50,000 sp, 10,000 gp, 50 gems, 35 jewels, a silver sword, and a *long bow* +2 with five +2 arrows.





Room 12: This is where the king and five guards hide out if the battle goes against the kobolds. No furnishings here except six quivering kobolds.

Room 13: 30 kobolds will charge the adventurers when they get within five hexes of the door to this room. This is a torture chamber; gruesome implements adorn the walls, and racks and benches of spikes are at the back of the room.

Room 14: A filthy prison cell. A few skeletons litter the floor, but there are no living inhabitants.

Room 15: Same as room 14.

Room 16: From the pallets and piles of trash, this room appears to be the living quarters for about 30 kobolds.

Room 17: See room 4.

Room 18: The 60 kobolds in here charge into room 5 (through rooms 20) when the ballistae in rooms 20 fire. Thirty of them attack the PCs, while the other 30 stand in front of the ballistae to guard them while the crews reload.

Room 19: These 30 kobolds charge out (15 per secret door) when the kobolds from room 2 attack the adventurers. This is a guard room with a few tables and about 15 chairs.

Room 20: Each of these one-space rooms contains a ballista and a crew of five kobolds. Ballistae crews reload and fire until the PCs are gone or the crews are dead.





Hobgoblin Lair

There are two ways for the PCs to enter this mission: Stumbling upon the lair, or being coaxed here by a young boy named Domo.

Stumbling In

When the adventurers are within two hexes of #8 on the area map, in each hex they enter they are attacked by a group of 25 hobgoblins. The hobgoblins attack until there are only 10 left; the survivors flee in the direction of #8. When the PCs are within one space of #8, they are attacked by 50 hobgoblins, who attack until only 20 are left. Again, the survivors flee toward #8. When the adventurers reach #8, they see about ten hobgoblins running into a door in a hillside (the door is the secret door to the hallway between rooms 1 and 2). The door fades from view after the hobgoblins pass through it. The PCs can locate the door by secret door checks (after two rounds of checking, they automatically find it, since they know where it is).

Domo

As the adventurers are walking down the streets of New Phlan, a distraught young boy approaches them and begs them to rescue his parents, who were captured when a caravan was attacked near the eastern edge of the Dragonspine Mountains. The boy and a caravan guard escaped the ambush on a horse and the boy is now looking for brave adventurers to rescue his mother and father. He tells the PCs that his father is a rich merchant from the lands of Damara, far to the east of Phlan. His father will gladly pay any fee to be returned to Phlan safely, the boy says.

The boy is actually a *polymorphed* neutral magic-user:

9th level, AC 0 (*bracers AC2* and *ring of protection +2*), hp 32, #AT 1, Dmg 4-7 (*dagger +3*), Spells: *magic missile*, *charm person*, *protection from evil*, *invisibility*, *fireball*, *haste*, *lightning bolt*, *ice storm*, *minor globe of invulnerability*, *teleport*. He also wears a ring of

spell storing (teleport, cone of cold, fireball, sleep, and *charm person*).

The man's name is Domo, which is what the "boy" gives as his name. Domo is after the magical bottle that he believes is in the hobgoblin's horde. This bottle is reputed to bestow great powers upon its possessor. Domo wants to get the PCs to invade the hobgoblin lair to aid him in his quest to acquire the bottle. If the PCs cast *detect magic* on Domo, he says that his magical items were gifts from his father.

Domo will insist on going with the PCs, since he can show them the exact location to which his parents were taken. If the adventurers refuse, or find a way to elude him, he follows the group surreptitiously and joins the party the next day, far from Phlan, begging the PCs to take him with them. If the PCs refuse, they should suffer alignment penalties for leaving a little boy alone in the wilderness. Besides, Domo just follows the party again and keeps doing it until they agree to take him in or until they reach the hobgoblin lair.

When the adventurers enter into combat, Domo hides. If the party is *really* in trouble (more than half of the characters are dead or unconscious and the remaining characters' total hit points are less than the total hit points of the bad guys), Domo will pop out, blowing his cover to save the party. He will cast *ice storms*, *fireballs*, and the rest of his offensive arsenal to wipe out the bad guys without further damaging the party.

If this happens, Domo will revert to his normal appearance (a 45-year-old magic-user in sparkling gray robes) and explain as follows:

"I am sorry to have deceived you. My name really is Domo, but I am actually a magic-user of some repute. I was looking for a hardy band of adventurers to aid me in ending the hobgoblin menace. If we join forces we stand a good chance of defeating them and gain-

ing an abundance of riches. All I ask in return for my considerable magical powers is one magical item of my choosing. You get to keep all the rest of everything we earn, including a 20,000 gold piece reward that the Town Council just offered for those who end the depredations of the hobgoblin horde."

If Domo does not need to save the party in the above fashion, he retains his little boy identity until the party gets into room 13 in the hobgoblin lair. Once there, he will grab the bottle and cast the *teleport* spell in his ring in the following round. He and the bottle disappear forever from the PCs' lives unless the PCs manage to kill him or knock him unconscious in the one round of actions they get before he teleports away.

The Hobgoblins

Here are the stats for the inhabitants of the Hobgoblin Kingdom:

Hobgoblins (210): AC 5; MV 9" ; HD 1 + 1; hp variable; #AT 1; Dmg 1-8 or by weapons type; THAC0 18; AL LE

Subchiefs (2): AC 3; MV 9" ; HD 3; hp 16; #AT 1; Dmg 3-10 or by weapon type +2; THAC0 16; AL LE

Hobgoblin Chief: AC 2; MV 9"; HD 4; hp 22; #AT 1; Dmg 5-12 or by weapon type +4; THAC0 15; AL LE

Hobgoblin Females (300): AC 10; hp 3; do not fight

Hobgoblin Children (600): AC 10; hp 1; do not fight

Area Description

As indicated on the map, there are several secret entrances to the hobgoblin kingdom. The only one the adventurers know about at the start of the encounter is the one they saw the hobgoblins using (the one between rooms 1 and 2). If they explore the hill



before entering, they have the usual chances of discovering the other secret doors.

The corridors and rooms are all roughly hewn from the rock of the hill. The corridors are 10 feet wide and high. Most of the rooms are also 10 feet high. Rooms 12, 22, and 29 have 25-foot-high ceilings.

Room 1: Guardroom. It contains five hobgoblins on guard duty. They rush out into the corridor when the PCs are past their secret door so as to attack the party from the rear. If the adventurers discover the secret door before the hobgoblins rush out, the hobgoblins defend in the room and the hobgoblins in room 2 attack the rear of the party (likewise, if the PCs discover the door to room 2 and attack that room first, the hobgoblins in room 1 attack the rear of the party as the PCs go after the hobgoblins in room 2). This room is furnished with two crude tables with four chairs around each table. A pile of broken chairs and debris in the southwest corner hides the hobgoblins' cache of 50 gp and one gem.

