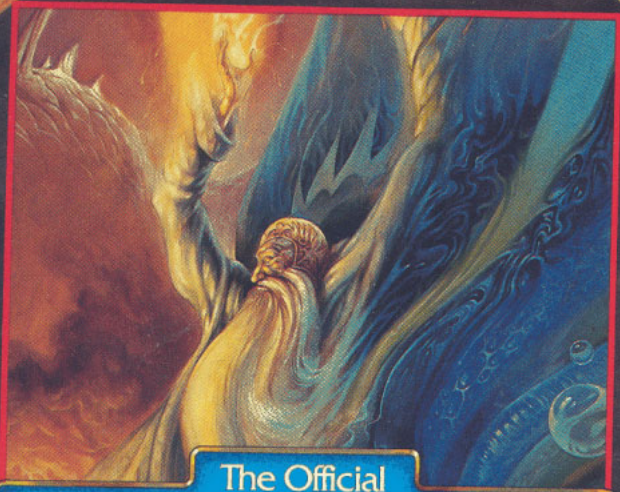


Advanced Dungeons & Dragons
2nd Edition



The Official
DUNGEON MASTER DECKS

Game Accessory

Deck of Encounters • Set One



9407

Checklist, Part 1 of 6

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Using These Cards, 1 of 3

Welcome to the Deck of Encounters! This latest set of the DUNGEON MASTER DECKS™ can be used to spice up your campaigns in a number of ways—as a random encounter generator, as building blocks in a larger campaign, or to design an entire campaign.

There are several ways to organize this deck. You can sort the cards by danger levels, so that you do not give the player characters a threat that is disproportionate to their experience levels. You can organize them by climate, so that PCs do not mysteriously encounter a polar bear while traveling in the jungle. You might want to separate them by terrain, keeping grass snakes from pursuing the party into the mountains. If your party is

more interested in problem solving than hacking and slashing, you can arrange the cards by the attribute that would solve the encounter best. Likewise, you can also classify the deck in a way that separates devices from NPCs, and NPCs from monsters. Each has an icon for handy, quick reference, so that you may sort them by icons, rather than having to refer to the text each time. It is recommended that you read the cards, so you can be sure to select only the appropriate cards for your game.

The next card explains the various symbols and abbreviations used to clearly define each card.

Some encounters are series encounters, and extend over several cards. These are indicated by the title, "Name of Encounter, 1 of 2."

Ambush

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



Bee-Sting

Danger: Low
Climate: Temperate
Terrain: Plains (or any temperate setting)
Attribute: Wisdom
Encounter: Monster
Add'l Info: PHB, pg. 62
XP Value: 50



The Trees of the Forest

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 150



Checklist, 1 of 6

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66: Ogre Bridge
67: The Beauty and the Beast
68: With a Friend Like This . . .
69: Owlbear Lair
70: Trophy
71: Heretics
72: Town Watch

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Using These Cards, 1 of 3

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Ambush

Area: There is a trail between two small townships located about 6 miles apart. The area is heavily forested, offering good protection for highwaymen. The six kobolds from **Kobold Raiding Party** have chosen a place on the road approximately equidistant from both towns. The road narrows between two large oak trees, whose limbs reach far above the canopy of the forest.

Situation: The kobolds have set up operations here to further their own ends. They have been working this scene for a few months now, demanding a tithe of those who would pass through. Though they have had to injure some of the travelers, they have not yet killed anyone.

The two largest kobolds stop the PCs, as

they would stop any other band, and demand the toll of 1 sp each. If the PCs refuse or try to bargain, the larger kobold scratches his nose. Immediately, two archers, concealed by forest, off the road, let fly with arrows at the argumentative PCs. The other two kobolds jump into the road as a show of force. If the PCs still do not capitulate, the kobolds press the attack.

If the PCs defeat the kobolds, they can search to discover the kobolds' campsite. The loot consists of 30 gp, 70 sp, 100 cp, and one well-crafted long sword (worth 50 gp).

Quick Stats: Kobolds (6): MV 6; AC 7; HD 1/2; hp 4 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Bee-Sting

Area: This encounter can take place in any temperate setting, although the danger to both horse and rider increases as the terrain gets ever rougher.

Situation: This encounter may occur anytime a random PC is riding a horse from one destination to another. As the encounter begins, the horse somehow irritates a wasp, which repeatedly stings the horse. The only hope the PC has of avoiding this encounter is keeping a careful watch over the horse, preventing anything from approaching (including insects).

If this is not the case, the PC must make a Dexterity check at -4 to remain seated when the horse suddenly and inexplicably bolts. If the PC fails the check, he takes 1d6

points of falling damage. If the PC succeeds, he can maintain his seat atop the horse, but must make a Dexterity check at -2 every other round thereafter to remain in the saddle; failure indicates 1d3 points of falling damage. After 2d6 rounds of running (or until the PC makes a successful land-based riding or animal handling proficiency check), the horse finally calms down enough that the PC no longer needs to make Dexterity checks.

Quick Stats: The only attributes that matter in this encounter are those of the horse's rider.

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The Trees of the Forest

Area: This area of forest is so thick that a bowshot would fly true to a maximum of 20 yards before sinking into wood or other vegetation. The narrow trail that the PCs are on leads to a relatively open area.

Situation: A bugbear has set a trap in the clearing, and hopes to capture his dinner with it. The trap consists of a tripwire connected to saplings; when the tripwire is sprung, the saplings spring apart and a net drops across the clearing, trapping the party. The PCs can avoid the cleverly hidden tripwire by making a successful Dexterity -4 check.

As soon as the trap is sprung, the bugbear races toward the party, intent on killing them for his dinner. The PCs can try

to fight him, but they do so at a -3 penalty to hit and damage (though damage can never be less than 1 point) because of the hampering effect of the net.

The bugbear is an outcast from his tribe, and has taken to terrorizing this stretch of trail, hoping to lure adventurers and woodsfolk to him. His hovel is located about 50 yards from the trapped clearing; piled around it is an impressive collection of arms and armor, among the items (should the PCs choose to look) are a suit of dwarf-sized *plate mail* +1 and a *long sword* +2. Other treasure includes 40 gp, 15 pp, 60 sp, and 100 cp.

Quick Stats: Bugbear: MV 9; AC 5; HD 3 + 1; hp 21; THAC0 17; #Att 1; Dmg 2d4+2; MR Nil

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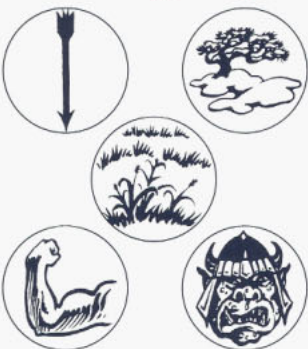
Airy Guardian

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,000



The Ice-Bound Orcs

Danger: Low
Climate: Sub-arctic
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 90



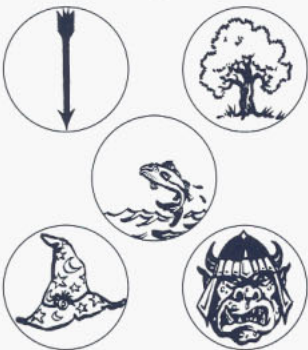
Centaur Vengeance

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,000



The Message

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 120



Toll Bridge?

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 65



Airy Guardian

Area: The location is an underground tunnel. It can be any tunnel that the PCs are about to enter.

Situation: Before the PCs set foot in the tunnel, each of them may make a Wisdom or Intelligence check, whichever is lower. Those who succeed, see a ripple in the air ahead of them, much like the heat that shimmers from the sands during the noon-day sun, although there is no heat to speak of in this place. Those who make the check by more than 6 also see something that looks as though it has been eroded into the floor by a fierce wind. Though the erosion is very slight, the words "Past the raging wind" may be faintly read.

The ripple is, in reality, an invisible

stalker, ordered to guard the passage from all except those who have the right password (though it has tried to pervert its orders by telling all who pass by that it cannot speak any tongue but its own). It carved the password into the stone floor, and will attempt to draw the PCs' attention to the stone. If the PCs notice the carved rock but do not say anything, the stalker will attack any who step into the passageway. If the words are spoken, the stalker will withdraw. It avoids combat if at all possible. The stalker harasses even those who speak the password, by messing their hair, swirling cloaks and loose clothing, and being generally irritating.

Quick Stats: Invisible Stalker: MV 12, Fl 12; AC 3; HD 8; hp 59; THAC0 13; #Att 1; Dmg 4-16; MR 30%

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The Ice-Bound Orcs

Area: As the PCs cross a wintry waste, the wind blowing snow into their eyes, they see several mounds of snow that seem to have been piled against the wind. The fact that there are numerous boot tracks visible around the snow dunes, even from a distance, indicates that these mounds are not entirely natural.

Situation: The mounds are the homes of the last of the Ice-Bound Orcs, who have made their home in this waste. They have made their home here in order to avoid other orcs and to waylay any travelers who might investigate the mysterious mounds. Their lack of numbers indicates their success rate; the last six of them are starving and desperate for something to

eat. They will attack the party as soon as the party comes within short bow range (about 50 yards for short range). They will try to use the snow mounds for cover, rising up only to fire more arrows. They will accept a surrender, but will try to kill their prisoners as quickly as possible.

Their treasure consists of a paltry 10 gp, 33 sp, and 100 cp. Their weapons are not of high enough quality to fetch a good price at any respectable market.

Quick Stats: Orcs (6): MV 12; AC 8 (furs); HD 1+1; hp 6, 6, 5, 4, 3, 2; THAC0 20; #Att 2 (w/bows) or 1 (w/ broad swords); Dmg 1-6/1-8; MR Nil

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Centaur Vengeance

Area: This encounter can take place any time the PCs enter a grassy plain. There are no special features in the area, unless the DM wishes to place them there.

Situation: As the PCs cross the plains, they hear a faint thunder that is growing ever louder. Allow an Intelligence check to PCs who have heard the sound of many galloping horses to see if they recognize the sound. Regardless, within a few moments, the party can locate the source of the sound—a party of six centaurs, galloping straight at the party and showing no signs of slowing down.

The party has exactly two rounds to move aside before they are trampled beneath the hooves of the six centaurs. The

centaurs all have expressions of hatred, anger, and grief on their proud faces. They bear spears and broad swords raised and ready to strike at the party.

The centaurs are willing to parley with the party. They are hunting the killers of their foals, and know that the murderers fled in the direction from which the PCs were heading. If the PCs can convince the centaurs that they are innocent, the centaurs will refrain from killing them, and may even enlist their aid in finding the killers.

Quick Stats: Centaurs (6): MV 18; AC 5 (4); HD 4; hp 30, 26, 23, 22; THAC0 17; #Att 3; Dmg 1-6/1-6 and weapon; MR Nil

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The Message

Area: An oceanside village will do. The sea is filled with intelligent (and dangerous) sea life. The villagers have a tentative trade agreement with a group of merman, and when the sea dwellers ask for their help the villagers contact the PCs.

Situation: An urgent message has to be delivered by hand between one tribe of merman and another distant tribe. Unfortunately, the quickest and safest route between the two groups lies over land. The PCs are hired through intermediaries to assist the merman messenger and to get him to his destination alive. Because the merman does not walk and cannot survive for long out of water, the PCs are faced with a unique challenge. Whether their

solution relies on carrying dozens of full waterskins or the use of spells (*create water* or *cloudburst* could be particularly effective for this encounter), they will have to be creative in their solution and diligent in their duty.

The merman messenger was chosen for his ability to speak the common tongue, however roughly. He is simultaneously grateful to the PCs for aiding him and resentful of their aid, because his weaknesses are exposed. If the PCs deliver the messenger safely and in good time, they will be amply rewarded with pearls and rare, expensive shells.

Quick Stats: Merman: MV 1, Sw 18; AC 7; HD 2; hp 15; THAC0 19; #Att 1; Dmg by weapon type; MR Nil

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Toll Bridge?

Area: This encounter takes place next to a ravine 100 feet deep. There is only a single, rickety bridge to cross the ravine for miles in any direction. The bridge is made of stout timber and heavy rope, but the construction is poor, and it does not look as though it can hold much weight. The forest peters out as it nears the bridge, so there is no way of approaching the bridge without being seen.

Situation: Clustered around the bridge is a band of 10 goblins. They snap to raggedly military attention as the PCs come into sight. A goblin, who is obviously the leader as evidenced by his pompous bearing and finer clothing, swaggers to the front of the goblin group. If the PCs come within 50

feet of the bridge, the leader calls out, "You must pay a five-copper toll to cross this bridge. Any attempt to cross without paying will result in the destruction of the bridge." And indeed, the goblins do stand ready to cut away the supports of the bridge.

If the party pays, the goblins let them cross, and the PCs see the relieved expressions on the faces of the goblins. If the PCs give the goblins coins of denominations larger than 1 sp, the leader flushes and mutters, "Can't make change." He gives it back, and motions the PCs to cross before they embarrass him further.

The goblins' treasure consists of 50 cp.
Quick Stats: Goblins (10): MV 6; AC 6; HD 1-1; hp 6, 4 (x9); THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Consequences, Part 1 of 2

Danger: Low
Climate: Sub-tropical
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 525



The Beauty and the Beast

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 270



Hunted to Extinction

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Charisma
Encounter: Monster
Add'l Info: None
XP Value: 1,000 if the PCs allow
the creatures to live in
peace,
0 if the PCs kill them



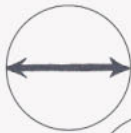
A Friend in Need

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500



Bread and Fish

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for catching the
thief,
500 for role-playing
whether or not to turn
her over to the
authorities



Consequences, Part 1 of 2

Area: This is a green but very quiet stretch of rolling hills and small valleys. There are apparently no living creatures anywhere along this stretch, with the exception of birds and small insects. On closer inspection, the hills prove to have rough cave entrances at irregular intervals.

Situation: A large group of gnolls has been living in the hill caves for months. They have finally hunted out the area, and, as food has become increasingly scarce, they've gotten more and more desperate. They are preparing to move on to a new hunting ground when the PCs enter their territory.

When the PCs appear, the gnolls will

ambush the characters from behind (at night, if possible). Their desperation makes them reckless and they will not break from combat, even in the face of overwhelming odds—after all, they are hungry! If the PCs escape, the gnolls will hunt and chase them until the PCs are either caught or the gnolls are all dead. The gnolls carry only 50 silver pieces among them.

Quick Stats: Gnolls (15): MV 9; AC 5; HD 2; hp 12 each; THAC0 19; #Att 1; Dmg 2-8; MR Nil

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The Beauty and the Beast

Area: The encounter takes place in a wooded dell. It is an area of beautiful serenity. The trees grow straight and tall, and the underbrush here almost seems to be more decorative than overgrown. There are large footprints in evidence everywhere around the glade, though they look as though the owner of the feet has been trying to tread carefully.

Situation: When the PCs enter the clearing, a melodious voice tells them to look away if they value their eyesight. Should the PCs glance toward the sound of the voice, they will see a woman so completely beautiful that they must save vs. spells or be permanently blinded.

The woman explains that she is a nymph,

and that she requires their aid to defeat an ogre who has fallen in love with her. He spied her several weeks ago and will not leave her alone. For their aid in dealing with the ogre, she promises to assist them in their own quest.

At that moment, the ogre comes bellowing into the clearing. Seeing the PCs inflames his jealousy, and he rushes to attack those who would "steal his woman." The PCs will have to kill him or completely subdue him, for he will not listen to reason, and he will do his best to kill them.

Quick Stats: Nymph: MV 12; AC 9; HD 3; hp 19; THAC0 17; #Att 0; Dmg Special; MR 50%

Ogre: MV 9; AC 5; HD 4 + 1; hp 33; THAC0 17; #Att 1; Dmg 1-10 (or by weapon +6); MR Nil

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Hunted to Extinction

Area: This encounter takes place under a slate-gray sky in the mountains. The jagged peaks rise high above the characters below, casting the whole area into shadow. There are numerous small caves dotting the area. Few of them look large enough to hold anything greater than a small badger.

Situation: This encounter works best if the characters are interested in more than treasure and glory. This encounter will also work best if they are in tune with nature (if they are druids, for example).

As the party marches through the area, they see several sets of small, red eyes peering out at them from the caves. If the PCs do nothing to antagonize the owners

of those eyes, and if the PCs remain motionless, the creatures come forward from the caves to investigate the intruders. Each PC should, at this point, make an Intelligence -3 check. If they succeed, they recognize the creatures as ferresals, ferret-like creatures widely believed to be extinct. Otherwise, the creatures simply appear to be overgrown ferrets with some odd habits. There are only six of them, and they are completely harmless to the PCs. The PCs can make over 1,000 gp if they bring one to the attention of a local bestiary; they can earn 1,000 XP by allowing the creatures to live in peace.

Quick Stats: Ferresal (6): MV 12; AC 7; HD 1; hp 5 each; THAC0 20; #Att 1; Dmg 1-4; MR Nil

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A Friend in Need

Area: This is a crossroads, well-traveled by the wealthy. The trees create shady lanes that converge at a central point. A large rock lies at the southeastern edge, and an old beggar sits on top of it.