Room 2: Same as room 1, except the pile of trash is in the southeast corner and it contains no treasure.

Room 3: Barracks for the guards. There are five more hobgoblins here. They are sleeping, but they will wake up and fight to the death when the adventurers enter. They do not attack unless the PCs open their door. There are ten wooden cots in the room, a pot of disgusting-smelling stuff is bubbling over a small fire at the far end of the room, and a pile of debris in the northeast corner hides 250 gp and two gems.

Room 4: These are the barracks for the guards in room 2. It is the same as room 3, except that the pile is in the southeast corner, holds 350 gp and no gems, and is booby-trapped. The trap (if not detected and disarmed) fires three crossbow bolts into the victim (attack as 5-HD monsters (THAC0

15), Dmg 2-5).

Room 5: Barracks for 50 hobgoblins. Ten are here, lounging around. The cots for the hobgoblins are strewn all over the room. Piles of trash reach the ceiling in all corners of the room. There are 1,000 gp, six gems, and two jewels scattered throughout the piles. These hobgoblins do not leave the room—they fight to the death to protect the stairs that lead down to the lower level. The stairs are just crudely hacked out of the stone. Each PC has a 10% chance of falling when he descends the stairs—1-6 points of damage. Hobgoblins in any part of the lower level cannot be surprised in any encounter if a PC has slipped down the stairs.

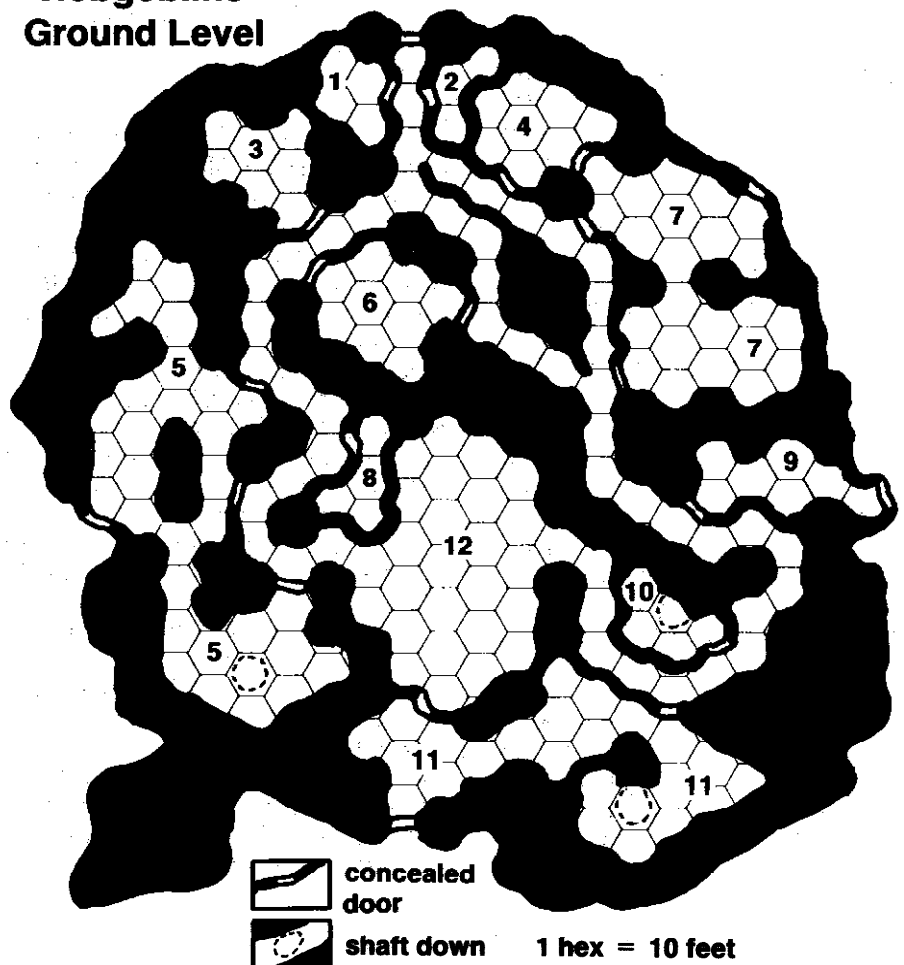
Room 6: Barracks for 15 hobgoblins. Fifteen straw sleeping pallets are

spread around the room. Three hobgoblins are asleep on their pallets. They wake up if the characters open the door, but the PCs get initiative on the first round. Searching the pallets reveals 20 gp per pallet.

Room 7: Mess hall. There are lots of tables and chairs here (10 tables, 60 chairs). There are 15 hobgoblins eating. They attack the PCs if the party enters the room. When eight are dead, the rest try to flee out the secret door to the outside, then re-enter the lair through the exterior secret door to room 9. If they make it, add them to the hobgoblins in room 9 (and those hobgoblins will be alerted).

Room 8: Guard room. Three hobgoblins wait in here. As the party passes this room, the hobgoblins crash through the door, take one look

Hobgoblins Ground Level





at the party, then shriek in terror and run away. (If the PCs don't kill them, add them to the hobgoblins in room 30.) If the PCs open the door, the hobgoblins fight to the death. This room contains a table and four chairs. The table has a secret compartment that holds a *dagger +1* and a scroll of *protection from evil*.

Room 9: See room 6.

Room 10: Guard room. Three hobgoblin guards flee in terror down the stone stairs if the adventurers break into this room. They yell and scream to alert the lower level. One of the hobgoblins falls on the stairs and breaks his neck. See room 5 for PCs' chances of falling and effects. There is one table and five chairs.

Room 11: Guard room. 11 hobgoblins are here. They fight until only four are left, then the four flee down the stairs, all four tripping and falling down the stairs. Two get up and run into the lower level; the other two died from the fall. See room 5 for stair effects. Searching the hobgoblins' bodies uncovers 35 gp per hobgoblin.

Room 12: This large room is a training area for hobgoblin martial arts. There are broken swords and shattered helmets strewn about the floor. Five badly chewed-up hacking posts are set in the floor. There are five hobgoblins practicing here. Four of them fight to the death. When there is only one left, read the following:

"The last hobgoblinlin throws down his sword and quails in terror at your feet. If you promise to spare his life, he says he will lead you to the hobgoblin king's vast treasure. Do you agree?"

If the adventurers turn the hobgoblin down, the the hobgoblin tries to run to room 9 and hide out there.

If the adventurers agree, then the hobgoblin tries to lead them on the following route (he's going to try to get

them killed): Into room 10, down the stairs, and then along the corridor toward room 31. When they reach the space between the secret doors to rooms 25 and 31, all the hobgoblinlins in both rooms charge out and attack the PCs. The hobgoblin the party is following cowers in the corridor until the fight is over. Assuming the PCs win, the hobgoblin springs up and leads them onward. He leads them toward room 22 (when the PCs pass the doors to rooms 24 and 23, the hobgoblins in there rush out and attack). When they get to room 22, the non-combatants flee in panic. The hobgoblin then leads the PCs to one of the secret doors leading to room 14. When the PCs get within 2 spaces, the doors fly open and the ballistae open fire (see the room 14 description). The hobgoblin falls to the ground as soon as he sees the doors open and he doesn't get hit by the ballistae bolts or by the hobgoblins that rush the PCs.

After the PCs explore room 14 and find nothing of value, the hobgoblin says:

"Me sorry. King must have moved treasure. Me lead you to his other hiding place. Come, come."

If the player still wants the PCs to follow the hobgoblin, he leads them into the nearest secret door for room 26, then goes to the other secret door leading out of the room. Once there, he pulls a concealed lever that causes all the PCs (and the stuff in room 26—see its description) to fall into a 20-foot-deep pit. Each character suffers 2-12 damage from the fall, plus 1-4 points' from stuff falling on him. The hobgoblin laughs at the edge of the pit.

The crash attracts the attention of any remaining hobgoblins in rooms 22,25,21,27, and 29. These hobgoblins rush to room 26 and attack the adventurers as they try to climb out of the pit. Three hobgoblins get one round of free attacks attacks as each adventurer climbs out. If the PC decides to draw his weapon and fight

while still climbing out, each round he fights he has a 25% chance of slipping and falling to the bottom of the pit, suffering 1-8 points of damage. (PCs who fly or levitate or otherwise avoid climbing out of the pit can land on the edge and attack the hobgoblins with no penalty.) If the PCs just stand on the bottom of the pit and pick off the hobgoblins with missile weapons or spells, the hobgoblins withdraw after five of them die.

If the PCs don't kill the hobgoblin who lead them here with missiles or spells, he runs away, never to be seen again, when he sees the PCs climbing out of the pit.

Room 13: The treasury. Five hobgoblin guards fight to the death and will not leave this room. Found here are 15,000 gp and 25,000 sp, 15 gems, five jewels, a ring of *feather falling*, a wand of *secret door and trap location*, a *horn of collapsing*, a heavy *crossbow of accuracy*, and a *portable hole*.

Room 14: This room has ten hobgoblin guards. There are cots and pallets for 50 hobgoblins strewn about the floor. Each pallet or cot has 25 gp hidden in it. The five small rooms that lead into this room each contain one ballista with a crew of three hobgoblins. The secret doors leading to room 22 are opened if the hobgoblins hear a disturbance in room 22 (but they wait until the noncombatants are out of the room before they pop the doors open and blast away at the PCs). After the ballistae fire, the 10 hobgoblins in room 14 charge the PCs in room 22 (there are also some hobgoblin fighters in that room and they should be engaging the PCs also). The ballistae crews reload and fire until the adventurers get into melee range. Any ballista shot, after the first round of shots, that misses a party member has a good chance to hit a hobgoblin. These hobgoblins fight to the death.

The ballistae fire once every three rounds, doing 2-12 points of damage, and attack as a 4-HD monster (THACO 15).

Hobgoblin Lair



Room 15: Guard room. Three hobgoblins here attack when they hear the PCs outside their door. The room has a table and six chairs. Each hobgoblin has 15 gp. The table has a secret compartment with five gems, two jewels, and five *arrows* +2.

Room 16: Same as room 15, but there is no treasure in the table.

Room 17: Five hobgoblin guards. The guards will charge out if the adventurers pass their door, and will fight to the death. There is a table and five chairs in the room.

Room 18: Ten hobgoblin guards, who will charge out if the adventurers go past their door. Two tables, 12 chairs, and five cots clutter the room. In the eastern-most hex of the room, there is a chest sitting against the

wall. It is trapped—when the lid is opened (unless the trap is detected and disarmed), a long pole arm with a scythe-like blade swings out of the wall. If the character attempting to open the chest is a human, elf, or other human-sized being, the blade hits and inflicts 2-12 points of damage. Dwarves, halflings, and other similarly sized characters will feel the blade slice the air over their heads, just barely missing them. The chest contains 150 gp, a ring of contrariness, and a *shield* -1, *missile attractor*.

Room 19: Same as room 17, but each hobgoblin has 150 gp, if the adventurers bother to search.

Room 20: Hobgoblin nursery. When the adventurers pass by the door, they hear vague murmuring sounds coming from the other side (the PCs will

automatically detect this secret door if they walk by—the noises from inside tell the PCs where the door is, even if they can't see it at first). When they kick in the door, a scene of bedlam greets them. In this tiny room are five hobgoblin females and 50 hobgoblin tots. The babes are wailing, shrieking, hitting each other with rocks, climbing the walls, dumping dishes of food, etc. And this is before they spot the characters. Then they get really upset. The females scream and the tots start tossing food at the two lead characters.