Situation: As the PCs draw abreast of the man, he begs them for their help in retrieving something he lost. He can promise no treasure but his goodwill. All the other travelers, he says, have spurned this offer, thinking his goodwill of little value. He asks the PCs to consider their actions carefully. If the PCs move on, he thanks them sarcastically for their time. If they help him, he tells them that his life is buried beneath the huge rock upon which he sits. The stone easily weighs 1,000 pounds, and

stands about 6 feet high. It takes a combined Strength of 40 to tilt it over. There is only enough room for three people to tip it effectively. Should the PCs not be capable of moving the rock, the old man thanks them graciously. If they can shift the stone, they see a teak box resting below the rock. The old man crows in delight, and opens it. At first, it appears to be empty, but when the man plunges his hand into the box, he pulls out a gleaming sword, and slips a ring onto his hand. The years melt away from his frame, revealing a muscular and fit physique. He tells the PCs that he will know of their hour of greatest need, and will aid them. With that, he vanishes. Whether he tells the truth or not is up to the DM. He can appear anywhere to aid them.

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Bread and Fish

Area: This can occur in any crowded marketplace where the guards are not too thickly clustered and may be lazy.

Situation: As the PCs pass through the marketplace on whatever errands they may have, each of them should make a Wisdom check at -2. If they succeed, they see a woman arguing with a baker. The baker folds his arms and stares sternly at the woman. She walks away without looking back, but she stealthily snatches a large loaf of bread as soon as the merchant turns away. It vanishes into her coat, though it looks as if there is not enough room in the coat to accommodate the bread. If the PCs continue to watch, they observe her stealing a few fish as well, from a fish vendor

who looks as though he too has refused her pleas. If the PCs follow her through the crowd to her home, they hear or see children exclaiming at the food their mother has brought them. If the PCs confront her, she tells them that no merchant will give her credit because they do not believe that she would ever pay them, and none will hire her because they assume she is shiftless and lazy. She claims to steal only to support her children. The PCs must decide whether to hand her over to the city guards.

Quick Stats: Karali: MV 12; AC 9; T2; hp 9; THAC0 20; #Att 1; Dmg 1-4; MR Nil

Karali carries a light-weight *bag of holding*, capable of holding up to 250 lbs. or 30 cubic feet.

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Satyr, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 975



To Kiss a Frog, Version 2

Danger: Low
Climate: Temperate
Terrain: Swamp
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 150



The Pacifist

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: NPC, Monster
Add'l Info: **MM**
XP Value: 2,800 for killing the
hell hounds



Bad to the Bone

Danger: Low
Climate: Sub-tropical
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**; **PHB**, pg. 219
XP Value: 390



Frame

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: NPC
Add'l Info: **PHB**, pg. 64
XP Value: 200 for finding the
escapee,
200 for role-playing
the decision on
whether to return him
to the authorities or to
let him go free



Satyr, Part 2 of 2

Area: When the PCs awake in a forest clearing, they find all their weapons and equipment missing.

Situation: If the PCs attended the satyr's festival, they will probably assume that the satyrs are responsible for their missing gear. If this adventure is used as a stand-alone encounter, a group of satyrs came upon the PCs sleeping in the forest and their tracks are everywhere.

Naturally, the PCs are going to be more than a little angry about their missing supplies. They can track the satyrs with little trouble, and when they find them, the satyrs claim no knowledge of what happened to the characters' equipment. Their

natural demeanor makes it hard to know if they're telling the truth, but in this case they are. As the satyrs protest their innocence and the PCs get more frustrated, they hear mischievous giggling all around them. Eventually three fremlins appear from behind the trees and admit that they took the characters' supplies to frame the satyrs and to discover whether or not the characters have a sense of humor. They intend to return the equipment, and will, but they may require bribes of food to ensure the return of everything.

Quick Stats: Satyrs (6): MV 18; AC 5; HD 5; hp 24, 32, 21, 16, 20, 31; THAC0 15; #Att 1; Dmg 2-8 or by weapon; MR 50%

Fremlins (3): MV 6, Fl 12 (B); AC 6; HD 3+6; hp 18, 22, 26; THAC0 17; #Att 1; Dmg 1-4; MR Nil; Special defense

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To Kiss a Frog, Version 2

Area: This encounter takes place at the edge of a dank and murky swamp. The wind blows fetid air from the heart of the swamp toward the PCs; the stench is almost enough to make the PCs gag. In a weed-choked puddle, a fat frog sits contentedly on a dead lily pad.

Situation: As the PCs pass, the frog belches loudly to attract their attention. Wiping away insect residue from its blubbery lips, the frog speaks: "Hey, you guys know the fairy tale about kissin' the frog and makin' him a prince? Yeah? Well, I'm a prince, see. I got this witch really angry at me, so she turned me into a frog. So if one of you'll be so good as to plant one right on me ol' kisser, I'll reward you with more

gold than you could ever dream of, once I'm restored to my rightful place. So what do you say?"

If one of the PCs kisses the frog, nothing happens. The frog says, "That one didn't take. Try again." If he gets more than one kiss, he laughs and jumps into the swamp, calling out, "Suckers!" as he swims away.

If he gets no kisses, he curses the PCs roundly before diving into the swampy water and vanishing from sight.

Quick Stats: Frog: MV 9; AC 8; HD 1/2; hp 2; THAC0 20; #Att 1; Dmg 1; MR Nil

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The Pacifist

Area: This is an area of scattered boulders and stunted trees. There are numerous vantage points from which PCs or monsters can launch an offensive; the piled rocks are can easily be climbed and afford an excellent view of the surrounding area.

Situation: When the PCs happen upon this stretch, they see an ascetic-looking man clutching a holy symbol and backing slowly away from four hell hounds. The party has plenty of time to aid the friar, if they so desire, for the hell hounds are intent on working the man into a frenzy of terror before killing him. If the party attacks, the hell hounds ignore the priest and concentrate on the party. The priest bears no weapons and wears no armor, he will not

join in the fight. He will, however, go to the aid of any who fall, even risking his own life to drag them out from the combat. He will cast *cure serious wounds* (2 memorized) or *cure light wounds* (4).

If the party saves him, he will be pathetically grateful, and offer to accompany them until they return to civilization. In return, he offers his healing skills, but tells the party that he cannot fight with them for several reasons, the greatest of which is that he is a pacifist. He will continually deplore the party's use of force if they accept him; he will leave as soon as they reach civilization.

Quick Stats: Hell Hounds (4): MV 12; AC 4; HD 6; hp 40 each; THAC0 15; #Att 1; Dmg 1-10; MR Nil

Father Goran: P5, AC 10, 23 hp

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Bad to the Bone

Area: The encounter occurs near a graveyard in a large city. The cemetery is poorly maintained, with ivy and moss growing over many of the tombstones, and open, ravaged pits where graverobbers have carelessly left the souvenirs of their trade lying about. Bleached white bones lie scattered around the holes, and more shine from behind the cypress trees of the cemetery.

Situation: As the PCs walk past the burial ground, they are confronted by six skeletons armed with rusted long swords. With no provocation at all, the skeletons leap to the attack.

The PCs should check for surprise, at a penalty of -2. The skeletons' rusty blades

carry tetanus, which can cause gangrene. PCs hit by these weapons must make a save vs. poison or suffer gangrene poisoning. Gangrene reduces the character's Strength by 1 every other day, until the PC's Strength is reduced to 0 (at which point the character dies) or until *neutralize poison* is cast on the PC. If the spell is cast, the character's Strength returns at the rate of 1 point per day.

Quick Stats: Skeletons (6): MV 12; AC 7; HD 1; hp 7 each; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Frame

Area: This takes place in two different locations: the first is a village square, and the second is the dark forest nearby.

Situation: When the PCs enter the square, they see a crowd of people gathered around a speaker on a wooden platform, who seems to be exhorting the crowd, urging them to go and kill, Kill, KILL! If the PCs ask what is going on, one of the inflamed townsfolk explains that a murdered man was found in the house of another man, who has fled town. The speaker is urging the townsfolk to find this murderer and bring him to justice, one way or another. The PCs are invited along as well; if they come, the whole group marches out to the eastern edge of town, closest to the forest's

edge. Townsfolk go tromping off into the woods in all directions, shouting out to each another. PCs who make a Tracking roll at -3 (plus their usual penalties) can find the tracks of someone who headed east for a time, and then suddenly turned south. If they follow the tracks for two hours (during this time they must make a successful roll every 30 minutes, without the -3), they find a man curled up under an uprooted tree. The man sighs, and gives himself up. On the way back to town, he explains that he was framed by the speaker, but cannot prove anything. He is telling the truth. The PCs must decide what to do. Gramad abides by their decision.

Quick Stats: Gramad: MV 12; AC 10; F1; hp 5; THAC0 20; #Att 1; Dmg 1-4; MR Nil

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Hazardous Passage

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 500 for passing the circle,
46,000 in the unlikely event the PCs defeat the balor (tanar'ri)



A Light in the Darkness

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Device
Add'l Info: **PHB**, pg. 209
XP Value: 50



The Speedster

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity
Encounter: NPC
Add'l Info: **PHB**, pg. 149; **DMG**,
pgs. 144, 161
XP Value: 2,000



Birthday Party

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 2,000 for gaining the trust of the halfling townfolk



By Spell Bound

Danger: Medium
Climate: Any
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 21,500 if the PCs fight and defeat the abishai



Hazardous Passage

Area: This encounter takes place in a long dungeon passageway. In sconces along the wall are burning torches that illuminate a magical circle with esoteric symbols scribed onto the floor. The powder that was used to draw the circle and symbols glitters ominously in the torchlight, unmoving, even in the slight breeze that blows down the passageway. It almost seems to dare the PCs to disturb it. The circle takes up the entire width of the 10-foot-wide passageway.

Situation: The circle restrains a tanar'ri, which is just waiting for the chance to escape and wreak havoc once the circle is disturbed. It is currently invisible, trying to lure the PCs into breaking the edge of

the circle so that it might make the party its first victims.

The party must figure out some way past the circle without breaking the lines and spreading the dust. The circle is too large for the PCs to simply step over its boundary along the wall. They might wish to simply fight the tanar'ri, but the danger to them will be significantly less should they devise a way past the circle. *Levitation*, *flying*, and similar spells will easily get the PCs past the circle. Though they will break the plane of the circle, they will not disturb the enchanted dust that keeps the tanar'ri imprisoned.

Quick Stats: Balor (Tanar'ri): MV 15, FL 36 (B); AC -8; HD 13; THAC0 7; #Att 1 or 2; Dmg by weapon or 2-12; MR 70%

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A Light in the Darkness

Area: The encounter takes place at night, in the deepest thicket of the woods. Though the ground is broken and uneven, trees blanket the earth. The trees are not so thick that they seriously impede vision, but are they thick enough so that the PCs cannot see the mound that lies about 100 yards to the west.

Situation: After the PCs have been moving through the forest for a time, or after they have bedded down for the evening, have each of them roll a Wisdom check. On a successful check, they see a light emanating through the trees to the west. The light does not flicker as a torchlight would, instead, the light casts a steady, white glow, bright enough to be seen through

100 yards of forest.

If the PCs choose to investigate, they find a brightly glowing stone clutched in the hands of a skeleton. The skeleton lies outside the mouth of a gloomy cave, and everything else of value has obviously been stripped from the body. The skeleton is not undead, and yields its treasure easily and without a fight.

What the cave might hold is something for the DM to decide. It might lead into mysterious dungeons, be a secret passage to the castle of the local noble, or simply be an old bear cave, the bear having moved on months ago.

Quick Stats: The stone has a *continual light* spell cast upon it. For more information, consult the *PHB* for a complete spell description.

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The Speedster

Area: This encounter can take place in any city, but in an uncrowded street.

Situation: As the PCs go about their business in the city, they see a black streak move past them at high speed. As the PCs stare after the streak, a loud boom resounds seconds later, causing 2d6 points of damage from the sonic aftershock (save vs. breath weapons for half-damage).

This is the result of the "streak" breaking the sound barrier only a few feet away from the PCs. It is, in reality, an elven thief named Benjath Yoansen who has equipped himself with *boots of speed*, *potion of speed*, and a *haste* spell. Since he is elven, he does not mind the two years added to his age each time he uses these items. He can

afford the years. The combination of these items gives him a movement rate of 96; when he runs, his movement rate increases to 480.

A few moments after the streak passes the PCs, guards coming rushing down the street, shouting, "Stop, thief!" Seeing the PCs, the guards let the party know that there is a standing reward of 10,000 gp for the capture of the speedster thief.

If interested, the party must discover how to capture the thief. The city will make good on its offer to pay the PCs, and will give them a medal for their service.

Quick Stats: Benjath Yoansen: MV 96; AC -2; T10; hp 53; THAC0 16; #Att 8/1; Dmg 1-6 + 2; MR Nil

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Birthday Party

Area: This takes place in a medium-sized halfling community, full of halflings bustling about making things presentable. There are brightly colored streamers everywhere, and the whole town carries a festive look. The halflings seem to be congregated around some long tables in the center of the village. It looks, in short, very much like a birthday party is being set up here. The encounter takes place at evening, just as the sun disappears over the western horizon.

Situation: The PCs arrive just as the birthday party begins, signalled by the enormous *whump* of an exploding fireworks shell. If the PCs are riding mounts, each of the animals must make a morale check

(roll a d20 and compare it to the beast's morale; if the number rolled is higher, the beast has failed its morale check) or run in fear for 1d6 rounds. Those that succeed remain skittish, and flinch when new firework rounds go off above them. If the PCs descend into the town, they are invited to take part in the festivities—it is the birthday of no less than three of citizens of the village! While the PCs are in town, the DM should check a pick pockets roll 1d6 times, with a 65% chance of succeeding. The culprit is a small boy who "just wanted to look at it for a while." If the PCs treat the thief well (he would have given the gear back), they will find that the townsfolk regard them well, for few tall folk are as understanding. If the PCs turn ugly, the halflings will, too.

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By Spell Bound

Area: Growls of rage are faintly heard just off the PCs' path, through an otherwise calm hilly region. Following the sound brings them to a carefully-cleared area, in which has been inscribed a large, obviously magical, protective circle—and which contains a single huge, raging beast.

Situation: A powerful but cowardly mage had managed to successfully summon a black abishai baatezu. The wizard bound the creature correctly, but its appearance and rage frightened the wizard so badly that he had a massive heart attack—and died. The abishai is still trapped inside the circle when the PCs come across the site of the wizard's working (his body still lies near the binding circle). The PCs will prob-

ably not have the ability to send it back to its home plane on their own, and if they're smart they won't break the circle; the protections the wizard placed are solid, and linger after his death.

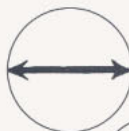
The PCs will probably have to send for help or leave the creature where it is. If they send for help, the baatezu tries the whole time to get them to make a deal for its release. If they simply leave it where it is, the DM should be sure and have the binding spell eventually wear off and the infernal creature come after the PCs, full of revenge.

Quick Stats: Black Abishai: MV 9, FL 12 (C); AC 5; HD 4+1; hp 26; THAC0 17; #Att 3; Dmg 1-4/1-4/2-5; MR 50%; Special attacks and defenses

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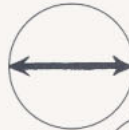
Life Quest, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



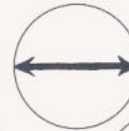
The Call of the Wild

Danger: Medium
Climate: Arctic
Terrain: Any
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,055



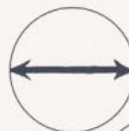
The Stoning

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for finding a way
to defend themselves
from harm without
seriously damaging
the villagers,
0 if any villagers die



Birth Pangs

Danger: Medium
Climate: Any
Terrain: Plains (Farmland)
Attribute: Wisdom
Encounter: NPC
Add'l Info: MM
XP Value: 2,000



Waking Snakes

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Life Quest, Part 2 of 2

Area: To complete the gargoyle's quest for real life, the PCs must travel to a forest and find a pegasus.

Situation: The PCs first must deal with the problem of transporting the gargoyle; they may wish to leave it behind, but the feather will only work for a few minutes after being plucked from the pegasus. The journey to the forest is relatively easy; any wandering monsters that attack at night have to deal with the gargoyle as well as the party, since the creature will allow nothing to harm its new friends.

Once in the forest, the PCs have to search out the reclusive pegasus. They will have to travel deep into the forest to even begin to have a chance of finding one. If they are

having no luck, a friendly druid may appear and, hearing their quest, direct them to a pegasus' grove.

The pegasus must be approached carefully by a good-aligned character for the PCs to have any chance of completing their quest. Once the situation is explained, the pegasus will seem to debate with itself, but in the end will give them a feather. Once the feather is brushed over the gargoyle, it will come to life and swear eternal friendship to the characters.

Quick Stats: Gargoyle: MV 9, Fl 15 (C); AC 5; HD 4+4; hp 27; THAC0 17; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

Pegasus: MV 24, Fl 48 (C); AC 6; HD 4; hp; THAC0 17; #Att 3; Dmg 1-8/1-8/1-3; MR Nil; Special attacks

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The Call of the Wild

Area: This encounter can take place in any arctic setting. It is snowing heavily, though conditions are hardly blizzard-like. The wind is almost nothing right now, and the thick snowflakes drift lazily down from the sky with no interference.

Situation: The PCs are trundling through the arctic wastes when they hear a deep, mournful baying sound that has a distinctly hollow tone. If the PCs have ever encountered hell hounds before, they recognize the sound as a hell hound's howl. The howl comes from directly ahead, perhaps about 100 yards.

If the PCs investigate, they see a small pack of hell hounds struggling through the snow. Two of the smaller ones have fallen

into deep drifts, and the other hounds are trying to get them out. The largest hound stands guard and snarls as he spies the PCs. If the PCs go to help, the hounds attack them. If the PCs do not help, the two trapped hounds struggle free of the drift in 1d4 rounds, and then all of the evil canines attack the PCs. The hell hounds broke their bondage from an arctic shaman and fled into the snowy wastes. They have no treasure, and their tracks have been obliterated by the snow.