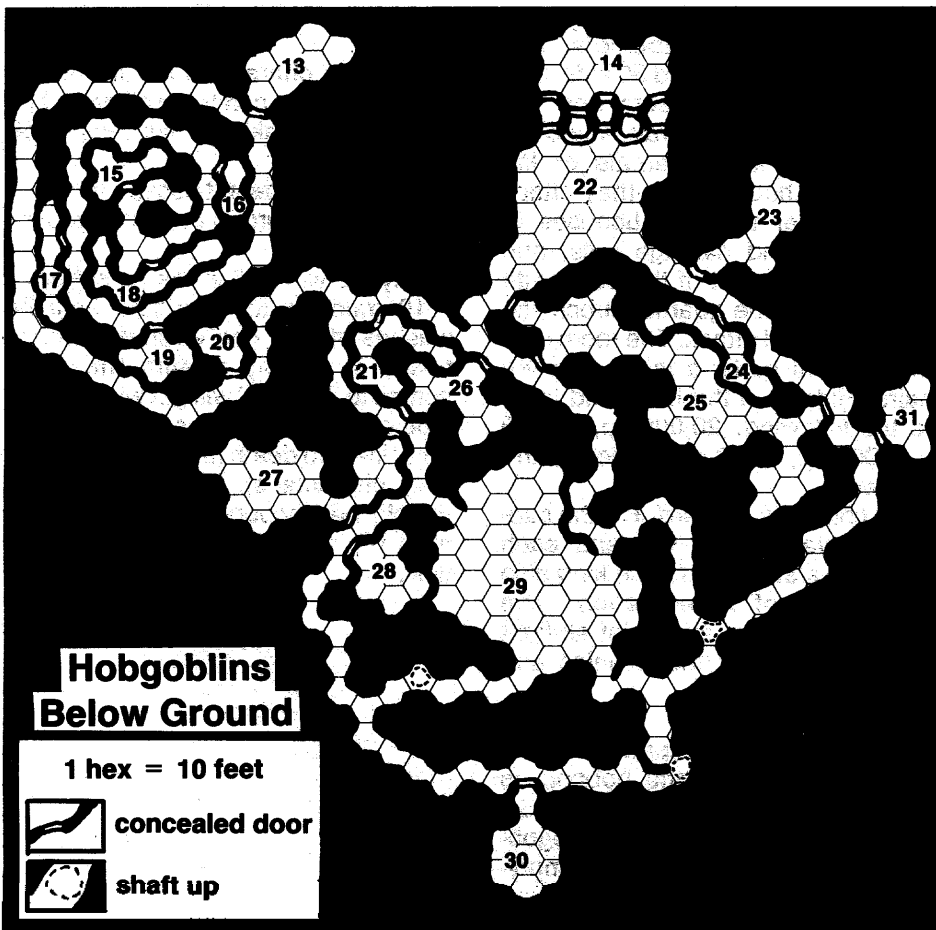
The best thing for the PCs to do is to leave quickly. If they waded in and start killing, they should receive huge alignment penalties for this slaughter of defenseless beings. Also, every hobgoblin in the lair is enraged at this attack—add +2 to both their attack and damage rolls for the rest of the adventure.

If the adventurers leave the door open for more than one round, on every round after round 1, 1-3 hobgoblins arrive and attack. Once the door is shut, no more hobgoblins appear, but the party must deal with the ones that have already shown up.

Room 21: This is a temple to Maglubiyet, god of goblins and hobgoblins. In this room are nine hobgoblins and two hobgoblin clerics. The regular hobgoblins charge into melee while the clerics stand back and cast spells.

Spells (both clerics have the same spells—5th level): *curse*, *cause light wounds* (x2), *hold person*, *silence 15' radius*, *spiritual hammer* and *prayer*. In the first round of battle, the clerics both cast *prayer*. Next round they both cast *curses* on the PCs. Then both cast *cause light wounds* on any magic-users for two rounds. Then they both cast *spiritual hammers*. If the battle lasts this long, the PCs may be dead, but just in case they aren't, the clerics then melee.

In a niche in a wall, the characters see a statue of Maglubiyet. It is made of solid gold and is worth 10,000 gp. Lifting it out of its niche causes the 10'





x 10' part of the ceiling above the removes the statue (and anyone else in the affected area). This causes 5-20 points of damage.

Room 22: There are 100 hobgoblin females and 250 hobgoblin kids living in here. Pandemonium erupts when the PCs enter the room. Females and kids are screaming and running everywhere. Charging through the chaos toward the PCs are 20 hobgoblin guards. Once the noncombatants are out of the room, the ballistae from room 14 open up on the PCs. (This happens on round three of the fighting—see also room 14 description.) Each hobgoblin fighter has 25 gp.

Room 23: This is a store room with foodstuffs (nothing the PCs would think of eating) and boxes all over the place. There is nothing else of interest.

Room 24: Same as room 23, but this storeroom has two hobgoblins taking inventory. They run into the corners of the room when they see the PCs. They are unarmed and if the PCs attack, they both die of fright before they even get hit.

Room 25: This is the hobgoblins' smithy and armory. There are 23 hobgoblins in here, hammering new swords over the forges, trying on new pieces of armor, hanging weapons on the walls, etc. When the characters enter, the hobgoblins attack. Five of the hobgoblins are armed with red-hot swords (each hit inflicts 2-6 points of burn damage in addition to normal sword damage). When 18 of the hobgoblins are dead, the rest try to flee out one of the secret doors (the one farthest from the party).

Room 26: This is another store-room, but it is trapped. (See also the description of room 12, which tells about the hobgoblin who might lead the PCs here. The trap is detailed in that text.) If the adventurers enter the

room, the other secret door opens once everyone is in the room, and a hobgoblin grins evilly and yanks down the hidden trap trigger (there is a trigger next to each door). The same thing happens to the party as outlined in the text for room 12.

Room 27: Storeroom. See room 24.

Room 28: Guard room. Five hobgoblins are here, as well as a table and five chairs. The hobgoblins will enter the hall and attack if they hear the PCs pass their room. Each hobgoblin has 10 gp.

Room 29: Another communal living area, with 190 female hobgoblins, 300 hobgoblins kids, and 15 hobgoblin guards. See the room 22 description for what happens, except there are no ballistae.

Room 30: The royal suite, containing the chief, two subchiefs, five guards, ten females, and 50 kids. The females and kids scream and run around, getting in the way. Any character who strikes a female or kid enrages the hobgoblins—they attack that character with +4 bonuses to their attack and damage rolls, and they attack the rest of the party with +2 bonuses. The guards, subchiefs, and the chief all attack. The room contains several beds, a table, and ten chairs. Hidden in the beds and table are the following: 20,000 sp, 10,000 gp, 1,000 pp, 1,000 ep, 25 gems, and ten jewels.

The chief has a *sword +3*, the subchiefs have *swords +2*, and each guard has a *sword +1*. The king also has a ring of *regeneration*. The guards, subchiefs, and chief all fight to the death while the females and kids get away.

Room 31: Pit of unspeakable vile-ness. This is where the hobgoblins throw all their trash, rotten food (and it has to be awfully rotten for a hobgoblin to throw it away), as well as emptying the contents of all their chamber pots. The pit is 20 feet deep. The PC

(or PCs) who pushes through the door stumbles into the pit. No matter what armor he has on, he floats on the semi-solid mass in the pit. He cannot get out by himself.

Anyone trying to help him out must first make a Constitution check (1d20 roll against Constitution score, a roll equal to or lower than Con score indicates success, above Con score is failure). Failure means the character succumbs to nausea induced by the contents of the pit and cannot help anyone out of the pit or take any actions for three rounds. A successful Con check means he can try to help one person in the pit get out. Roll a Strength Check (1d20 vs. Str score); success means that he pulls one person out of the pit, but failure by 3 or more points (for example, a character with a Strength of 12 rolls a 15 or higher) means that the rescuer, instead of pulling someone out of the pit, has been pulled in himself and needs to be rescued.