Quick Stats: Hell Hounds (4): MV 12; AC 4; HD 4; hp 23 each; THAC0 17; #Att 1; Dmg 1-10; MR Nil; Special attack

Hell Hound Pack Leader: MV 12; AC 4; HD 7; hp 50; THAC0 13; #Att 1; Dmg 1-10; MR Nil; Special attack

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The Stoning

Area: This is another small village, nothing here seems very much out of the ordinary. However, the streets, which were once probably cobblestone, are now pitted, holed earth. Wagon tracks run through the pits, indicating that the cobblestones have been gone for a very long time.

Situation: When the PCs approach the village, they see a typical group of villagers hanging around the streets, going in and coming out of a variety of shops. There is nothing that especially excites suspicion in the stance or attitudes of the people. As the PCs reach the edge of town, the villagers stop them and ask if they are true believers in the second coming of the great prophet Zerkwon. If the PCs say no, the villagers

will stone them. If they say yes, the villagers will ask which denomination—Reformed or Orthodox, then stone them for belonging to the wrong faction. No matter what answer the PCs give, it is the wrong answer and the wrong faction. If the PCs go further into town, they are confronted by a group carrying clubs. This group asks the same questions, but the answer must be the opposite answer to the Reformed/Orthodox question. If the PCs answer incorrectly, the villagers will fall upon them with clubs.

Quick Stats: Villagers (20 in each group): MV 12; AC 10; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-6 for clubs, 1-4 for rocks; MR Nil

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Birth Pangs

Area: The encounter area is near a farm house in the countryside, isolated from most of the other farms (perhaps two miles or more away from its closest neighbor). The farmhouse is obviously abandoned, its walls crumbling, the ground around it black and charred.

Situation: If the PCs go within 200 yards of the farmhouse, they hear the shrieking of a baby with an incredible set of lungs. If the PCs investigate the house, they hear the crying of a baby coming from the second floor. The odd thing is, there is no sign of entry into the house; it has obviously remained undisturbed for years, as evidenced by the thick dust on the floor and the vines around the windows.

On the second floor, the PCs find a child with pocked, scaly, dark black skin, and pointy ears—a cambion! The baby stops squalling when it spies the PCs, and reaches for them hopefully. If the PCs touch the baby, or two rounds pass, an adult cambion appears to take the child to the Abyss. Upon detecting the PCs, it attacks, assuming that they are agents of the baatezu, here to take the child for themselves. It will not listen to reason.

Quick Stats: Adult Cambion: MV 15; AC 6; HD 4; hp 32; THAC0 17; #Att 2; Dmg 1-8/1-8; MR 30%; Special attacks and defenses

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Waking Snakes

Area: The hydra is found in a steamy, sweltering jungle.

Situation: The PCs come upon an old animal trap, a pit dug in the ground to catch large animals years ago. Now a hydra sleeps in the pit to stay wet and cool.

When a PC looks in the pit, she sees several large snakes, but all except one of them appear to be asleep or dead. Only the single snake seems to notice the PC, and it noses around trying to wake the other snakes.

In fact, these snakes are the hydra. Only one head is awake and it is trying to wake the others so they can get lunch. The other heads are too sleepy to get up and it will take the alert heads 1d3 rounds to wake up

another head. The whole hydra will be awake in another eight rounds.

If the PCs are still there, the hydra will lurch out of the pit and attack. Any attack on the hydra (doing 15 hp of damage or more), while it takes a round to climb out of the pit, will force the hydra back into the cavity, and it will have to spend another round trying to climb out.

The hydra has a single emerald worth 2,000 gp which fell from a magic charm carried by a native. It now lies in the pit buried under piles of mud and a few cracked bones.

Quick Stats: Hydra: MV 9; AC 5; HD 7; hp 42; THAC0 13; #Att 6; Dmg 1-6 × 6; MR Nil

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The Imprint, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 1,000 for taking the
cubs,
1,000 for leaving them
alone,
975 for killing the
mother



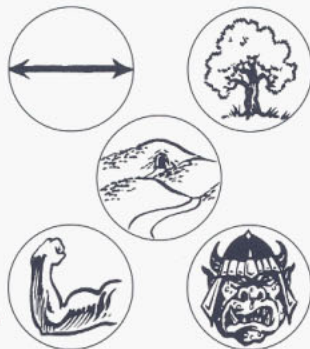
Gnomes on Holiday

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: **MM; DMG**, pg. 141
XP Value: 16,000 for defeating all
of the spriggans,
500 for refusing the
drinks,
500 for good role-
playing



To Put Out the Sun

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 1,750



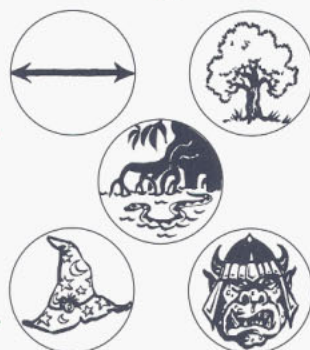
Lost Child

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,000



Green Heart

Danger: Medium
Climate: Temperate
Terrain: Swamp
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 6,000



The Imprint, Part 1 of 2

Area: This encounter takes place in the high mountains, just below the timber line. Caves dot the mountainside, but most of them are too small for a den. The PCs pass a cavern that is large enough for a family, as proof a large displacer beast emerges from the cave to confront the PCs.

Situation: The PCs have inadvertently entered the territory of a displacer pack, and they have ventured too close to the mouth of its den. Regardless of what the PCs do, the displacer beast is intent on protecting her cubs, and she ferociously attacks the PCs.

If the PCs defeat her, they can investigate the cave. Inside, there are four dis-

placer cubs, surrounded by the bones of dead men and beasts. Among the bones is a *long sword* +2, as well as a *ring of protection* +1. The cubs are too young to attack the PCs, and, indeed, seem to take an instant liking to the first party member to approach. It is apparent to anyone with even a smattering of animal lore that the cubs imprinted on the PC, adopting him or her as a new parent. What the PC does with the cubs is a matter left to the player and the DM.

Quick Stats: Displacer Beast Mother (1): MV 15; AC 4; HD 6; hp 48; THAC0 15; #Att 2; Dmg 2-8/2-8; MR Save as 12th-level fighter (+2)

Displacer Beast Cubs (4): MV 6; AC 7; HD 1; hp 8, 6, 4, 3; THAC0 20; #Att 2; Dmg 1-2/1-2; MR Nil

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Gnomes on Holiday

Area: This mountainous area is comprised of sheer granite cliffs, with a few cracks that promise to lead deeper into the mountain. The encounter takes place in a small meadow relatively clear of rocks, close to a deep cave.

Situation: The PCs come across a group of dirty gnomes gathered outside the cave, eating and drinking and laughing coarsely. These gnomes are actually spriggans, who have been watching the PCs as they travel through the mountains. They have set this trap for the PCs, in order to get their treasure and their food.

When the disguised spriggans spy the PCs, they wave at the party and invite the PCs to join them. They claim they are svirf-

neblin taking a holiday on the surface, and would be honored to have surface-dwellers join them in their revel. Once the PCs are up close, they can notice that the four gnomes definitely smell like they've been underground, for they reek of stale sweat, grime, and dank earth. The spriggans are drinking *potions of diminution*, and are in giant size. This is intended to lull the PCs into believing that the drinks are safe. If the PCs drink the pleasant-tasting potions, the spriggans wait until the PCs have shrunk to a manageable size, then leap upon them with intent to kill.

Quick Stats: Spriggans (4): MV 9 or 15; AC 3 or 5; HD 4 or 8 + 4; hp 28 each or 60 each; THAC0 17 or 11; #Att 2; Dmg 2-8 + 7/2-8 + 7; MR Nil

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To Put Out the Sun

Area: In or near a shallow cave, in the dead of night, the PCs are accosted by kuo-toa.

Situation: A group of kuo-toa, their leader quite mad, has gone on a great quest—a quest to eradicate mankind. Madness is a common illness among these kuo-toa, and a single, insane charismatic leader has managed to convince a band of 30 kuo-toa that they could single-handedly defeat the surface dwellers by simply extinguishing the fire of the sun with a vial of magical water.

The trip was long and dangerous, and only 10 of the kuo-toa have survived. They will not venture into the sunlight, but once night falls, they will come close to the sur-

face and start to look for the sun. They will attack any humanoids they see, for these are the enemies of all kuo-toan life.

The kuo-toa have lost everything of value on their journey to put out the sun, and they are now only using their natural attacks.

As a final gesture, the kuo-toa leader will throw his vial of "magical" water on the PCs in order to complete the quest. The water is filled with fermenting fungus, and any PCs doused with it must save vs. poison or contract a terrible disease that will cause the PC to bloat up and die within 2d3 days.

Quick Stats: Kuo-toa (10): MV 9, Sw 18; AC 4 (2); HD 2 (8); hp 14 (50); THAC0 17 (13); #Att 1; Dmg 2-5; MR Nil

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Lost Child

Area: The PCs are wandering through a large and beautiful city. A city of fountains and gardens and plazas. As they stop to admire a particularly large and attractive fountain (that, strangely, no one else seems to go near), sharp-eared characters hear the faint sound of a child's crying. If they listen closely, the sound seems to come from the fountain itself. . . .

Situation: A baby water elemental is trapped in the fountain, having been conjured by mistake by an inept mage who set the fountain's *everflowing* spell. The little elemental has been in the fountain for quite a while, so it doesn't expect anyone to talk to it. If the PCs do, it is grateful and eager for the contact, speaking as if it were

a child of 5-7 years old. But just like a child, it can be vindictive; if the PCs try to leave, it becomes angry and tries to attack them. The elemental is a lonely and abandoned child, and the PCs should realize that it has to be rescued from the fountain.

The best solution would be to somehow move the elemental from the fountain to a large ocean or an inland sea, where it might find others of its kind. Transporting the creature will be difficult, and the PCs will have to be creative. Items such as *bags of holding* or *portable holes* are certainly convenient methods, but the PCs may be forced to find a very large cask.

Quick Stats: Elemental, Water: MV 6, Sw 18; AC 2; HD 8; hp 16; THAC0 12; #Att 1; Dmg 5-30; MR Nil

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Green Heart

Area: This encounter may occur in any swampy area.

Situation: A wicked greenhag needs the heart of a hero to cast a curse on the small, nearby hamlet she believes has harmed her. She has gone hunting for heroes and has found the PCs.

When she sees the PCs, she will use *change self* and appear as a beautiful young maiden. The hag will act the part of a drowning victim in a muddy pool deep in the swamp. PCs passing by will hear her shriek. Smart PCs will wonder what a maiden is doing out in the swamp splashing in the middle of a large pool.

The hag will always "miss" ropes tossed to her, so she can only be "saved" by some-

one diving into the water and fetching her out. She will do nothing but scream while she is in the water. Anyone who gets near the hag in the water will be dragged under and held there until he drowns. The hag will take her dead hero and try to slip away among the water reeds.

The local hamlet she was trying to curse has a 400 gp bounty on the hag. The PCs will also earn the village's undying gratitude. The hag is carrying 30 gp and a gem worth 500 gp. The hag's hideout is deep in the swamp, and searching for it may prove to be a source of adventure.

Quick Stats: Greenhag: MV 12, Sw 12; AC 0; HD 9; hp 40; THAC0 9 (12); #Att 2; Dmg 7-8/7-8; MR 35%.

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The White Stag

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**; **PHB**, pgs. 50
and ff
XP Value: 65



Ungrateful Steed

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 1,400



Wild Hunt

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 1,050



Strangers in the Night

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 7,000 each



The Gunslinger

Danger: Medium
Climate: Temperate or Sub-tropical
Terrain: Hills, Rough
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pg. 73
XP Value: 1,250



The White Stag

Area: The white stag lives in a cool, silent forest filled with dark grottos, icy streams and shadowy glens.

Situation: The PCs have spotted a white stag. Rumor has it that anyone who catches a white stag without wounding it will learn great secrets of the forest.

This is only partially true. The white stag is just an ordinary animal. It cannot speak or whisper great secrets to those who capture it, but anyone who can capture a stag without wounding it will learn a great deal about the forest in the process.

In fact, since PCs will have to learn to sneak up on the stag (very difficult) and set traps for the creature and then flush it into the traps to even hope to catch it, they

may even have a chance to learn whole new proficiencies. Proficiencies like animal handling and set snares could be learned at a -4 to the normal roll.

Do not allow the PCs to gain proficiencies without working for them. They will have to work hard to trap the stag in order to learn more survival skills in the forest. Even if a PC manages to corner the creature he will have to deal with the horns without killing or wounding the stag.

Quick Stats: White Stag: MV 24; AC 7; HD 3; hp 36; THAC0 17; #Att 1 or 2; Dmg 1-3/1-3 or 2-8; MR Nil

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Ungrateful Steed

Area: This can occur anywhere near the domain of an evil knight or lord.

Situation: An evil knight tried to domesticate a young manticore to be his personal mount. He succeeded, and for several weeks after reaching full growth, the manticore was safe and the knight dreamed of the power he would gain.

Today the manticore changed its mind. It threw the knight in mid-air and he fell 30 feet to the ground, to his death. Now the manticore has him and is flipping him around on some rocks, trying to crack open his armor to get at the raw meat inside.

When the PCs come upon the scene, the manticore will ignore them for a few moments. He is too angry at his former mas-

ter to be distracted.

If the manticore is killed (he can't be driven off), the PCs discover that the evil knight had *plate mail* +1 (that is smashed beyond repair) and a *long sword* +1. They will also find raw meat in his backpack (to reward the manticore) and several sheets of paper that have been copied out of a book. The papers detail the habitat and behavior of manticores. The deceased knight also has 120 gp.

Quick Stats: Manticore: MV 12, Fl 18; AC 4; HD 6+3; hp 36; THAC0 13; #Att 3; Dmg 1-3/1-3/1-8; MR Nil

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Wild Hunt

Area: A band of ogres is hunting in a deep, thick wood that has very little game.

Situation: The band six ogres is hunting through the woods looking for food. They are not very good at it, and they are making so much noise that the local fauna runs away before the ogres get within 500 feet of them. The PCs can avoid the ogres as well, but they are not as fast.

If the PCs abandon their draft animals, the ogres will gladly take them; they are very tired of hunting already and all they really want to do is eat. The PCs can choose to fight the creatures, of course.

The ogres will pair off with the PCs, preferring to fight in one big brawl than in any kind of organized fashion. Once the

ogres have lost one or two of their band they will flee, preferring not to die on a simple hunt. While fleeing, they will attempt to make off with any packs that may have been dropped during the fighting.

The ogres, if left alone, will go tromping through the area for sometime looking for game. They will not find anything and will return to their lair. From here they can see a great distance, and if the PCs light a fire for their camp that night the ogres will surely come to have a look.

Quick Stats: Ogres (6): MV 9; AC 5; HD 4+1; hp 20; THAC0 17; #Att 1; Dmg 1-10; MR Nil

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Strangers in the Night

Area: This encounter occurs late at night in a fairly remote area of forest, near a small cliff face or rocky outcropping.

Situation: Three ropers are moving overland in a short migration to a new network of caves. Unfortunately, the PCs have camped near the cave entrance to which the migrating ropers are heading.

The ropers will attempt to move as close to the PCs' camp as they can before being spotted. If a guard turns their way the ropers will freeze, attempting to appear as boulders and gain surprise. However, the guard should note the sudden appearance of three large boulders. The ropers will attack the guard(s) with their strands. If hit, the PC must save vs. poison or lose

50% of his strength.

The ropers will fight to defend themselves while attempting to maneuver around the PCs to reach the cave. If the PCs flee, the ropers will not follow. Instead, they will head for the caverns, only fighting when the PCs stand between themselves and the entrance. A PC caught by a strand can break free with a successful open doors rolls or by doing 6 points of damage to the strand. Each round the PC is dragged 10 feet toward the roper's mouth. Once there, the roper automatically hits for 5d4 points of damage.

Quick Stats: Ropers (3): MV 3; AC 0; HD 10; hp 50, 59, 69; THAC0 11; #Att 1 strand + 1 bite; Dmg special/5-20; MR 80%; Special attack

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The Gunslinger

Area: The area is a dry, dusty place of rough hills, pitted by ravines and worn by erosion. The encounter takes place in a dry gulch in the dirty hills, where the sun shines only in the late afternoon. The gulch is fairly chilly, despite the morning sun. A small puddle of water lies in the deepest part of the ravine, at the feet of a dead woman.

Situation: However the PCs entered the ravine, they find the body of the woman sprawled in the gully. She is clad in leathers, with an odd hat on her head and two belts crossing her waist. Her right hand and her face have been obliterated, probably by the same force that left her weapon a twisted and splintered mass of metal. The weapon

appears to be a miniature version of an arquebus, but much better constructed. If the PCs examine to see how the woman got into the ravine, the lack of tracks indicates that she fell from the top. Someone with the Tracking proficiency can trace a way back to her camp with only a -3 penalty (in addition to the normal non-ranger penalty, if applicable). The camp is located in another gully, hidden from the elements. Inside her canvas tent, the PCs can find a cache of smokepowder that is 10 times more effective than the usual (which is what caused the gunslinger's death). It is ineffective in weapons, but can be used as an explosive for 10d6 points of damage (if the whole barrel is used). There are also 50 gold nuggets worth 100 gp each.