If all the characters are in the pit, each character can try to climb out on his own, by making a successful Str Check.

If the party doesn't escape the pit in five rounds, a group of 15 hobgoblins attacks.

Anyone who fell in the pit suffers a -10 modifier to Charisma until he washes off. He can wash off back in town, or in any stream the party comes to. No NPC will get within 10' of a befouled character unless it's a matter of life and death (the NPC's, not the dirty character's). Player characters should be encouraged to stay away from the offensive party member as well.

Random Encounters Section



What follows is 16 random encounter charts for use in *Ruins of Adventure*. Use the Chart listed below that corresponds with the terrain or area the characters are in:

Chart 1	Forest
Chart 2	Grasslands
Chart 3	River & Coast Areas
Chart 4	Low Hills
Chart 5	Mountains
Chart 6	Human Town Areas
Chart 7	Unorganized Human Town Areas
Chart 8	Organized Inhuman Town Areas
Chart 9	Outside Town Areas
Chart 10	Specials
Chart 11	Evil Specials II
Chart 12	Humans
Chart 13	Inhumans
Chart 14	Random Monsters
Chart 15	Swamp



Forest Encounter Chart (# 1)

- 1) Elves (MM 2, AC 6, HD 1 + 1, Damage 1-6 + 1 'bow', # appearing 2-24)
- 2) Refer to Chart 10
- 3) Refer to Chart 11
- 4) Refer to Chart 12 (Humans)
- 5) Refer to Chart 13 (Inhumans)
- 6) Elves (same as #1)
- 7) Wild Boar (MM 1, AC 7, HD 3 +3, Damage 3-12, # appearing 1-1 2)
- 8) Refer to Chart 14 (Castle)
- 9) Ogre (MM 1, AC 5, HD 4 + 1, Damage 1-10, # appearing 2-20)
- 10) Stirge (MM 1, AC 8, HD 1 + 1, Damage 1-3, # appearing 3-24)
- 11) Bandit (MM 1, AC Variable, HD 1-6 points, Damage variable.) These should be weighted to the size and level of the adventuring party. If the party is strong, a weak group of bandits would never face them; therefore the stronger the party, the stronger the group of bandits should be.
- 12) Hill Giant (MM 1, AC 4, HD 8 + 1-2, Damage 2-16, # appearing 1-10)
- 13) Phase Spider (MM 1, AC 7, HD 5 +5, Damage 1-6, # appearing 1-4)
- 14) Snake (constrictor) (MM 1, AC 5, HD 6 + 1, Damage 1-4/2-8, # appearing 1-2)
- 15) Refer to Chart 13 (Inhumans)
- 16) Black bears (MM 1, AC 7, HD 3 + 3, Damage 1-3/1-3/1-6, # appearing 1-3)
- 17) Jackal (MM 1, AC 7, HD 1-4 points, Damage 1-2, # appearing 2-24)
- 18) Pilgrim (under attack): roll again to determine attacker.
- 19) Refer to Chart 15 (Random Monster)
- 20) Leopard (MM 1, AC 6, HD 3 + 2, Damage 1-3/1-3/1 -6, # appearing 1-6)

Grasslands Encounter Chart (#2)



- 1) Refer to Chart 10
- 2) Refer to Chart 11
- 3) Refer to Chart 12
- 4) Refer to Chart 13
- 5) Refer to Chart 14
- 6) Refer to Chart 15
- 7) Pilgrim (under attack)
- 8) Wolves (MM 1, AC 7, HD 2 +2, Damage 2-5, # appearing 2-20)
- 9) Ghouls (MM 1, AC 6, HD 2, Damage 1-3/1-3/1-6, # appearing 2-24)
- 10) Dinosaur (pick one with HD similar to that of the adventurers)
- 11) War Dogs (MM 1, AC 6, HD 2 +2, Damage 2-8, # appearing 2-24)
- 12) Bandit (same as above)
- 13) Snake (constrictor) (same as above)
- 14) Young intelligent dragon (Suggestion: The dragon wants something (picked at random) from the adventurers. The dragon's size should be based on the party's average HD.)
- 15) Displacer Beast (MM 1, AC 4, HD 6, Damage 2-8/2-8, # appearing 2-5)
- 16) Lions (MM 1, AC 5/6, HD 6 +2, Damage 1-4/1-4/1-12, # appearing 2-8)
- 17) Tigers (MM 1, AC 6, HD 5 +5, Damage 2-5/2-5/1-10, # appearing 1-4)
- 18) Apes (MM 1, AC 6, HD 5, Damage 1-4/1-4/1 -8, # appearing 2-8)
- 19) Mastodon (MM 1, HD 12, AC 6, Damage 2-16/2-16/2-12/2-12/2-12, only two attacks per enemy, # appearing 1-12)
- 20) Refer to Chart 10



River & Coast Area Encounter Chart (#3)

- 1) Refer to Chart 10
- 2) Refer to Chart 11
- 3) Refer to Chart 12
- Refer to Chart 13
- 5) Refer to Chart 14
- 6) Refer to Chart 15
- Pilgrim (under attack)
- 8) Giant Otter (MM 1, AC 5, HD 5; Damage 3-18, # appearing 2-5)
- 9) Marine Troll (MM 2, AC 3, HD 5 +5, Damage 2-5/2-5/3-12, # appearing 1-6)
- Lizardman (MM 1, AC 5, HD 2 + 1, Damage 1-2/1-2/1-8, # appearing 10-40)
- 11) Nymph (MM 1, AC 9, HD 3, Damage through a magical attack, # appearing 1-4)
- 12) Giant Squid (MM 1, AC 7/3, HD 12, Damage 1-6(x8)/5-20, # appearing 1)
- Merchant: Use this as a catalyst for an opportunity to sidetrack the party. The merchant could be under attack, or he could hire the PCs to track down bandits, or as guards.
- 14) Pirates (same as bandits, but from the water)
- 15) Island: An unexplored, unCharted island. A good place for that "special" encounter the DM's been working on.
Aquatic Ogre (MM 2, AC 4, HD 4 +4, Damage 1-6/1-6/2-8, # appearing 2-24)
- 17) Giant Turtle (MM 1, AC 0/5, HD 10, Damage 6-24, # appearing 1-4)
- 18) Dinosaur (same as above)
- Sunken Ship: The ship is visible, but it should be mostly underwater. The idea is to provide a quick monster encounter (roll again from this table) tied to a rich treasure of magic and gold.
- 20) Aquatic Elves (MM 1, helpful to the group and used to provide hints)