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Damsel in Distress

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 250 per PC for aiding the pegasus, 0 if the party kills the pegasus



Shadows in the Mist

Danger: Medium
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 3,900 (650 each)



Treat the Sick . . .

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 6,000 for finding the cause and helping the village



Pudding Peril

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 5,000



Welcome to My Parlor . . .

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 1400



Damsel in Distress

Area: This encounter takes place in a deep forest far from human habitation.

Situation: The party is traveling through the forest's depths when they hear frantic whinnying about 20 yards into the forest. If they investigate, the PCs find a frantic pegasus. The brown pegasus has gotten one of her rear legs caught between two tree roots. The pegasus has been trapped for about an hour and she has already injured herself trying to break free.

When she sees the party the pegasus will become very still and wary. If any PCs approach her she will attack wildly. If the PCs wish to save the pegasus they will have to find a way to calm her down. Adria, the pegasus, speaks common and it

is possible to reason with her. Elves and human females will have the best chance of calming Adria. Casting *friends* or similar spells might also work. Another option is to render her immobile without hurting her, perhaps with a *hold monster* spell.

Once she is calmed down, the PCs will have to free Adria's leg. They might cut away a small piece of root, cast a *cure light wounds* on her leg to reduce the swelling, or use oil to help slide the leg free.

Once freed, Adria will be very happy, soaring into the sky. Before leaving, Adria will offer to get some of her fellows and fly the PCs to their destination.

Quick Stats: Pegasus: MV 24, Fl 48; AC 6; HD 4; hp 22; THAC0 17; #Att 3; Dmg 1-8/1-8/1-3; MR Nil

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Shadows in the Mist

Area: This area is temperate, but very wet and marshy. An old graveyard stands next to a small trail, the gravestones are tilted and sinking in the mire.

Situation: The PCs are either investigating or passing by the old graveyard. Clouds have swept in suddenly and although there would normally be light for another few hours, it has already grown dark. Since travelers do not often pass by at night, the shadows dwelling here have grown extremely restive. So, although it is only dusk, the shadows will surround the party and attack.

The PCs have a 10% chance to notice the shadows before they attack the party. Each time a shadow hits it drains 1 point of

Strength. If a PC reaches 0 Strength or hit points, he becomes a shadow.

Magical weapons are required to hit shadows. These undead can be driven off if three or more are destroyed or turned. However, if the PCs look for the shadows' treasure, the remaining creatures will attack. The treasure can be found in the split trunk of a rotted oak. It consists of 3,200 sp, 900 gp, and a large piece of carved jade (worth 500 gp).

Quick Stats: Shadows (6): MV 12; AC 7; HD 3+3; hp 17, 19, 19, 22, 23, 25; THAC0 17; #Att 1; Dmg 2-5; MR Nil; Special attacks and defenses

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Treat the Sick . . .

Area: The area is a dusty little desert town, but its ramshackle houses have all been closed, and the shades drawn. Red quarantine flags fly from every house. The wind howls down the empty street, and thunderheads are building in the hazy distance, over a distant mountain range. A free-roaming herd of cattle grazes outside of town, some of them standing in the stream or drinking from a small pond nearby. There is also a well surrounded by a stone dais in the center of the street.

Situation: When the PCs walk down the dusty street, one of the doors opens and an emaciated woman staggers out. She flops in the dust at the feet of the PCs, begging for water and healing. She is pale and

sweaty, and her skin is clammy to the touch. If healed, she will tell the PCs about the disease that has stricken the town. After the well was dug, the townsfolk allowed their cattle to drink from the pond, for the villagers did not need it anymore. However, some sort of illness crept into their town after the well was dug, and the villagers fear that they have angered the local gods.

In truth, the water from the well has been tainted, being fed from the same spring that feeds the pond, and a disease has entered the city's new water supply. The villagers must learn to boil their water first and keep the cows away from the pond. To learn this, the PCs might heal the woman, only to see her sick again a few days after drinking the water.

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Pudding Peril

Area: This encounter takes place in any chamber or area that has wooden flooring.

Situation: The wood flooring was placed in the room fairly recently. There is a gap between the wooden floor and the original stone floor. A black pudding lurks just beneath the floor boards on the stone under-flooring below. The pudding is beginning to eat away the wooden flooring when the party enters the room. The flooring beneath one of the PCs (DM's choice) gives way, and the PC falls 2-3 feet, landing in the black pudding itself.

The black pudding will immediately attack the character who lands on it. However, if it is reduced to half its hit points the pudding will ooze away and begin eat-

ing away a different section of flooring (where there may or may not be a second PC standing).

If the PCs flee the room the pudding will attempt to follow, staying beneath the floor boards since it cannot travel on the wooden flooring without dissolving the wood beneath it.

The pudding has no treasure per se. However, the DM may choose to place a hidden door or passage beneath the wooden flooring that the PCs can discover due to their encounter with the monster.

Quick Stats: Black Pudding: MV 6; AC 6; HD 10; hp 51; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

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Welcome to My Parlor . . .

Area: This encounter takes place anywhere with fairly dense forest and a trail or road.

Situation: A phase spider has spun its giant web on the very tops of some trees. The spider is 14 feet wide with particularly long and agile legs. She is currently preparing to lay her eggs and has begun to feast on some of the road's travelers.

The party is on the road when the phase spider attacks from behind with her vicious bite. Any character hit must save vs. poison at -2 or die. While attacking, the spider uses her ability to phase in and out of the Prime Material Plane. This gives the spider a -3 initiative modifier. If she wins initiative by 4 or more, the spider moves so swiftly the party can not return her attack.

If the spider manages to kill a party member she will attempt to take the character to her nest, ignoring the rest of the PCs unless they try to follow her, in which case she will renew her attack.

If the phase spider loses more than 25 hit points she will attempt to flee to the Ethereal Plane. If the PCs attempt to flee, the phase spider will have no trouble following them unless the party *teleports*. However, the phase spider will pursue for no more than one mile before returning to her web in search of easier prey.

Quick Stats: Phase Spider: MV 6, Wb 15; AC 7; HD 5+5; hp 34; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks and defenses

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Escaped Slave

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 1,620



It's Only a Game

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity, Strength
Encounter: NPC
Add'l Info: None
XP Value: 500 for getting in the game, 1,000 for not being bullied, or a successful defense



Fish Out of Water

Danger: Medium
Climate: Temperate
Terrain: Aquatic, Rough
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 300 per PC for rescuing triton



Youth Gang

Danger: Medium
Climate: Any
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 9,750



Terror in the Tar

Danger: Medium
Climate: Tropical
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 6,000 (3,000 each)



Escaped Slave

Area: This encounter takes place in a remote area where a great neogi spelljammer ship has set down for supplies.

Situation: An umber hulk has managed to escape from a neogi ship. The creature is close to being captured when it stumbles on the PCs. The umber hulk has been bitten several times by the neogi's special poison and is affected by a *slow* spell.

The umber hulk will not fight, but it will do something very unexpected. It will plead with the PCs for help. Even if they cannot understand the umber hulk's language, it will appear that it wants help.

The neogi are not far behind. There are six of them seeking their lost slave and they are doing so with a vengeance. A

neogi without an umber hulk slave is an outcast in his own society.

The neogi will not appreciate any interference from the PCs. Any attempt to protect the umber hulk will cause the neogi to attack. If the PCs look weak enough the neogi will attack anyway in order to get more slaves and food. The umber hulk will gladly fight alongside the PCs. The neogi have no treasure, and the umber hulk will only grow more dangerous the longer the PCs hang around.

Quick Stats: Neogi (6): MV 6; AC 3; HD 5; hp 28; THAC0 15; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

Umbur Hulk: MV 6, Br 1-6; AC 2; HD 8+8; hp 49; THAC0 11; #Att 3; Dmg 3-12/3-12/1-10; MR Nil; Special attacks

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It's Only a Game

Area: The area is an unused back lot in a city or large village. There are buildings all around, creating a squarish lot approximately 50 yards on a side. There are all manner of colored lines on the ground, they seem to form some kind of pattern. It is not magical in nature, but it appears to hold some special significance.

Situation: While the PCs are in this area, a crowd of 13 men comes around the corner, carrying a large amount of gear, including armor and lots of strangely-shaped wooden sticks. Half of them are dressed entirely in black, while the other is clad head-to-toe in red. If the PCs stay, one of those clad in red approaches them and asks (either the most agile-looking character or

the burliest character) if they would like to get into the game, since the red team is one short. If the PCs decline, he mocks their bravery as he rejoins his friends. If the PC accepts, the red captain explains the game: The object is to knock a wooden ball into the other team's goal. The teams run up and down the court, trying to prevent the opposite team from scoring. The gear consists of a thick paddle (causing 1d6 damage) and a leather helmet. The ball does 1d4 points. Since the PC has no idea of the game's rules, the red team constantly berates him—"You can't cross the line 'til the ball does, you idiot!" The black team looks on and laughs. The DM is encouraged to make up rules that the PC will violate. Any time the PC does anything, the team yells at him.

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Fish Out of Water

Area: This encounter takes place in the rough land approximately one-half mile inland from an ocean or sea.

Situation: The day before the encounter there was a large tidal wave (caused by a quake). A curious young triton was caught up in the wave. The battered triton was cast onto the ground a good half mile from the water's edge. He has been staying in a small pool of rapidly evaporating water and has only a few hours of oxygen left. He cannot breath air and has no way of reaching the ocean.

The party will notice the upper body of a young man lying face down in a small pool (the triton's legs are concealed by some rocks). If the PCs try to pull him out,

the triton will appear stricken and struggle to re-enter the water. At this point the PCs see his scales and flipped feet. The triton does not speak Common so unless the PCs have a means of communicating with him they will have to use sign language. The triton is desperate enough to ask for aid even from surface dwellers. It is up to the PCs to find a way of getting the triton to the water (if they choose to help). The triton is very hurt and can only live for five rounds while breathing air.

If the PCs aid him, the triton will give them his coral dagger (worth 100 gp).

Quick Stats: Triton: MV Sw 15; AC 5; HD 3; hp 5 (normally 22); THAC0 17; #Att 1; Dmg 1-4 (dagger); MR 90%

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Youth Gang

Area: This encounter may take place in any swampy area the PCs may enter; if it is a place well known for trolls, so much the better. The swamp is dank and dismal, with half-rotted logs floating in the reeking water. Insects abound, feeding off of the exposed flesh of the PCs. The swamp gives off a fetid mist, which obscures vision past 100 feet. The sky is gray and overcast.

Situation: As the PCs slog through the swamp, the noise of guttural laughter drifts through the air. Hulking shapes, at least 8 feet tall, move in the mist around the PCs, but are just far enough away that their true nature is hidden. The shapes begin to move closer, and the mists reveal them to be young trolls, who have not yet

grown into their full size. The young trolls wear rags of blue tied around their upper arms. If the PCs also don blue rags around their arms, the troll gang will leave them alone. Otherwise, they attack anyone who is not wearing a blue band. They fight to the death. The trolls have been organized into a gang by a local hobgoblin shaman, who wants to control the influx of people and monsters into the area. The young trolls were impressed by the shaman's magic, and agreed to participate in his scheme. The PCs may later see other monsters with similar rags, or rival gangs with different colors, depending on how far the DM wants to take this idea.

Quick Stats: Young Trolls (10): MV 12; AC 4; HD 5 + 5; hp 40 each; THAC0 15; #Att 3; Dmg 4-7 (1-4 + 3)/ 4-7/ 1-6 + 3; MR Nil

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Terror in the Tar

Area: This takes place in a large underground cavern riddled with tar pits and pools of sulphurous water.

Situation: The two wraiths here were assassins killed for treason. Their bodies were thrown into the tar pits, but the two men rose again as undead killers.

The cavern is dark and clouds of vapor are everywhere. Due to the discomfort, the PCs will need a compelling reason to enter this cave. Perhaps this cavern is a route providing a swift way around a volcano or a mountain that would otherwise take the party weeks to traverse, or it may be the only known route to their goal.

When the party reaches the center of the vast cavern, they are engulfed in steam.

Two of the steam clouds, darker than the rest, are actually wraiths. These conditions cause PCs a +2 penalty to surprise rolls.

The wraiths will try to back the PCs into tar pits. If a wraith rolls a 20, the PC must save vs. death or fall in, taking 2-12 points of damage per round until he escapes. The PCs need magical or silver weapons to hit the wraiths. If the PCs flee the wraiths won't follow.

The wraiths treasure is mostly hidden within the tar pits. However, careful searching will reveal a *necklace of adaptation* and a ruby (worth 3,500 gp).

Quick Stats: Wraiths (2): MV 12, Fl 24; AC 4; HD 5+3; hp 32, 44; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks and defenses

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Inversion

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 7,000



A Friend in Need

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 300 per PC for saving the forest



Triple Threat

Danger: Medium
Climate: Temperate
Terrain: Forest, Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 6,000 (2,000 each)



Orga the Barbarian

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: PHB, pg. 52; DMG, pg. 161
XP Value: 7,000 for convincing Orga to leave the PC alone



The Moonlit Village

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 420 for each one killed, subdued, or cured



Inversion

Area: It is recommended that the DM not play this card unless the PCs are in an area where they are not likely to be seriously threatened—it will cause serious problems otherwise.

Situation: While the PCs travel, they trip across a magical effect, generally known only to sages and high-level wizards—an "inversion zone." This zone changes the PCs' perceptions and perspectives, making up seem down, left seem right, forward seem backward, and so forth. Language changes, seeming backward, both written and spoken, and the PCs' "hand" changes (that is, a left-handed PC feels that he has become right-handed, though he still suffers the penalties from using the right-

hand). If the PCs make a successful Intelligence check at -10, they can adjust to this new reality. Otherwise, they stumble around with -8 to their attack and damage rolls, as well as all proficiency rolls. Also, those who fail the Intelligence roll are unable to cast spells. If any mounts or less intelligent beings pass through the zone, they go comatose for 1d20 hours.

Fortunately for the PCs, the effects of the inversion vanish after 2d12 hours. But these few hours may prove dangerous and even fatal.

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A Friend in Need

Area: This encounter takes place near a small forest clearing, close to a road.

Situation: A small forest fire has started in the Unicorn's forest. The unicorn has been unsuccessfully trying to extinguish the fire, which is getting dangerously close to a large section of very old, dry forest. If the party camped overnight in the forest the unicorn will have observed their behavior and (one hopes!) found them promising (i.e., respectful of the forest).

Due to the dire circumstances, the unicorn will approach the party and tell them of the danger to the forest. The unicorn speaks in powerful and flowery language, but he will not waste time. He knows that the humanoid PCs are better suited to

fighting fires than himself.

If the party quickly agrees to help (two rounds or less) the fire will only take four rounds to extinguish, but every round the PCs delay adds two rounds to the fire's duration. The PCs will need a plan to put out the fire. The DM should allow any reasonable plan to work, but for every two rounds a PC fights the fire, he will take 1-4 points of damage from heat and smoke.

If the PCs refuse to help, the unicorn will be very angry, but will leave them for now. Much of the forest will be destroyed, and within two weeks the unicorn will find the party and attack them for their malicious indifference.

Quick Stats: Unicorn: MV 24; AC 2; HD 4+4; hp 35; THAC0 15; #Att 3; Dmg 1-6/1-6/1-12; MR Nil

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Triple Threat

Area: This encounter takes place in any remote, hilly, lightly forested area.

Situation: The PCs crest a sharp rise only to find a wyvern sitting on the trail, staring at them with its baleful gaze. Pay careful attention to what the PCs do because this wyvern is acting as a decoy, as 2 others fly silently toward the party from above and behind. The decoy wyvern will remain grounded until the PCs begin their attack or until the other wyverns arrive (in 1-2 rounds). If the PCs immediately attack the wyvern, they will be surprised by the other wyverns. However, if the PCs state they are being cautious, roll normally for surprise.

The airborne wyverns will attempt to

snatch up unarmored PCs and then fly out of range. The grounded wyvern will attack for one round before attempting to fly. After the initial rounds, the wyverns will remain airborne, using diving attacks. If a wyvern is reduced to 10 hp or less it will attempt to escape.

If the PCs move directly under one of the larger trees in the area, the wyverns will be forced to land in order to attack. Unless the PCs can teleport or turn invisible they will have difficulty fleeing the wyverns.

The wyverns' lair is many miles distant, but the smallest wyvern wears a platinum and emerald bracer (1,500 gp) as a ring.

Quick Stats: Wyverns (3): MV 6, Fl 24; AC 3; HD 7+7; hp 38, 45, 52; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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Orga the Barbarian

Area: This encounter may take place anywhere the DM desires.

Situation: Orga is an ugly barbarian woman who is truly fantastic with her two long swords. She develops an attraction for one of the male PCs, preferably one who is not at all talented with weapons. She follows him all over the place, hoping to win his affection, and very little will dissuade her. The PC might wake at night to find her lying at his side, gazing at him raptly. If she ever perceives any danger to him, Orga does not hesitate to cut it to pieces. If things do not go his way, Orga is there to ensure that shopkeepers and those who thwart her beloved's will quickly see things his way. However, she meddles in

any situation that she perceives as dangerous. This makes it very difficult to conduct delicate negotiations, perform experiments, or other magic. The PC must find a way to get rid of her (that is, if he wants to) that will not anger Orga.