Low Hills Encounter Chart (#4)



- 1) Refer to Chart 10
- 2) Refer to Chart 11
- 3) Refer to Chart 12
- 4) Refer to Chart 13
- 5) Refer to Chart 14
- 6) Refer to Chart 15
- 7) Pilgrim (under attack).
- 8) Dwarves (MM 1, AC 4, HD 1, Damage 1-8, # appearing 2-24): It should be noted that dwarves, like elves, could easily be beneficial to the party, especially if there was a dwarf in the group. On the other hand, they really like gold and could want more than their share.
- 9) Orcs (MM 1, AC 6, HD 1, Damage 1-8, # appearing 2-24): As the party gets more powerful, increase the number of orcs encountered substantially.
- 10) Ogre (MM 1, AC 5, HD 4 + 1, Damage 1-10, # appearing 2-20)
- 11) Dire Wolves (MM 1, AC 6, HD 4 +4, Damage 2-8, # appearing 3-12)
- 12) Hill Giant (MM 1, AC 4, HD 8 + 1-2, Damage 2-16, # appearing 1-10)
- 13) Zombies (MM 1, AC 8, HD 2, Damage 1-8, # appearing 3-24)
- 14) Ruins: Ruins always have random monsters of higher level than the PCs and very little treasure.
- 15) Fire Giant (MM 1, AC 3, HD 11 +2-5, Damage 5-30, # appearing 1-8)
- 16) Lions (See earlier Chart)
- 17) Dinosaur (See earlier Chart)
- 18) Cave Men (MM 1, AC 8(7), HD 2(1), Damage 1-6 + 2, # appearing Special): Cave men should be a steadily increasing threat. They should come in numbers and strength large enough to cause the PCs real trouble. These cave men should come more and more often until the PCs wipe out a nest of 50 of them in the low hills to the north of Phlan.
- 19) Merchants (See earlier Chart)
- 20) Refer to Chart 15



Mountain Encounter Chart (#5)

- 1) Refer to Chart 10
- 2) Refer to Chart 11
- 3) Refer to Chart 12
- 4) Refer to Chart 13
- 5) Refer to Chart 14
- 6) Refer to Chart 15
- 7) Pilgrim (under attack)
- 8-11) Dwarves: The dwarves rule part of these hills and don't take kindly to strangers.
- 12) Minotaur (MM 1, AC 6, HD 6 +3, Damage 2-8, # appearing 1-8)
- 13) Ruins (See earlier Chart)
- 14) Tiger (See earlier Chart)
- 15) Gorilla (See "Ape" on earlier Chart)
- 16) Character Party
- 17) Ogre (See earlier Chart)
- 18) Bandit (See earlier Chart)
- 19) Hill Giant (See earlier Chart)
- 20) Refer to Chart 11

Human Town Encounter Chart (#6)



- 1) Refer to Chart 10
- 2) Refer to Chart 11
- 3) Refer to Chart 12
- 4) Refer to Chart 13
- 5) Meet Anton: See "Stock Non-Player Characters," p.6. (If rolled a second time, go instead to Chart 12)
- 6) Meet Banyun: See "Stock Non-Player Characters," p.6. (If rolled a second time, go instead to Chart 12)
- 7) Meet Mendacant: See "Stock Non-Player Characters," p.6. (If rolled a second time, go instead to Chart 13)
- 8) Meet Doral: See "Stock Non-Player Characters," p.6. (If rolled a second time, go instead to Chart 13)
- 9) Meet Eartha: See "Stock Non-Player Characters," p.6. (If rolled a second time, go instead to Chart 13)
- 10) Random band of human fighters
- 11) Random band of human thieves
- 12) Random character party
- 13) Random merchant
- 14) Bard: Will provide clues for gold
- 15) Random Assassin: Sent by persons unknown to do in the most powerful PC.
- 16) Random cleric
- 17) Rumor Monger: The job of a rumor monger is to spread interesting rumors—always at a price. The more money given, the better the information. The information can be clues, reports of the actions of the PCs themselves, or anything else.
- 18) Town guards: Town guards always want to be bribed to leave the adventurers alone. If the bribe isn't there, the PCs spend a hard night in jail. The bribes start at 100 gp, and increase by 100 gp every time the guards are encountered.
- 19) Attacking inhuman band: The PCs are attacked by a band of inhumans from the nearest such group in their area. These inhumans always have more hit dice than the group.
- 20) Single powerful inhuman raider: A single evil fighter of power offers a challenge to a random member of the group. If the challenge isn't taken, the weakest member of the party is attacked. If the challenge is taken, then the fight is on.



Unorganized Inhuman Town Encounter Chart (#7)

- 1-3) Refer to Chart 10
- 4) Orc band: These always appear in groups slightly less than the hit dice of the party
- 5) Goblin band: Same as orc bands
- 6) Hobgoblin band: These always appear in groups slightly more than the hit dice of the party
- 7) Useful ruins: Useful ruins are ruins that have some magic item the characters can use. These ruins are guarded by a single monster powerful enough to give the PCs problems (DM's option).
- 8) Undead band: Pick a random batch of undead to throw at the party.
- 9) Kobold band: They attack with missiles first and then run at first sign of trouble.
- 10) Ogre band: See earlier Chart, but there are more of them in this encounter.
- 11) Good human adventurers: Provide healing and good advice.
- 12-16) Refer to Chart 11
- 17) Ruins (See earlier Chart)
- 18) Gnoll band: Attack much like kobolds, above
- 19) Human Fighter Band
- 20) Refer to Chart 15

Organized Inhuman Town Encounter Chart (#8)



- 1-10) Band of inhumans controlling that area: All of the nonhuman town areas are controlled by patrolling bands of inhumans. These patrols appear to attack the adventurers. When the PCs get too big to attack the patrols snipe at them with missile weapons while hiding.
- 11-15) Refer to Chart 11
- 16) Ruins (See earlier Chart)
- 17) Undead band (See earlier Chart)
- 18) Useful ruins (See earlier Chart)
- 19) Evil cleric band: There are always exactly the same number of clerics as PCs. The highest cleric has 2 more HD than the highest PC. The lowest cleric has 1 less HD than the lowest PC. These clerics exist only to destroy the PCs. They even go so far as to carry off any bodies that fall during a battle.
- 20) Evil magic-user band: These average higher levels than the PCs. They always exist only to destroy the PCs. They will, however, have magic items useful to the party if defeated.