Quick Stats: Orga: MV 24; AC -4; F16; hp 138; THAC0 5 (+6); #Att 7/2; Dmg 1-8 + 10; MR Nil. Orga has so many attacks because she is specialized in her two *long swords* +2 and uses them both at the same time. She gains a Strength (18/00) and specialization bonus to hit and to damage. She also wears *boots of speed* and *bracers of protection* AC 2. Otherwise, she wears only an unattractive, skimpy, fur outfit.

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The Moonlit Village

Area: This is a peaceful village, set no great distance from the other villages and farms in the area. It is getting on toward evening, and already the full moon is showing its face over the rim of the horizon. If the PCs elect to stop off in another village instead of this one, and speak of traveling to this place, the peasants fork the evil eye. They will not speak of this village, except to warn the PCs away from it at this time of the month. They will not say why, muttering something about curses befalling those who speak of it.

Situation: This village is comprised entirely of lycanthropes. Almost all of them are cursed lycanthropes, capable of being cured. A few of them, however, are true

lycanthropes, who will do all in their power to prevent any of those who live in their village from escaping this curse.

The lycanthropes of the village have built *very* secure stables and barns, and have agreed to try not to kill the beasts of the neighboring villages. However, anyone who enters the bounds of their village during the time of the moon is fair game, whether they are outside or in the inn. Those who flee the village after the time of the change are also fair game; since the werewolves have so little control over their instincts once they have changed, the chase cannot stop once it has begun.

Quick Stats: Werewolves (100 in the village): MV 15; AC 5; HD 4 + 3; hp 25 each; THAC0 15; #Att 1; Dmg 2-8; MR Nil

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The Freak Show

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Errand Boy

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



Guess Who's Dinner

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 210 (15 per grub)



... In a Handbasket

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 4,000



Like Little Insects

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



The Freak Show

Area: This encounter takes place in a heavily populated area, in a large city.

Situation: A greedy zoo owner has recently procured a rare specimen—a yeti—for his traveling show. While the party is viewing the exhibit or browsing in a nearby bazaar, the mistreated yeti rips through the bars of its cage and begins attacking the nearest person.

Killing the yeti earns the enmity of the owner, who will demand financial recompense for the loss of the creature and its potential monetary earnings. If the party refuses, the owner will set his four thugs upon them later that evening.

The owner will not attempt additional retribution should his ruffians fail.

Errand Boy

Area: The encounter begins in the lower depths of a dungeon.

Situation: As the party travels through tunnels, deep within an underground complex, they meet a small-framed man who is barrelling towards them as fast as he can move. Having been struck with *fear* from a beholder, he does not stop until 1-5 rounds have passed.

When the party finally catches up with him and calms him down, he tells them that he was sent by his master, an alchemist, to recover the 10 eyes of a beholder.

A coward at heart, the man is more than happy to point the party in the direction of the beholder and let them take any and all treasure they might find. Moreover, he is

Contrary to the owner's opinions, the mayor and the public are quite relieved to have to carnage ended, and will offer the PCs a lot of gratitude and a little gold.

Moreover, the mayor will view the party in good favor, considering them for employment for further dangerous excursions at high pay.

Quick Stats: Yeti: MV 15; AC 6; HD 4+4; hp 26; THAC0 15; #Att 2; Dmg 1-6/1-6; MR Nil; Special attacks and defenses

Thugs (4): MV 9; AC 5; HD 2; hp 11; THAC0 19; #Att 1; Dmg 1-8 (by weapon); MR Nil

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willing to pay them 50 gp for each eye they bring back to him.

The beholder is actually following the little man, and, if the party has stopped him, it will catch up to the group within 20 rounds. It first attempts to *charm* one of the party members into attacking his or her own comrades, and then begins using its eyes of *disintegration* and *flesh to stone*. The beholder has no treasure, but the short man will make good on his promise, though he will only pay for undamaged eyes.

Quick Stats: Beholder: MV Fl 3 (B); AC 0/2/7; HD 15; hp 70; THAC0 5; #Att 1; Dmg 2-8; MR Special; Special attacks and defenses

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Guess Who's Dinner?

Area: This encounter occurs on any sparsely traveled road or trail.

Situation: The party comes upon a small wagon. A man lies prone on the driver's seat and a skinny mule, still harnessed to the cart, is eating grass at the roadside.

If the PCs stop to examine the situation they will immediately see that the man is dead. However, it is impossible to determine how he died without very close inspection. The mule is lonely and thirsty and will attempt to get food and water from the party. If the party ignores the cart, the mule will even follow along for a few miles, braying piteously.

The wagon contains several bags of corn and other foodstuffs (one rotten), as well

as the farmer's body. He has been dead no more than a day or two. If a PC handles the body, 1-6 rot grubs will try to enter the PC. If a rot grub can touch the PC's flesh, it will automatically begin to burrow towards the PC's heart, killing the victim in 1-3 turns.

There are a total of 14 rot grubs here. Once inside a victim, the rot grubs can only be killed by fire (for the first six rounds) or a *cure disease* spell. Each round a rot grub is in a PC, the character can make a Wisdom check to notice the grubs. Besides the mule, the farmer has 20 sp.

Quick Stats: Rot Grubs (14): MV 1; AC 9; HD 1 hp each; THAC0 Nil; #Att Special; Dmg Special; MR Nil

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... In a Handbasket

Area: This encounter should take place only in a wizard's tower, or someplace where it is likely that arcane symbols will not be out of the ordinary.

Situation: As the PCs enter the area, the first thing that draws their attention is a magical circle inscribed into the floor. It looks as though it has been inlaid with gold, the diagrams inside of purest silver. Even to the untrained, the circle seems to radiate a strong magic.

It does so because this circle is directly connected to the Lower Planes. Anyone approaching within 5 feet of the circle must make a save vs. spells at -2, or find themselves drawn irresistibly toward the interior of the circle. As soon as any part of

a PC's body crosses the plane of the circle and touches the floor beyond, there is a blinding flash of light and a puff of smoke. When the smoke clears, the PC has vanished. If any PCs touch the gold or silver inlay, or reach inside the circle, they too are transported.

The circle takes the transported PCs to the first of the nine levels. They find themselves in a shadowy cave made of hot, red rock. Hazy red light filters in from the mouth of the cave, bringing the unmistakable odor of sulphur. If any of the PCs have damaged the circle, they are stranded in the Lower Planes until they can find their own way out. All they need do to return home, if the circle is undamaged, is say the word, "Home," and they will find themselves back in the tower.

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Like Little Insects

Area: This encounter takes place on the deserted plains of an uncharted land.

Situation: Lost while wandering in uncivilized regions, the party comes across unusual terrain. Those with wilderness skills will notice that the flora has changed a little from the usual type they have been seeing. Off in the distance, the party sees an anatosaur milling about the plant life.

Suddenly the party becomes aware of the presence of a *Tyrannosaurus rex*, perpetually hungry, searching the open plains for food. However, when this dinosaur chooses to make its appearance, the party has plenty of warning. Even after the thunderous footsteps stop shaking the ground, the tyrannosaur lashes out at the anatosa-

ur. The tyrannosaur gives chase as its prey makes a run for freedom. Sadly for the anatosaur, the hunter overruns it, tearing chunks of flesh from its victim even before death has set in.

Finally, when nothing else living seems available for consumption, the great dinosaur turns on the party members.

The party's best option is to scatter throughout the battle, forcing the tyrannosaur to keep changing targets. Otherwise, the king of the dinosaurs will simply gobble up the entire party one by one.

Quick Stats: Tyrannosaurus Rex: MV 15; AC 5; HD 18; hp 108; THAC0 5; #Att 3; Dmg 1-6(x2)/5-40; MR Nil

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Gone Fishin'

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 18,000



The Hunter

Danger: High
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 53,500



First Contact

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



The Sentinel

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



The Darklights

Danger: High
Climate: Temperate, Sub-tropical
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: MM; PHB, pgs. 120-122
XP Value: 3,000



Gone Fishin'

Area: While the PCs move through an area of rough hills, in pursuit of whatever they are pursuing, they hear the sounds of brutish laughter echoing over a lake. These hills are rough and scattered with stones, and there is a quick flowing stream nearby. **Situation:** If the PCs investigate the laughter, they see six hill giants fishing with saplings and thick rope. A couple of giant pike lie next to the giants, but the giants seem intent on catching more. As the PCs watch, the giants reach into a large wicker basket and pull out a tiny, struggling figure. One of the giants shouts, "Let me pull off his wings this time!" There is a small shriek of agony, followed by one slightly louder as the giants shove the figure onto

the large, metal fishhook. The brutes cast out onto the lake and drag the line in, hoping to lure the giant pike to the dying creature on the hook.

The giants are using pixies as lures. As the PCs watch, the one on the hook is gobbled by a pike. If the PCs save the rest of the pixies in the wicker basket, the six pixies will reward the party with six magic items chosen at random (assuming the PCs escort the pixies back to their lair).

Quick Stats: Giants, Hill (6): MV 12; AC 3; HD 12 + 1-2 hp; hp 87 each; THAC0 9; #Att 1; Dmg 2-12 +7 or 2-16 (rocks); MR Nil

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The Hunter

Area: This encounter is set in any wilderness area.

Situation: There is a molydeus on the Prime Material Plane that is here chasing a renegade tanar'ri. Using *ESP*, it will contact the party as they journey and attempt to determine what they know, doing nothing to hide its purpose.

First it will want to know whether they have actually seen the tanar'ri, and then questions them concerning possible rumors and stories they might have picked up in the taverns and the inns of the district. Finally, it will accuse them of withholding information and, as a show of power, it attempts to *polymorph* one of the party members into a sheep.

Once the line of questioning has been completed, regardless of the amount and validity of the information gained, the molydeus will attack the entire party to prevent its target from knowing of the hunter's existence on the Prime Material Plane.

Before the party gets too close, the molydeus will fire off as many bolts of lightning as it can. Next, it will charm some of the adventurers into attacking their comrades and then turn *invisible* and use *vampiric touch* on spellcasters it has detected in the party.

Quick Stats: Tanar'ri, Guardian Molydeus MV 15; AC -5; HD 12; hp 78; THAC0 9; #Att 3; Dmg 2-12/1-6/2-20+5 (weapon); MR 90%

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First Contact

Area: This encounter is set in a dimly-lit tavern.

Situation: While seated in a dark tavern, the party gains the attention of an arcane visiting the land in search of new mercantile opportunities. Concealed by the cowl of its cloak, the arcane will approach the party and request to join them at their table.

If the party agrees, the arcane sits and then proceeds to order refreshments for the group, though none for itself. It is reluctantly willing to remove the cowl, should the party make such a request, but despite any protestations it will not consume anything other than water.

Once the group is settled and willing to

converse with the arcane, it will begin a patient process of asking questions, and he will keep asking them well into the wee hours of the morning.

The questions range from ones of obvious importance, such as what type of economy does the local government encourage, to the ridiculous, such as what color should be on the backside of a healthy goat.

At the end of the evening, the arcane will depart, but not before giving each party member a platinum piece sporting unknown markings.

Quick Stats: Arcane: MV 12; AC 3; HD 10; hp 55; THAC0 11; #Att 1; Dmg 1-8 (weapon); MR 40%

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The Sentinel

Area: This encounter takes place in the lower depths of a dungeon.

Situation: Ages ago a powerful wizard invaded the home of hundreds of underground denizens and captured it to use for her evil experiments.

She has long since passed on and her home has now been retaken by the descendants of the original inhabitants.

However, unknown to them, the large iron statue in the middle of the hall serves more than an ornamental purpose. The golem stands in front of a well-hidden secret door behind which lies 10,000 gp worth of gems, and a *staff of the magi*.

The wizard, absent-minded as she was, could never remember the password she

used to make the golem move and to make the secret door open. To solve that problem, she encoded the command word in graffiti on the door itself.

One the wall appear the following letters: OTTFSS NT, with a space between the second "S" and the "N." The letters refer to the first initials of the name of each of the first 10 ordinal numbers, with "E" representing the missing number 8.

If any party member says the number eight, the golem will step aside and the secret door will swing open, revealing the treasure within.

Quick Stats: Golem, Iron: MV 6; AC 3; HD 18; hp 80; THAC0 3; #Att 1; Dmg 4-40; MR Nil; Special attack

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The Darklights

Area: This encounter takes place in a swamp.

Situation: While the party searches for a suitable campsite at dusk, three will o' wisps spy on them, invisibly, for a few rounds.

Then, after flying 100 yards away, the will o' wisps begin to glow, imitating the torchlight of a small group of people. If the party follows the lights, the will o' wisps lead them along for some time. After several turns, the will o' wisps lead the party into a murky bog, hoping to drown them.

If the ruse fails or no one drowns, the will o' wisps will glow a deep blue and attack the party physically. Knowing their own strengths and weaknesses, the will o'

wisps first attack those wielding weapons. If either or both wisps are reduced to 5 hp, they will move to the ground and return to their normal glow. Then, in their ghostly-sounding speech, they will offer to lead the party to what little treasure they possess—a jade idol worth 1,200 gp.

Again the wisps try to drown the party members in the swamp, but if the second attempt fails as well, the wisps beat a hasty retreat to their homes.

Quick Stats: Will o' Wisps (2): MV Fl 18 (A); AC -8; HD 9; hp 49; THAC0 11; #Att 1; Dmg 2-16; MR Special; Special attacks and defenses

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The Heat of Revenge

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000



Hands of Darkness

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



The Old Campsite

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Dexterity, Intelligence
Encounter: Device
Add'l Info: PHB, pg. 158
XP Value: 3,000



Trapped

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



The Hunger

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Heat of Revenge

Area: This encounter takes place in a large, riverside town.

Situation: The wife of a powerful and evil mage was killed last week in town. In a rage, the wizard has conjured a fire elemental to destroy the town as punishment for the town officials' carelessness. The elemental's assignment is to burn the town to the ground. The PCs will soon become aware of the elemental, no matter where they are, as the town is set on fire and people flee in panic. If the PCs do not defend the town, it will burn to the ground and many will die in the blaze. The elemental will attack anyone in the way of its mission—it hates being here and wishes to return to its home plane. Any flammable

object hit by the monster must save vs. magical fire at -2 or burn. PCs may be able to save themselves and some items by diving into the river.

No matter what strategy the PCs choose to follow, the elemental will not cease its attack until the entire town is in ashes or it is destroyed. Its magical control is not in the town, so a PC wizard may not attempt to take control of the creature. The elemental has no treasure, but if the PCs save the town they will be declared heroes and given a 5,000 gp reward. The party's renown will also increase immensely as word spreads of their heroic deed.

Quick Stats: Elemental, Fire: MV 12; AC 2; HD 16; hp 105; THAC0 7; #Att 1; Dmg 3-24; MR Nil

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Hands of Darkness

Area: This encounter takes place in an inn near several caverns.

Situation: While the party is resting at a near-empty crossroads inn, they awaken at night to find the inn's work staff attempting to bind them with ropes and in nets.

If the party is not surprised, defeating the inexperienced kidnappers is a simple matter. Investigating the inn, the party finds a trap door in the storeroom that leads to a dungeon, the home of four mind flayers who control the keep and its help.

However, if the party is caught, they are taken to the subterranean complex below and placed in steel cages, held captive to feed the hungry illithids.

The party will have ample opportunity to

attempt an escape, for there are already many other victims of the inn who will have their brains devoured first. In addition, the illithids revel in watching the gladiatorial combats of lesser demi-humans and such. The combatants are not given their weapons until they have entered the arena, and are not permitted to leave until the weapons are tossed out. However, a small dagger, easily overlooked when the arena battles are over, may be slipped out and used to threaten a human slave and gain a key to the cages.

(Note: this can lead to **Minds of Death.**)

Quick Stats: Mind Flayers (4): MV 12; AC 5; HD 8+4; hp 48; THAC0 11; #Att 4; Dmg Special; MR 90%

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The Old Campsite

Area: This takes place in a wooded glen, deep behind rugged, craggy cliffs. Though the timberline is below the glen, this little forest dell seems to be well shielded from the worst of the weather, and an ideal place to spend a restful hour or two. There are the remains of a fairly recent campfire here, as well as the detritus of a group that didn't bother to clean up after themselves.

Situation: In reality, this wooded glen is a grassy hole in the mountains, covered by a *hallucinatory terrain* spell, cast only 10 hours before by an 18th-level wizard. The previous occupants simply wanted a place that was pleasant to look at as they took their rest, and they would have removed the illusory terrain had they thought someone

might come to harm because of it.

There is a deep rift down the center of the hole, descending 100 feet; it ends in jagged rocks, spread all across the bottom of the pit. Anyone running across the meadow will certainly fall into the pit, while those who simply walk across the field are entitled to a Dexterity -3 check. Those who move cautiously automatically notice the pit.

If the party stays here longer than eight hours, the illusion fades away.

Quick Stats: The fall into the ravine causes 10d6 points of damage; the sharp stones on the bottom cause an additional 5d6.

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Trapped

Area: A stormy day drives the PCs toward the ruins of old, crumbling fort. The fort appears to be abandoned, and the characters can enter without difficulty. Once inside, however, the door seals itself behind them and an evil aura surrounds them.

Situation: As the entrance seals behind them, a *guards and wards* spell is activated to further confuse the characters and make them lose their bearings. As they begin to explore the fort, a floating skull comes up to them and begins teasing the characters, saying that their doom approaches with the coming of night. The skull does nothing but watch and taunt the PCs with hints of their demise.