Outside Town Encounter Chart (#9)

- 1-6) Tong the orc chieftain and his band: Tong, the orc chieftain, first appears with two or three orcs and is easily defeated by the adventurers. But give Tong every chance to escape, vowing revenge. From then on, Tong appears with more and more orcs. When numbers don't do it, he appears with stronger and stronger orcs, creatures that have more and more magic armor and/or weapons. Every time Tong is defeated, he runs away swearing vengeance next time.
- 7-10) Jurin the human bandit chieftain and his band: Jurin is a classier, stronger version of Tong. He gets defeated, and comes back stronger, but with more and more humans. Jurin's early bands have a few fighters. Then he gets some archers. Then he gets better armored fighters; then some clerics, then some magic-users; then his group attacks with protection spells already up and running. Jurin himself always escapes with a cavalier message warning of good sport to come from him next time.
- 11) Ruins (See earlier Chart)
- 12) Lawful Character Party (See earlier Chart)
- 13) Refer to Chart 15
- 14) Random orc band (See earlier Chart)
- 15) Random goblin band (See earlier Chart)
- 16) Evil Cleric band (See earlier Chart)
- 17) Evil magic-user band (See earlier Chart)
- 18) Refer to Chart 10
- 19-20) Refer to Chart 11

Specials Encounter Chart (#10)



- 1) Lawful Cleric (HD 10; hp 57; AC 2; Damage 1-6 +4)
- 2) Lawful Magic User (HD 10; hp 41; AC 3; Damage spells; already has several protective spells up and running)
- 3) Lawful Fighter (HD 10; hp 81; AC 1; Damage 1-10 + 2)
- 4) Thieves Guild Protection: The local Thieves Guild offers the party "protection" from their activities for 30 days; the price depends on the alignment of the party and the negotiations (roleplay it out).
- 5) Blessing of the Bard: Turan the Bard: HD 6; hp 37; AC 5; Damage 1-6
- 6) A visit from your faerie god mother: A tired old woman comes to the leader of the party and says that he or she looks like her son or daughter. Then her hands glow and all of the characters feel wonderful. For the next five battle encounters, the party's armor class is raised by 2; they will be unable to detect this change.
- 7) The raising of karma: The group meets a beggar asking for a bit of gold to help fill his stomach. If the party gives gold, the beggar tells them a generic pass word good for several places in the inhuman areas. If they don't pay up, he gives the "curse of the beggars;" for the next ten encounters, there are 2 hit dice more of whatever faces the party than there should be.
- 8) Authur the Paladin: HD 5; hp 21; damage 1-8; AC 1
- 9) Merchant (See earlier Chart)
- 10) The young prince: the city is filled with deposed royalty and each and every one of these fools wants to win back a portion of the city. Every prince is capable of getting the PCs past the first level of guards in the special encounters placed about the city, but they always die right after that in the attack of the second ring of traps and guards, leaving the players high and dry. In this encounter, a prince tries to talk the players into going with him to a randomly-selected section of the inhuman portion of the city.
- 11) The Challenge: A single inhuman warrior comes up to the adventurers and challenges one of them to personal combat. The fight is to the death and the winner takes the equipment of the loser. If the PCs all attack, the challenger simply runs. There should be a 10% chance of magical treasure with every fight. The list of monsters should include: orcs, ogres, humans of various types, goblins, and hobgoblins.
- 12) The ambush: Two crossbowmen for every PC fire at them (using the party hit die average to determine their level) and then the ambushers run away.
- 13) The hole in the ground: The earth shifts at the feet of the adventurers, and a hole opens up revealing a tunnel. The tunnel leads to a small underground complex, stocked with generic monsters and treasure. The PCs can adventure in this area or they can ignore it.
- 14) The Wild Hunt! The sound of dogs baying can be heard in the distance and then the "wild hunt" sweeps over the party. All those that make their magical saving throws aren't affected, but those that don't are forced to join the haunting "wild hunt"! The hunt will take those failing party members to some random area of the town or wilderness. It is possible for the nonaffected members to come along if they so desire. No one knows what brings the wild hunt, but the only sure way to avoid it is to be behind doors when the haunting comes. If the party is inside they hear the dogs, but aren't forced to make a saving throw.
- 15) The High Lord Jonnel: HD 8; hp 51; damage 1-6 +2; AC 3. Jonnel is haughty and arrogant, and will try and pick a fight with the party, accusing them of getting in his way and demanding some sort of repayment for his inconvenience.
- 16) Magic for magic's sake: Pick a random spell from all the lists, and it hits the party, as if a 6th level spell caster threw it.
- 17) A trap: the inhumans have trapped this area recently and the party has sprung the trap. The characters still get the regular chance to defuse it through the proper use of thieves or dwarves.
- 18) A Raid of Evils: The PCs hear the sound of battle a short way off, and can check it out or leave it alone. If they investigate, they discover a raid by inhumans on some pilgrims; but the inhumans attack the characters as soon as they appear.
- 19) Refer to Chart 15
- 20) Refer to Chart 12



Evil Specials Encounter Chart (# 1 1)

- 1) Another challenge from a powerful inhuman
- 2) Another raid from an inhuman band
- 3) A castle of evil, newly set up
- 4) The black knight (AC 1, HD 10, hasted, Damage 1-10 +3)
- 5) The red knight (AC 0, HD 12, hasted, Damage 1-10 +4)
- 6) The white knight (AC -1, HD 15, Damage 1-10 +6, only fights neutrals and evils)
- 7) The princess with a problem: This encounter is designed to get the PCs to go to Sokal Keep, Kuto's Well, or Kovel Mansion if they haven't been there already, by having a beautiful princess hire them to go to one of them and retrieve a particular item or clear out the block, or something.
- 8) Orc chief's raid: Another Tong special
- 9) Goblin chief's raid: Wherever the PCs are, they face lots of goblins (about 8-to-1 in favor of the goblins).
- 10) Hobgoblin chief's raid: Surprising and outnumbering the characters wherever they are.
- 11) Kobold chief's raid: Constantly raining missiles fall from dodging kobolds.
- 12) The unhelpful dwarf: This dwarf offers to help the party, then gets them lost, or gives them bad information, or something equally stupid.
- 13) The evil elven warlock: Leads the party into an evil trap.
- 14) A night of monsters: Random monsters attack the party until two party members are killed.
- 15) The doppelganger attack: The doppelgangers are designed to replace PCs that fall in battle. These doppelgangers then start attracting large numbers of other doppelgangers in a series of constant attacks on the party.
- 16) The ambush: No matter where the PCs are, they are pinned down by a hail of crossbow quarrels flying in on them. Then they are offered the choice of surrendering or dying. There are as many crossbowmen as there are hit dice in the PC party.
- 17) The evil characters: These bad guys always have the same hit dice as the characters and always want all the gold they can get.
- 18) The evil wizard's challenge: These bad guys always have lots more hit dice than the PCs and always want all the magic items then can get.
- 19) The evil fighter's challenge: This guy has twice as many armored men as the PCs and offers them a choice of fighting him in single combat or being all destroyed. He has 5 more hit dice than the strongest party member. If the adventurers win the battle, they get the knight's armor and the rest leave.
- 20) Tricks & Traps: Use selection from *Dungeon Masters Guide*

Humans Encounter Chart (# 12)



NOTE: The characters referred to in this table are “stock characters” common to many fantasy settings. For more details on them, see the list of NPCs on p. 6.