The PCs have inadvertently entered a lich's lair. The whole point of this encounter is not to disturb the lich, which is sleeping off the effects of its latest magical experiment, but to escape before it wakes. Once night falls, the PCs have 1d8 hours before the lich rises and destroys them. The keep defenses have been activated, but there are still exits—the upper windows, for example, are not guarded or trapped. The characters' difficulty should come from the fear of the unseen lich and the effects of the *guards and wards* spell, which may lead them in circles for hours.

Quick Stats: Lich: MV 6; AC 0; HD 11+9; hp 58; THAC0 10; #Att 1; Dmg 1-10; MR Nil; Special attacks and defenses

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The Hunger

Area: This encounter takes place deep within an underground complex.

Situation: While exploring the lower regions of a dungeon, the party discovers a latrine literally filled to the ceiling with dirt and filth.

But a scant few moments after entering the chamber, one of the party members is suddenly hit by an empathic message of extreme hunger. As the party members take a moment to find the source of the call, an ottyugh bursts through the offal and attacks the nearest player character, trying to subdue and eat the PC.

The ottyugh is too stupid to use its victim as a shield, choosing instead to take its meal right then and there. In fact, even if

attacked by the rest of the party, the guluthra will continue to feast. Only after the victim has been devoured, will the ottyugh choose another target, performing the same attack as before.

If the party slays the vile creature, they will find a *wand of illumination* and a *helm of opposite alignment* buried beneath the dung.
Quick Stats: Ottyugh: MV 6; AC 3; HD 8; hp 44; THAC0 13; #Att 3; Dmg 1-3(x2)/2-5; MR Nil

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Sports Fans

Danger: High
Climate: Any
Terrain: Urban
Attribute: Dexterity, Strength
Encounter: NPC
Add'l Info: None
XP Value: 7,000 if the PCs can
contain the riot,
4,000 if they refrain
from killing anyone



The Danger of Drink

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Strength or Charisma
Encounter: NPC
Add'l Info: None
XP Value: 1,000



Sports Fans

Area: This is near a sports stadium of some sort—it may be a gladiatorial coliseum or one dedicated to a more civilized sport. The stadium can easily hold 60,000 people, and the building is packed to capacity.

Situation: The cheers and screams from the stadium grow increasingly loud as the PCs approach. By the time the PCs have drawn abreast of the stadium, the cheers and shouts of disappointment from the stands have reached a delirious pitch. There is a sudden burst of motion from the doors of the coliseum. Fans stream from the arena, knocking the stadium doors from their hinges, destroying everything in their path. They shout and shriek, though whether from rage or triumph

none can say. Unfortunately for the PCs, they stand directly in the path of the oncoming horde. The crowd does 1d10 points of damage to the PCs every round for 2d20 rounds (Dex -6 check for half damage), until the mob passes. The PCs are not targeted for any special abuse; however, they are in the path of the crowd, and will be trampled, pushed, randomly struck by elbows, knees, and kicked. Unless the PCs can create some sort of protection (such as a wedge, with the fighters in front keeping the others from harm), they will suffer. Spells and drawn weapons will keep the crowd away from the PCs, but little else will. Spells must be cast before the mob reaches the PCs; otherwise, the spellcaster's concentration is constantly disrupted.

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The Danger of Drink

Area: This is a late-night encounter, one that takes place after the bars have closed and the people are returning home after a good night's bout of serious drinking. The area is just outside the tavern that the PCs have been visiting.

Situation: Some of those inside the bar drank a little too much, and they decided to pick a fight with the next group of people leaving the bar. Unfortunately for these fellows, the next group are the PCs. This is not intended to be a seriously challenging encounter; it is one in which big, burly, drunken men fall prey to their own stupidity.

The scene opens when the PCs leave the bar. The drunks confront the PCs, trying to

push them around. As is typical, the leader chooses the biggest PC to push, his drunken mind thinking that he is invulnerable to the PC's attacks. If the PC pushes back, a full scale brawl results. If there are any attractive women in the party (Charisma 14 or better), the drunks might instead listen to reason, though the presence of such women might drive them to further bragging and displays of prowess.

If the PCs start to lose the fight, the town watch shows up. However, the DM is encouraged to fudge a few die rolls to simulate the NPCs' lack of fighting ability due to the spirits they have imbibed.

Quick Stats: Surly Drunks (6): MV 9; AC 10; F1; hp 6 each; THAC0 20; #Att 1; Dmg 1-2; MR Nil

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Checklist, Part 2 of 6

- 73: Hunted to Extinction
- 74: Rat Plague
- 75: Knotty Problem
- 76: Sea Food
- 77: Invasion
- 78: Satyr, Part 1 of 2
- 79: Satyr, Part 2 of 2
- 80: Local Taboos
- 81: The Talking Tree
- 82: The Follies of Youth
- 83: A Bone in the Throat
- 84: A Skeleton in the Closet
- 85: Bad to the Bone
- 86: Step Into My Parlor
- 87: Sword Strokes
- 88: Slumber Party
- 89: Swimming Hole

- 90: Intruders
- 91: A Light in the Darkness
- 92: Ambush
- 93: Zombie Zoo
- 94: Lost My Head
- 95: The Repulsive Ring
- 96: Buried Treasure
- 97: A Friend in Need
- 98: Dangerous Crossing
- 99: The Talking Well
- 100: The Marching Band
- 101: Wrapped Around Your Finger
- 102: To Kiss a Frog, Version 1
- 103: To Kiss a Frog, Version 2
- 104: Dwarven Nightmare
- 105: Paladin Trolls
- 106: Mistaken Identity, Version 2
- 107: The Near-Sighted Paladin
- 108: The Little Runaways

Using These Cards, 2 of 3

This side of the card breaks down the encounter into categories for quick reference and ease in using the deck.

Danger: The recommended levels for the encounter: Low is recommended for levels 1-4, Medium for 5-9, and High for 10 and above. Low-level characters will have a challenge defeating medium-level encounters, but it might be worthwhile to give them one every once in a while; high-level characters might find it refreshing to run into a low-level encounter, but boring if they have too many of them. When necessary, tailor the card to fit the party.

Climate: This is divided into arctic, sub-arctic, temperate, sub-tropical, and tropical.

Since the majority of AD&D® adventures take place in temperate climates, most of the Encounter Deck cards are set there as well.

Terrain: This is divided into Plains, Scrub, Swamp, Hills, Mountains, Forests, Rough, Aquatic, Desert, Urban, and Dungeon.

Attribute: Indicates how the encounter would best be resolved: Strength indicates combat, Charisma indicates negotiation, and so forth.

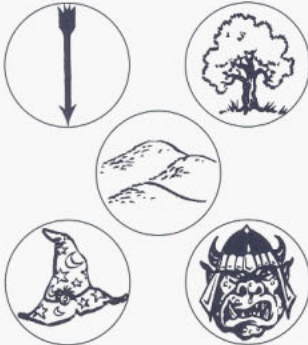
Encounter: Divides the encounter into Monster, Device, or NPC. Monster includes anything generally accepted as a monster, NPC is any human or demihuman race, and Device is anything not requiring a sentient force to guide it.

Add'l Info: Lets you know where to find additional information on the subject:

(OVER, PLEASE)

Rite of Passage

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 300 if they observe and understand the situation, 200 if they merely destroy the tribe



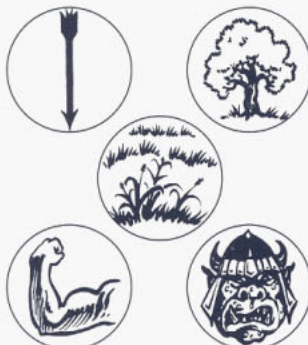
Grass Fire

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 200



Raiding Party

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 480-960



Checklist, 2 of 6

- 109: Frame
- 110: The Hit, Part 1 of 2
- 111: The Hit, Part 2 of 2
- 112: Birds of a Feather
- 113: The Fishing Dispute
- 114: The Highwayman
- 115: The Speedster
- 116: On the Wings of Eagles
- 117: The Contract
- 118: The Wild Hunt
- 119: Charlatan
- 120: The Rumor Mill
- 121: Bread and Fish
- 122: Posse
- 123: The Village
- 124: Springheel
- 125: The Night of the Knife
- 126: The Haunted Tree
- 127: The Pacifist
- 128: Orace and Wilbur
- 129: A Dragon and His Orc
- 130: Apprentices

- 131: Mistaken Identity, Version 3
- 132: The Fugitive
- 133: Hazardous Passage
- 134: April Fools
- 135: Hostages
- 136: The Hunter
- 137: Dispelling Doubts
- 138: The Question Game
- 139: Birthday Party
- 140: The Failed Paladin (Tavern Series)
- 141: The Voiceless Bard (Tavern Series)
- 142: The Man in Black (Tavern Series)
- 143: Arcane Knowledge
- 144: The Guardian

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Using These Cards, 2 of 3

(cont.)

the *Player's Handbook (PHB)*, the *DUNGEON MASTER™ Guide (DMG)*, the *Tome of Magic (TOM)*, the *Monstrous Manual (MM)*, or None, meaning that there is no further reference for this entry.

XP Value: Indicates how much the encounter is worth if the PCs resolve it in style.

Icons: Used to summarize all the above.

THE BACK OF THE CARD describes the encounter, what the PCs must face, what part they play. Where the front of the card gives a summary of the encounter, the back describes what the PCs are able to change.

Area: Gives a quick summary of the area in which the encounter takes place.

Situation: Gives a description of the encounter and what is happening as the PCs begin the encounter. This includes the appearance of the encounter, as well as the truth of it (in some cases, things are not as they seem). This section also contains the tactics, if any, the encountered thing uses for or against the PCs. Finally, it

includes whatever treasure there is to be had from this encounter.

Quick Stats: Summarizes the attributes of the encounter, whether trap, NPC, or monster. This includes Move, Armor Class, Hit Dice, hit points, THACO, the number of attacks, damage, magic resistance for monsters and NPCs, and the damage of traps.

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Rite of Passage

Area: A bare knoll rises higher than the other hills in this dusky, shrouded section of the foothills. Though surrounded by trees, there are no bushes or trees beyond the base of the knoll. On the crest of the knoll is a bonfire that is being fed continuously by six kobolds. In the forest surrounding the knoll are sleeping tents and cookfires belonging to a kobold tribe. The PCs cannot approach the knoll without passing through some part of the encampment.

Situation: For the past three nights, the kobolds have been singing, dancing, and celebrating in anticipation of the ritual of passage to be performed for 10 young kobold males. The PCs can see the bon-

fire's light and smoke from 10 miles away. The PCs arrive at the scene during the culmination of the rite. The initiates are running a gauntlet formed by the tribe, ending in a circle around the bonfire. Unless the PCs interrupt this sacred ceremony, the kobolds remain oblivious to their presence. Since all the kobolds are on top of the knoll, the PCs can ransack the kobold tents. The loot they can pull away before the kobolds march singing down the hill consists of 50 gp, 500 sp, and 750 cp. The kobold weapons are of an inferior quality, and certainly not up to the PCs' standard of weapons.

Quick Stats: Kobolds (46): MV 6; AC 7; HD 1/2; hp 4 each; THACO 20; #Att 1; Dmg 1-6; MR Nil

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Grass Fire

Area: The area is a grassy plain that seems to flow endlessly toward the horizon. The plains are almost perfectly flat, with only slight hints of rises and dips crossing the surface. The grass grows fairly even over the plain, although there are places where the prairie grass is a little shorter. A stream flows nearby, to a depth of about 3 feet.

Situation: The PCs are moving across the plains on a windy, sunny day when they catch sight of a huge, black cloud of smoke looming over the horizon. Accompanying the sight of the cloud is the thunder of hooves. The PCs see a herd of over 100 horses thundering toward them at a panicked gallop, trying to escape the prairie fire. The herd is too wide for the PCs to

expect to flee to the edges. Unless they can somehow divert the horses (by creating loud noises, building a fire, or any other creative method), they will be trampled for 3d20 points of damage.

Because the wind is blowing toward the PCs, the grass fire is closing in on them at a rapid pace. If they cannot think of a way to avoid the flames, they will take 2d10 points of damage from the fire. The stream offers a good refuge, should the PCs think to escape into the water. There are plenty of reeds nearby, and the party may use them to breathe if they want to submerge themselves in the water.

Quick Stats: Horses, Wild (100): MV 24; AC 7; HD 2; THACO 19; #Att 1; Dmg 1-3; MR Nil

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Raiding Party

Area: This is an area of tall grasses that grow to heights of 5 feet and more. It ripples in the slight breeze that blows across the plains, resembling waves of purest gold. There are some small potholes hidden under the tall grass, but none that might cause severe injury to anyone except a hard-ridden horse and rider.

Situation: The PCs are on the plain, traveling from here to there, when they must make a Wisdom check at -3. If they are successful, they spot ripples in the grass that do not appear to be part of the waves surrounding them. If unsuccessful, the party will not spot anything out of the ordinary until it is ambushed by the party of four to eight bugbears that are sneaking

through the weeds.

The bugbears are part of a raiding party, and have split away from the main party in the hope of finding their own treasure. The DM can therefore adjust the number of bugbears to fit the abilities of the party.

The bugbears will not listen to the party; they are interested only in divesting the PCs of their treasure, and the best way they know how to do this is by killing them. The bugbears will fight until only 25% of their numbers still stand, after that they flee.

If the DM desires, this card may be linked to the **Centaur Vengeance** card.

Quick Stats: Bugbears (4-8): MV 9; AC 5; HD 3 + 1; hp 20 each; THACO 17; #Att 1; Dmg 2-8; MR Nil

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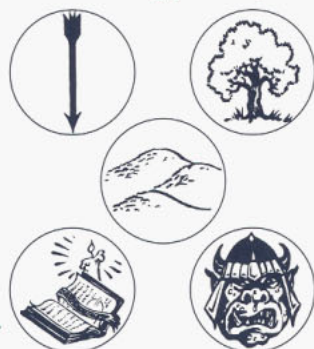
Sign-In

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: Role-playing bonus of up to 200 XP



Pilgrims, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 100



A Charming Day in the Woods

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 500



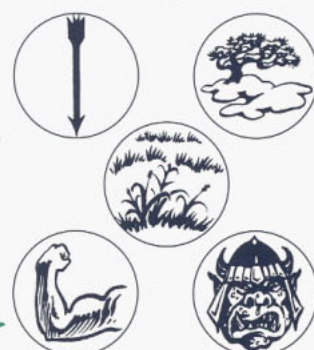
Labyrinth

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Summoning

Danger: Low
Climate: Sub-Arctic, though it can take place anywhere
Terrain: Plains (Tundra)
Attribute: Strength
Encounter: Monster
Add'l Info: MM; PHB, pg. 151
XP Value: 200



Sign-In

Area: This encounter can take place any time the party is at the gates of a large town or city. The city has apparently just instituted the practice of having visitors to their metropolis sign in before entering the city. Guards enforce the new law, and they stand about, ready to inflict "justice" on any who disobey the law.

Situation: As the PCs enter their names in the book, each of them should make a Wisdom check at +3. If they succeed, they notice the name of one of their old enemies entered just a few names before theirs. This is an encounter that the DM must adjudicate carefully; the encounter will not work if the PCs have never met an enemy they have not killed.

Pilgrims, Part 1 of 2

Area: This encounter can be played any time the PCs are traveling on a road through some hills. As they round a bend, they see four orcs standing in the middle of the road. The hills are of whatever kind are appropriate to the area where the PCs are traveling. The PCs will probably be a little paranoid, fearing a trap.

Situation: The orcs are unarmed and clad in long, gray robes. They stand around the wreck of a wagon, its contents strewn and scattered across the road. The pack horses that were pulling the wagon are dead, arrows protruding from their sides. To all appearances, the orcs have somehow slain the horses; oddly enough, there are no other bodies around.

A Charming Day in the Woods

Area: This encounter takes place in a lovely wooded glade. The sunshine streams softly through the trees, dappling the forest floor in intricate patterns of light. The trees all seem healthier than usual, none of them touched by the usual ravages of disease or blight. The area is calm and peaceful, a welcome and quiet refuge from the dangers of the rest of the world.

Situation: When the PCs enter the glade (assuming that their party contains at least one male), a lovely female (actually a dryad, though she will present herself as a druid) steps from behind a tree. She smiles charmingly at the party, and says, "Welcome to my grove. You seem to require rest. Whatever comforts my glade can provide, you

The enemy could be someone the PCs had only a brief brush with a few adventures back, or it could be their arch nemesis, the NPC who has been the bane of their existence for most of their careers. Since the law also requires that the sign-ins list the place where they will stay, the PCs have a good lead on where to find their enemy . . . unless the NPC has lied, and is going to find another place and go to ground. What the PCs choose to do with this information is up to them. The DM should play up the villainous nature of the enemy, so that the PCs have some motivation to go looking through the city for their antagonist.

Quick Stats: The DM is encouraged to pull in any NPCs who have survived from old adventures.

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If they are attacked, the orcs do nothing to defend themselves. They only watch sadly as their companions are cut down. They carry no treasure and prove to be unarmed if the PCs search their bodies. If they are questioned, the orcs answer politely and deferentially in Orcish (they do not speak Common well). They claim that they were set upon by brigands who looted their wagon and stole all their supplies. They state that they are pacifist pilgrims searching for the lost Temple of Bribancus. The Temple may not exist, but they seek it nonetheless. They also say that they flee the tribe that tried to force them to do evil, and that now pursues them.

Quick Stats: Orcs (4): MV 12; AC 10; HD 1+1; hp 5, 5, 3, 1; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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have but to ask."

She will gravitate toward the most charismatic male of the party, subtly trying to seduce him. She uses her innate magical ability to *charm* him, if her physical charms are not enough to win him.

If the party offers her violence, she will run. Otherwise, she is willing to speak with the party to demonstrate that her intentions are not evil. She simply desires male companionship. Under no circumstances will she reveal the location of her tree.

Quick Stats: Dryad: MV12; AC 9; HD 2; hp 7; THAC0 16; #Att 1; Dmg 1-4 (knife); MR 50%

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Labyrinth

Area: The PCs visit a city controlled by a cruel and unjust tyrant. While there, they commit a minor "offense" (not bowing low enough to an official, violating curfew, or any similar misdeed). Before the PCs can flee, they are arrested by a superior force and thrown into the intricately constructed labyrinth that serves as the monarch's prison.

Situation: The only way out, of course, is through the center of the maze. Spells laid in the labyrinth prevent any escape by magical means—*teleport* and similar spells will not work. The maze twists and turns within itself, requiring Intelligence checks to avoid going in circles. Eventually, however, the PCs will reach the center.

At the center of the labyrinth, the party finds a large cage holding a minotaur. Just as the PCs enter the area, the cage door opens and the minotaur immediately attacks the party. They must kill the minotaur in order to escape. The creature has been starved and it will not retreat, even if it is at the arch of death's door.

When the creature is killed, the PCs should be horrified as it shimmers and changes into the dead body of a human male. The PCs have won their freedom, but they should realize that the tyrant will only replace the minotaur with another *polymorphed* human.

Quick Stats: Minotaur: MV 12; AC 6; HD 6+3; hp 31; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1-4/by weapon type; MR Nil

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The Summoning

Area: The area is a sub-arctic plain, although the PCs need not be there for the encounter to occur. Indeed, the PCs can be anywhere in the world for this encounter, because they have been *summoned* to the area by a wizard using *monster summoning I*. The terrain is flat, chilled tundra, with no distinguishing features whatsoever.

Situation: The PCs are doing whatever it is they are doing, when they suddenly vanish and reappear on the tundra—between 10 goblins and a short, fur-covered woman. The woman, who looks surprised, points at the goblins, and tells the PCs, "Attack them!" The PCs have no choice but to obey; as *summoned* creatures, they must obey the will of the caster. The

wizardess does not actually take part in the combat.

If the PCs take out the goblins in less than 8 rounds, the woman thanks them and gives them each a gem worth 25 gp. She apologizes for the *summoning*, claiming she did not know that it could *summon* adventurers. Otherwise, the PCs vanish after 8 rounds, reappearing in the exact same location they were in previously, but eight minutes later.

Quick Stats: Wizardess Sarcina: MV 12; AC 4; W6; hp 20; THAC0 ; #Att 1; Dmg 1-6 (staff); MR Nil

Goblins (10): MV 6; AC 6; HD 1-1; hp 6, 4 (x9); THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Consequences, Part 2 of 2

Danger: Low
Climate: Sub-tropical
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 245 for killing
490 for helping



With a Friend Like This ...

Danger: Low
Climate: Any
Terrain: Hills
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 270 for killing Groog,
540 for any peaceful
solution



Rat Plague

Danger: Low
Climate: Sub-tropical
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,500



Dangerous Crossing

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 100



Posse

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength, Wisdom
Encounter: Device, NPC
Add'l Info: PHB, pg. 64
XP Value: 3,000 for catching the
murderer



Consequences, Part 2 of 2

Area: This is an empty, desolate plain, bereft of wildlife. A small caravan of humanoid creatures winds across the plain.

Situation: The PCs come across a slow-traveling group of gnoll women and their cubs. If the DM has used the previous encounter card, these are the survivors of the group the PCs killed; otherwise, some other large predator killed all of the male gnolls while they were out hunting.

The women are no less dangerous than their male counterparts, but they are starving and they have their cubs (noncombatants) to care for. They will not provoke the PCs, rightly seeing them as a possible

threat to the safety of their young.

If the PCs are kind-hearted (and quick with words and offers of food), the gnoll women will grudgingly accept their help. If they are threatening in any way, the gnolls will attack in desperation; their hunger and fear for their cubs gives them +1 on all attack rolls. They carry no treasure. The 16 cubs will not fight.

Quick Stats: Female Gnolls (7): MV 9; AC 10; HD 2; hp 9 or 4 (young); THAC0 19; #Att 1; Dmg 1-4; MR Nil

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With a Friend Like This . . .

Area: An ogre approaches the PCs in a hilly area, not far from civilization.

Situation: Groog, the ogre, wants to be an adventurer. He just knows he'd be really good at it—after all, he's pretty good at killing things already. But for some reason, people don't seem to like him much and they run away when he approaches, so he wants to join an adventuring party to learn how to get along with people. He's decided that the PCs are the perfect victims . . . er, companions. And if the PCs don't let him join their group, "Groog smash all!"

Although the idea of having such a powerhouse on their side might appeal to some PCs, they should be reminded through examples of the ogre's quick temper,

vicious impulsiveness, overwhelming greed, and repulsive eating habits that this is not a very good idea. Ultimately, he will become much more of a burden than an asset to the PCs and they will have to figure out how to get rid of the ogre—without having to fight him.

Groog is smart for an ogre (Intelligence 10) and he will demand the largest portion of any and all treasure the party acquires. ("Groog biggest. Groog get more stuff.") He is basically useless in any situation that requires stealth or thought, and is even worse in urban situations, guaranteed to get the PCs in trouble wherever they go.

Quick Stats: Ogre: MV 9; AC 5; HD 4+1; hp 23; THAC0 17; #Att 1; Dmg 1-10 (or by weapon +6); MR Nil

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Rat Plague

Area: While the PCs relax in a large city, they hear and then see an unusual amount of small, furry vermin running through the streets, infesting every nook and cranny of stores, shops, and dwellings.

Situation: A massive explosion in the rat population of this large city has left the townspeople in a panic. No matter how many of the creatures are killed, there seem to be thousands more to take their places. This is not the first time this has happened; a century ago, the same thing occurred and the city purchased a rare magical item to control the vermin.

Unfortunately, the item is in a building now surrounded by rats. The PCs will have to fight their way to the item through

the rat hordes, retrieve the object, and use it to lead the vermin out of the city. This task is not as easy as it seems, for normal melee weapons have very little effect on so great a mass of rodents, and the PCs also have to worry about the diseases the twitching vermin carry.

Once inside the storage building, the PCs find a glass case with a ring inside. The ring's control word is "piper," and it works like a *potion of animal control*, but it has a much wider range of effect. Once the PCs find and activate the ring, they may lead the rats out of the city and into a nearby swamp. Note that the ring only works within a 5-mile radius of the city.

Quick Stats: Rats (3,000): MV 15; AC 7; HD 1/4; hp special; THAC0 20; #Att 1; Dmg 1; MR Nil; Special attack

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Dangerous Crossing

Area: A sparsely traveled section of the country is the scene. The rutted path is overgrown at the edges, though the road is still visible. The path leads to a rickety, old, wooden bridge, spanning a chasm 50 feet deep. The chasm continues into the mountains and down into the hills, making passage around it difficult, if not impossible for those with large loads. The bridge is approximately 100 feet long.

Situation: The bridge has not been maintained for decades. If the PCs inspect it, they find that the wood is rotten and weak. There are holes in the span, and several planks have been spirited away to grace some farmer's hovel.

If the PCs put more than 200 lbs. of

weight on the bridge, the bridge creaks noisily. The whole structure vibrates ominously, but remains stable. If the PCs put more than 1,000 lbs. (a light horse and rider) on the bridge, the span begins to show signs of failure, and will collapse within two rounds unless the weight is removed quickly (i.e., ridden across the bridge or moved off of it). Any weight in excess of 1,250 lbs. will cause the bridge to collapse immediately, plunging all aboard to the bottom of the chasm 50 feet below. Damage is 5d6 points.

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Posse

Area: The encounter occurs when the PCs enter a lightly forested area near a large town. A road runs across the PCs' path; they may be on the road, or crossing it.

Situation: As the PCs near the road or walk down it, they are approached by a crowd of 20 villagers who carry bows, axes, swords, and other adventuring gear. The leader, a grizzled ranger, asks the PCs if they have seen a man about 6'1", about 200 lbs., with an eyepatch and long red hair. If the PCs answer in the affirmative, the peasants adopt even grimmer looks, if possible, and ask where and when. If they answer negatively, the leader asks the PCs to join them on a manhunt for the killer Salier, who murdered the entire city coun-

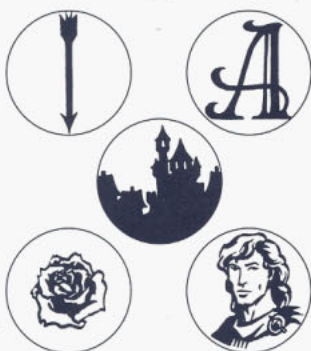
cil only hours before. Salier is known to be an accomplished woodsman, which is why the villagers are enlisting so much help. To further entice the PCs, they offer a 3,000 gp reward for his capture, dead or alive. Salier has set up numerous traps in the woods, each designed to kill. These traps include pitfalls with spikes in the bottom (1-6 + 1-4 per spike), deadfalls to crush the PCs (1-8 points per log), and so forth. The traps require a Dexterity check at -2 to avoid, or someone to disarm them. Salier can be found after 2d6 traps are sprung.

Quick Stats: Salier: MV 12; AC 3; F8; hp 62; THAC0 13; #Att 3/2; Dmg 2-8; MR Nil
Villagers (20): MV 1; AC 7; F1; hp 7 each; THAC0 20; #Att 1 or 2; Dmg 1-8 (sword) or 1-6/1-6 (bow); MR Nil

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Local Taboos

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 50



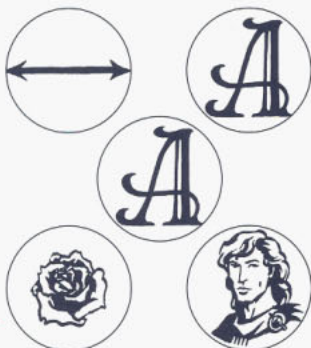
Dwarven Nightmare

Danger: Low
Climate: Temperate
Terrain: Hills, Swamp
Attribute: Wisdom
Encounter: NPC
Add'l Info: **MM**; **PHB**, pg. 161
XP Value: 5,600 for killing the trolls,
1,500 for not jumping right into combat



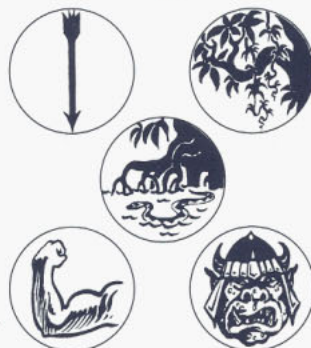
'Orace and Wilbur

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 2,000 for getting rid of Horace and Wilbur



Step Into My Parlor

Danger: Low
Climate: Tropical
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 3,900



The Hit, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 350



Local Taboos

Area: This encounter works best in areas noted for intolerance to strangers. It is best established in small towns, where the customs are sure to be at least slightly different from other districts. This is a card that can be used repeatedly, whenever the DM wants to get the PCs into a small bit of trouble.

Situation: The PCs have entered this district unaware of the nuances of local custom. Something they do is bound to arouse the ire of the populace. Perhaps there is a local ordinance against the wearing of black clothing in the mid-afternoon, maybe it is illegal to carry food in a leather pouch, or possibly they have unwittingly slandered a local hero. This is a DM judgment

call. If you want to get the PCs into trouble, use this card. If you prefer that they remain on the good side of the law in this district, ignore it.

The PCs can talk their way out of this encounter if they happen to confront one of the more reasonable citizens of the community, with only a -3 to their reaction check. If they encounter one of those who believes that tradition is a sacred trust, there is no way they can charm their way out of the situation.

The punishments for their violation can be anything from public chastisement to outright execution.

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Dwarven Nightmare

Area: This occurs in a lightly forested area near a swamp. The swamp lies at the base of some hills into which several mines have been expertly excavated.

Situation: When the PCs arrive, they see a group of four trolls march out from the swamps. The trolls carry picks and shovels, and sing a dwarven marching song as they head toward the caves.

The trolls are, in reality, dwarves who have been *polymorphed* into trolls. Though they cannot live in the caves they have created, they still enjoy working the living earth. The mines are otherwise abandoned, for the dwarves that were there were destroyed by the wizard responsible for the *polymorph* spells. Though these dwarves

managed to escape the brunt of the wizard's spells, they were not quite fast enough to escape all of the effects.

The trolls greet the PCs in a friendly fashion, if the PCs approach them. They speak Dwarvish and Common, although it is strangely accented because of the limitations of their trollish throats. They tell the PCs their story, if the PCs are interested. The trolls will defend themselves if they are attacked, but they will be friendly to the PCs until the PCs show themselves to be other than friendly. There is probably little the PCs can do for them. The trolls are cordial, if somewhat gruff.

Quick Stats: Trolls (Dwarves) (4): MV 12; AC 4; HD 6 + 6; hp 49 each; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

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'Orace and Wilbur

Area: This encounter takes place anywhere the DM wants to introduce these two bumbling villains. They can be in a town, in the country, following the PCs into mountain caves, and so forth.

Situation: Horace and Wilbur are two NPCs who have been hired by an enemy or business rival of the PCs, who wishes to ensure that the PCs will never trouble him or her again. Unfortunately, though Horace and Wilbur seemed competent enough when the rival was hiring them, they are, in reality, clumsy idiots who will prove no serious threat to the PCs. However, they will set a number of traps which might come very close to damaging the PCs. These traps, unfortunately, will rebound

on Horace and Wilbur, leaving the villains dazed and confused until the PCs have gotten a fair distance away.

If Wilbur and Horace (whom Wilbur calls "'Orace") run into the PCs in a town, they inadvertently reveal the plans for their next scheme, slap each other around, and hope that the PCs will ignore what they've just said. The encounter should be played for laughs; Horace and Wilbur can become recurring villains, and eventually rather homicidal friends, for they will keep working on their original contract, unless the PCs charm 'Orace and Wilbur into dropping the contract or pay them more.

Quick Stats: Horace: MV 12; AC 6; F4; hp 33; THAC0 17; #Att 1; Dmg 1-8; MR Nil
Wilbur: MV 12; AC 7; T5; hp 21; THAC0 18; #Att 1; Dmg 1-6; MR Nil

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Step Into My Parlor

Area: The steamy tropical air buzzes with the sounds of insects, and the swamp teems with life. As the PCs travel through this area, is it any wonder that they forget to check the ground beneath their feet?

Situation: The DM should be sure that the PCs are watching for dangers from the swamp by emphasizing the sounds and smells of what is probably an alien environment to most characters. Strange, scaled monsters glide through the muddy waters and huge insects fly over the characters' heads. The PCs should be glad to find a relatively high, flat piece of ground, a seeming "oasis" of safety in the swamp. After a few moments of rest, however, the oasis erupts around them as four giant

trap door spiders attack the PCs! Between the spiders' natural tactics of webbing a victim and dragging it under ground, and the limited movement of the PCs in the swamp, it should be an even battle between the spiders and PCs. If the characters seem to be winning too easily, the sounds of battle can draw other swamp dwellers to the scene in the hope of a free meal (a large alligator or swimming snakes can frighten PCs as much as a party of conventional monsters). The spiders have not kept the treasure of previous victims in their lairs, but 200 silver pieces are scattered around the "oasis."

Quick Stats: Trap Door Spiders (4): MV 3, Wb 12; AC 4; HD 4+4; hp 25, 17, 24, 19; THAC0 15; #Att 1; Dmg 1-8; MR Nil; Special attack

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The Hit, Part 1 of 2

Area: The scene is a crowded city square, in which the representative of the local government (the mayor, the duke's regent, etc.) is giving a speech to the assembled populace. The mayor stands behind a podium atop a dais that rises about 10 feet above the crowd. His voice is magically amplified, so that everyone in the crowd can hear. There are tall buildings all around the plaza, each of them offers an ideal view of the happenings in the square.

Situation: As the PCs enter the square, each of them should make a Wisdom check. If they succeed, they see a shadowy figure in one of the buildings nearby aiming a heavy crossbow at the mayor. The figure has just settled the crossbow on the

balcony, and is taking its time to aim at his target mayor. PCs who made their Wisdom check have one round to declare their actions. They may perform any action they desire, including spell-casting, firing missile weapons (at a -2 penalty because of the press of people), or rushing the mayor to get him to duck. If any of their actions seem threatening to the lives of the mayor or the citizens, guards rush to subdue the PCs, but will allow them to go free once they determine the PCs are acting in the interests of the city.

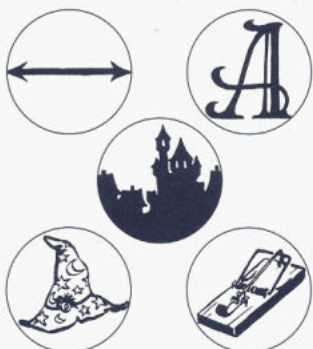
If the PCs fail their Wisdom checks, they watch with the other citizens as the mayor falls to the dais clutching at the bolt in his throat.