- 1) The bard Wren appears to give advice
- 2) The evil cleric Sentar appears to give bad advice
- 3) The good low-level magic user appears to try and help
- 4) The evil fighter attacks
- 5) The middle level thief tries to pick a pocket
- 6) The Rumor Monger appears with news
- 7) The old beggar woman comes to curse or cure
- 8) The young warrior wants to join the band
- 9) The powerful evil wizard wants to join the band
- 10) The higher level thief tries to take a magic item
- 11) The lovely young merchant's daughter has a problem
- 12) The young female thief needs a rescue
- 13) A ghostly king appears to warn the PCs not to carry magic for two days
- 14) The bardess Tabat wishes to join the group for 3 adventures
- 15) The young illusionist wishes to join the group for his pick of magic items
- 16) The unconscious knight is found
- 17) The dead wizard is found
- 18) The assassin makes his attempt on the group
- 19) The beggar trades gold for clues
- 20) The tired old cleric asks for help



Inhumans Encounter Chart (#13)

NOTE: Many of the characters listed on this table are “stock characters” common to many fantasy settings. For more details on each one, see the NPC listings on p. 6.

- 1) The dwarven fighter with a problem
- 2) The dwarven cleric needs help
- 3) The gnomish illusionist wishes to join the band
- 4) The gnomish fumbling fighter wishes to join the band
- 5) The half elf bard wishes to join for three adventures
- 6) The evil half elf fighter attacks the group
- 7) The crazed elf has a map to a wonderful treasure
- 8) The dragon appears and wants help
- 9) The half-orc assassin attacks
- 10) The female elf princess says trick or treat
- 11) The dwarven goldsmith has a quest
- 12) The evil dwarf cleric leads the group into a trap
- 13) The ogre black knight makes a challenge
- 14) The kobolds make a raid
- 15) The evil gnomish illusionist attacks
- 16) The halfling thief joins the group to steal from them
- 17) The young halfling warrior wants to join the band
- 18) The begging halfling trades maps for coins
- 19) The half-orc cleric attacks
- 20) The old dwarf trades magic weapons for completed quests

Monster Encounter Chart (# 14)



- 1) Dinosaur (MM 2, Ankisaurus, AC 7, HD 2, Damage 1-4, # appearing 1-10)
- 2) Korred (MM 2, AC 5, HD 6 + 1, Damage 1-2 +4, # appearing 1-4)
- 3) Giant Mantis (MM 2, AC 3, HD 10, Damage 2-12)
- 4) Quickling (MM 2, AC -3, HD 1 1/2, Damage 1-4 (X 3), # appearing 4-16)
- 5) Skeletal Dragon (Zombie Monster, AC 6, HD 6, Damage 4-16, appearing 1-6)
- 6) Thri-Kreen (MM 2, AC 5, HD 6 +3, Damage 1-4 (X 4), # appearing 2-12)
- 7) Anhkheg (MM 1, AC 2, HD 3-8, Damage 3-18, # appearing 1-6)
- 8) Bombardier Beetle (MM 1, AC 4, MD 2 +2, Damage 2-12, # appearing 3-12)
- 9) Dinosaur (Iguanadon, MM 1, AC 4, HD 6, Damage 1-3/1-3/2-8; # appearing 3-18)
- 10) Displacer Beasts (MM 1, AC 4, HD 6, Damage 2-8/2-8, # appearing 2-5)
- 11) Ghoul (MM 1, AC 6, HD 2, Damage 1-3/1-3/1-6, # appearing 2-24)
- 12) Hippogriffs (MM 1, AC 5, HD 3 +3, Damage 1-6/1-6/1-10, # appearing 2-16)
- 13) Minotaur (MM 1, AC 6, HD 6 +3, Damage 2-8, # appearing 1-8)
- 14) Ogre (MM 1, AC 5, HD 4 + 1, Damage 1-10, # appearing 2-20)
- 15) Spectre (MM 1, AC 2, HD 7 +3, Damage 1-8 plus energy drain, # appearing 1-6)
- 16) Wights (MM 1, AC 5, HD 4 +3, Damage 1-4 plus energy drain, # appearing 2-16)
- 17) Troll (MM 1, AC 4, HD 6 +6, Damage 5-8/5-8/2-12, # appearing 1-12)
- 18) Vampire (MM 1, AC 1, HD 8 +3, Damage 5-10 plus 2 levels of energy drain, # appearing 1-4)
- 19) Zombie (MM 1, AC 8, HD 2, Damage 1-8, # appearing 3-24)
- 20) Flightless Bird (MM 1, AC 7, HD 1-3, Damage 2-8, # appearing 2-20)



Swamps Encounter Chart (#15)

- 1) Refer to Chart 10
- 2) Refer to Chart 11
- 3) Refer to Chart 12
- 4) Refer to Chart 13
- 5) Refer to Chart 14
- 6) Refer to Chart 3
- 7) Pilgrim (under attack)
- 8) Lizard men (MM 1, AC 5(4), HD 2 + 1, Damage 1-2/1-2/1 -8, # appearing 2-24)
- 9) Large Scorpion (MM 1, AC 3, HD 5 +5, Damage 1-10/1-10/1-4, # appearing 1-4)
- 10) Dinosaur: (DM should pick one based on the hit dice of the party.)
- 11) Giant Poisonous Frog (MM 1, AC 8, HD 1, Damage 1, # appearing 2-12)
- 12) Werewolf (MM 1, AC 5, HD 4 +3, Damage 2-8, # appearing 3-18)
- 13) Doppelganger (See earlier Chart)
- 14) Marsh gas explodes: PCs must save versus breath weapon for 5d6 damage from gas; successful save means half damage.
- 15) Mummy (MM 1, AC-3, HD 6 +3, Damage 1-12, # appearing 2-8)
- 16) Quickling (See earlier Chart)
- 17) Wight (See earlier Chart)
- 18) Vampire (See earlier Chart)
- 19) Spectre (See earlier Chart)
- 20) Troll (See earlier Chart)

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