Quick Stats: Assassin: MV 12; AC 8; F2; hp 13; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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April Fools

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 100 per prank,
200 for weathering the
pranks in good grace



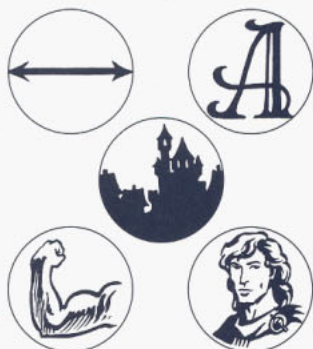
Ambush

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,975



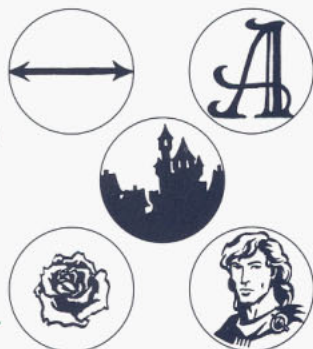
On the Wings of Eagles

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: PHB, pg. 149
XP Value: 2,000 for stopping the
thief



The Failed Paladin Tavern Series, 1 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



Sorrow

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 4,000 for killing,
8,000 for helping



April Fools

Area: This seems to be a normal town, although it is gaily bedecked this day. The people on the streets all have furtive smirks on their faces, as though they were privy to some sort of private joke only they could understand.

Situation: Unbeknown to the PCs, this is a local holiday celebrating the ascension of the trickster god in the local pantheon. To celebrate the holiday, the villagers decorate their village and play practical jokes on each other all day long. The jokes are not harmful; embarrassment is about the worst one can expect from these pranks. Unfortunately, those who pass through the village on this holiday are also fair game for any jokes. Jokes played on the PCs can include

faulty directions, too much salt in their food, buckets of mud "accidentally" dumped on their heads from second-story decks, and so forth. Those responsible for these events put on an innocent face, and apologize far too sincerely. If the PCs do not take these pranks in good humor, the word about them spreads. No more jokes are played on them, but the good humor the villagers displayed previously vanishes whenever the PCs draw near. The PCs are adequately taken care of, but nothing more. They suffer a -2 reaction to all reaction checks thereafter in the village. If the PCs get involved in the jokes, they receive a +2 to all future reaction checks.

Quick Stats: Villagers (100): MV 12; AC 10; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-6 (club); MR Nil

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Ambush

Area: A well-traveled mountain path is the setting. As the PCs travel, they are suddenly attacked by a group of camouflaged troglodytes.

Situation: This is far from the first time this band of troglodytes has pulled this caper. They have become quite adept at ambushing travelers along this convenient mountain road, and they are fully confident that this time will be no different.

The creatures attack with full confidence in their abilities and superior numbers. Should the PCs kill more than half of them, however, the remainder will retreat. If the PCs remain in the mountains, chances are good that the troglodytes will attack again with reinforcements.

Characters should quickly realize that the best way to survive this encounter is to get out of the mountains as quickly as possible. The troglodytes are on their home ground, and they keep coming in increasing numbers; they may also use the natural hazards of the mountain terrain against the PCs if hand-to-hand attacks fail. They do not wish to resort to this tactic, however, as traps such as rockslides will need to be "reset" afterward to keep the mountain paths clear (and attract more travelers).

Quick Stats: Troglodytes (16): MV 12; AC 5; HD 2 or 3 (leader); hp 12 or 20 (leader); THAC0 19; #Att 3 or 1; Dmg 1-2/1-2/2-5 or by weapon; MR Nil; Special attack

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On the Wings of Eagles

Area: The jewelers' and moneylenders' section of a city is regularly patrolled by guards, and all the shops have magical alarms. The district is rumored to be one of the safest places in the city.

Situation: While the PCs are in the area, one of them (at random) should make a Wisdom check. If successful, that PC sees a fellow pause outside a jeweler's shop, swig something from a flask, wince, and step inside. Inside of two minutes, the alarms in the shop go off, and 10 guards come running toward the sound of the alarms—only to stop when the person who entered and set off the alarms literally comes flying out the door. He carries a bag spilling over with jewels in one hand, and a glowing

short sword in the other. He hovers above the heads of the guards for a scant moment, and barrels off to the west. If the PCs do anything to try to stop the thief, he gives them a quick glance and tries to increase his speed. If it appears that they will catch him, he drops the jewels to distract them. He also drops the jewels if he is hit, scattering the valuables all over the street. If the PCs catch him, the jeweler gives them a reward of 5,000 gp.

Quick Stats: Fliegen: MV 12, Fl 18; AC 4; T9; hp 47; THAC0 16; #Att 2; Dmg 1-6 + 3/1-6 + 3; MR Nil

Fliegen carries 6 *potions of flying*, which he periodically renews through a bargain with a wizard friend. He also carries a *ring of feather falling* and a *ring of jumping* for those times when his flight gives out.

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The Failed Paladin Tavern Series, 1 of 3

Area: This encounter can take place in any tavern frequented by PCs.

Situation: There is a man in chain mail, his back to the door, sitting at the bar. Hunched over his ale, he ignores the fine broad sword and shield sitting beside. The shield bears the symbol of the local lawful-good deity. The fellow has obviously been drinking heavily, evidenced by the many bottles lining the bar in front of him. When local thugs move in to have an evening's fun from the fellow, he smashes a bottle in the face of one of them without turning around, kicks the legs out from under another, then abruptly stands. He knocks his bar stool into a very sensitive area of

the last attacker. Bleary, the man looks around and tosses some money on the bar. He grabs his equipment and heads for the PCs. Sitting down with the PCs, he introduces himself as "Arnivon, once a paladin." He asks to join the PCs' group for a while, until he gets his act together again. He asks only for enough money to live on. If the PCs accept, he tells them that he stopped being a paladin when he allowed three pompous clerics of his church to perish, instead of sacrificing his only son. Now, no cleric of the church will allow him to atone, and he needs some way to redeem himself. He hopes adventuring will do that.

Quick Stats: Arnivon, Former Paladin: MV 12; AC 0; F8; hp 67; THAC0 13; #Att 3/2; Dmg 1-8 + 4; MR Nil

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Sorrow

Area: This is a pretty, hilly region.

Situation: Unlike most banshees who were evil in life, this encounter involves one who has just recently become a banshee due to circumstances beyond her control.

A young elf maiden and her fiancée were traveling when they were ambushed and killed by a group of renegade humans. Before she died, she saw the barbarians laughing over the bloody corpse of her beloved. The elf maiden's rage at her fiancée's unjust death turned her into a banshee; she haunts the place where he died, lamenting his untimely demise and her own helplessness. Though she is not an innately evil creature, she is so blinded by rage and grief that she indiscriminately

attacks anything that comes near her place of death. If there are elves in the party, however, she will hold off her attack and ask them why they travel with human murderers. She'll tell her story, eyeing the humans balefully the entire time.

PCs can help lay her to rest by giving her fiancée a decent burial (consecrating his bones and performing a holy ritual over them). Depending on how the PCs handle this, she might also demand that the PCs go after the barbarians and kill them for what they've done. If she's satisfied, however, she seems to dissolve into mist, and the faint outline of a male elf joins her as they fade into nothingness.

Quick Stats: Banshee: MV 15; AC 0; HD 7; hp 33; THAC0 13; #Att 1; Dmg 1-8; MR 50%; Special attacks and defenses

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Deadly Greed

Danger: Medium
Climate: Any
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Wizard's Fires

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,595



Undesired Servants

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 600



A Watery Death

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pg. 120-1, and 182
XP Value: 1,000 for dispelling the magic from a safe location, 500 for restoring the lake



Bathing Beauty

Danger: Medium
Climate: Arctic
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Deadly Greed

Area: An abandoned crossroads between some low hills. PCs may guess that this area was once extensively used by caravans and merchants, because the road through the hills is still good.

Situation: Many years ago, a lazy, fat, cowardly, and extremely greedy merchant who traveled this road was killed by bandits. Decades later, the merchant's ghost still haunts the place of his death, terrorizing travelers and demanding their gold and precious items. Unlike many ghosts, this one does not actively seek the death of those it encounters; the ghost has retained the primary attribute it had in life (greed), and it collects gems and coins that it can never use.

When the PCs encounter the ghost, it will be counting its treasure and running its ethereal hands through the piles of gold. Once it notices the PCs, it demands all of their treasure. If the party puts up a good fight (has weapons that can hurt the ghost, a cleric who can *turn* it, or holy water vials), it will flee, leaving its treasure behind. It will not stay and fight if the party appears capable of hurting it.

Due to the extreme amount of potential treasure in this encounter, the DM is encouraged to take some of it from the PCs; a good way might be a curse laid on the gold from its simple proximity to the ghost all these years.

Quick Stats: Ghost: MV 9; AC 0 or 8; HD 10; hp 54; THAC0 11; #Att 1; Dmg Age 10-40 years; MR Nil; Special defenses

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Wizard's Fires

Area: Hell hounds appear in a large city with secret mages who pose as powerful and wealthy men.

Situation: Two rival wizards in the city started a secret, magical war against each other. In the process, one wizard called a pack of hell hounds to destroy his rival. Once the hell hounds finished their mission, they returned and slew their master. Both houses were burned down in the attacks, and the hell hounds are loose in the city.

Hell hounds need food, and they are liable to hunt the citizenry until they are killed or the whole town is burned down. There are seven hounds in the pack, six with 4 HD and one huge leader with 7 HD.

The hell hounds sleep by day in the smoldering ruins of the house of the mage who summoned them. The PCs will no doubt encounter the creatures on the street and will track them to their lair or deduce what happened by discovering the burning ruins and listening to the rumors.

The hounds will not fight to the death, but will retreat to counterattack another day. They are smart enough to remember a face or a name.

Quick Stats: Hell Hounds (6): MV 12; AC 4; HD 4; hp 23 each; THAC0 17; #Att 1; Dmg 1-10; MR Nil; Special attack

Hell Hound Pack Leader: MV 12; AC 4; HD 7; hp 50; THAC0 13; #Att 1; Dmg 1-10; MR Nil; Special attack

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Undesired Servants

Area: Some subterranean caves in a mountainous region have been claimed by a gang of bugbears.

Situation: The bugbears are actually preparing to move from their current cave to a better one. They are carrying all of their possessions, and herding a group of goblin slaves. The bugbears attack the characters on sight. They are typical specimens of their kind but do have some knowledge of tactics, and they will not allow themselves to be killed if they are obviously overmatched or outnumbered by the PCs. The goblin slaves will do nothing but cower and watch the battle from the spot where the bugbears left them.

If the bugbears are all killed before they

realize they're outmatched and retreat, the goblins cheer the party's victory and throw themselves on the dubious mercy of the characters, promising to serve them. The goblins cannot be dissuaded from this, as they've been slaves of the bugbears for a long time and their spirits have been thoroughly broken. Even if the PCs threaten them, the goblins will follow and clean the characters' campsites when they're not looking, catch small mammals for the PCs' dinner, and generally look after the party. They will not leave their "rescuers" for anything.

Quick Stats: Bugbears (5): MV 9; AC 5 (10); HD 3+1; hp 14, 19, 18, 16; THAC0 17; #Att 1; Dmg 2-8 or by weapon; MR Nil
Goblins (8): MV 6; AC 10; HD 1-1; hp 4; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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A Watery Death

Area: The area is a giant dust bowl in the cool temperate mountains. A small stream meanders sluggishly through the hills, looking as though it was just newly arrived to these parts, for it has no well-defined bed through which it flows. It seems as though the dust bowl has been here for only a few days, and it is an anomaly in these mountains, which are renowned for their rainfall. This district should have been a natural reservoir.

Situation: A high-level wizard impulsively cast several *transmute water to dust* spells in this depression because he had become ill after eating a fish caught from the lake and he was angry. He then fled the area quickly, afraid that druids may

have been watching his violation of nature and the lake.

If the PCs think to test for it, the dust does in fact radiate magic of the alteration school. Woe unto the PC who decides to cast *dispel magic* on the area, for the entire district is a natural conductor of magic, and the whole lake, several hundred tons of water, will spontaneously reappear. Any PC caught in what was the dust bowl must make a save vs. petrification to avoid inhaling the lake water; those who fail begin to drown and will be unable to cast spells or swim for 1d4 turns. Those with the swimming proficiency are advised to use it here, and all PCs ought to drop their possessions if they wish to survive.

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Bathing Beauty

Area: This takes place in an area of rocky hills in the snowy wastes. There is a cave at the base of one of the hills, with a pond of slushy water located just outside the entrance. A well-trodden path, evidence that a large creature lives in the cave, leads to the entrance.

Situation: As the PCs round a bend on a little-used trail, they spot the inhabitant of the lair, an eight-headed cryohydra, as it emerges from a bath in the icy cold waters outside its lair. Unfortunately, one of its heads also spots them, and the rest swivel to gaze at the PCs. Two of the heads keep watch in the other directions, but the rest are intent on the PCs.

With no further provocation, the hydra

charges in to attack. It can only use four of its heads in the melee attack, but two of the other heads can spit a stream of frost to a distance of 20 feet. The damage caused is 8 points, though PCs can save vs. breath weapon for half damage.

The hydra is not an intelligent fighter, though it has learned from bitter experience that it must keep two heads watching for attacks on its flanks and rear. However, if any of the attacking heads are cut off, the sentry heads will move in to take their place.

The hydra's lair contains one skeleton, chewed beyond recognition. There is a *bastard sword* +2, but no other treasure.

Quick Stats: Cryohydra: MV 9; AC 5; HD 8; hp 50; THAC0 12; #Att 4 and special; Dmg 1-6; MR Nil

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The Imprint, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,650



Fool's Guardian

Danger: Medium
Climate: Sub-arctic
Terrain: Mountains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Ritual Hunters

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,500



Silken Strands

Danger: Medium
Climate: Any
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 650



A Foul Wind, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



The Imprint, Part 2 of 2

Area: This encounter takes place three days after the first encounter. The area is best described by the DM, and depends on the location to which the PCs journeyed after they left the displacer lair. However, the displacer beasts will try to wait until night to attack the party.

Situation: Whether the PCs took the cubs or not, the adult displacer beasts of the pack have come looking for revenge on the PCs. They have tracked the PCs for quite some time, and have finally caught up to them. They prowl around the campsite, waiting for a PC to head into the forest alone. When one finally does, going off on an errand, one of the displacer beasts attacks

the PC. Meanwhile, the other two bound through the campsite to distract the other PCs away from the one under attack. If they see party members going to the aid of the threatened PC, they will attack to drag down those who are in the rear of this group.

If the PCs have the cubs, one of the displacer beasts attempts to grab them in its jaws, and will carry two more in its tentacles, to take them back to the cave.

If the beasts can arrange it, they will try to kill the cubs' adopted mother before they rid the world of the other PCs.

Quick Stats: Displacer Beasts (3): MV 15; AC 4; HD 6; hp 45, 43, 37; THAC0 15; #Att 2; Dmg 2-8/2-8; MR save as 12th-level fighter (+2)

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Fool's Guardian

Area: A cold and narrow mountain pass, under a clear and cloudless sky.

Situation: A young wizard's apprentice is lying face down on the rocky ground. A great flesh golem stands over him.

The apprentice's name is Akara, and he has not yet learned even a *cantrip*. He was sent by his master to bring an important spell component (a dragon scale) from a distant land. His master sent his flesh golem to guard Akara and the scale.

Unfortunately, Akara has caught a fever and he is delirious. He foolishly told the golem to guard him from everything before he slipped into unconsciousness.

If the PCs want to save Akara they must kill the golem or trick it away—it will

attack anything that comes within 10 yards of Akara. If the PCs fire missiles at the golem or at Akara, the golem will charge. This would allow a priest time to get to Akara and heal him. Once Akara is awake, he will call off the golem.

If the PCs accompany Akara for the rest of his journey, his master will award them by allowing one wizard PC to copy a spell from his spell book (30% chance of having any spell below level seven). If they did not kill the golem, they will also receive a minor magic item as a reward.

Quick Stats: Flesh Golem: MV 8; AC 9; HD 9; hp 40; THAC0 11; #Att 2; Dmg 2-16/2-16; MR Nil

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Ritual Hunters

Area: These creatures are encountered in a deep dungeon far from the light of day.

Situation: The kuo-toa have no love for mind flayers, and they frequently go on ritual hunts, searching for the creatures. The kuo-toa will avoid the PCs if possible; they do not want any interference with their hunt ritual. If the PCs insist on aggression, the kuo-toa will be happy to fight, for they hate all surface dwellers.

The kuo-toa are led by a banner carrier. The banner carrier holds high the emblem of the tribe: a long, giant insect leg with a mind flayer's skull fixed to the top. Drummers march behind the banner carrier, rolling an irritating beat. The drummers are followed by ranks of hunters armed

with wicked harpoons. Finally comes the priest, chanting the ritual cant of the sacred hunt. Next to the priest is a female drow, bound, gagged, and blindfolded. She is meant to be a lure for the mind flayer. She will not be particularly grateful to surface dwellers should she be rescued.

The kuo-toa have some strange treasures. The priest carries a ritualistic dagger studded with pearls worth 1,000 gp. All of the warriors have silver and sapphire charms worn around their necks worth 100 gp each.

There are 20 kuo-toa altogether.

Quick Stats: Kou-toa (20): MV 9, Sw 18; AC 4; HD 2; hp 10; THAC0 17; #Att 1; Dmg 2-12; MR Nil

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Silken Strands

Area: A dark and thickly wooded forest. As the PCs travel along a forest path, perceptive characters may notice strands of a fine silvery, thread-like material occasionally wound between and over the trees.

Situation: Even if the PCs notice the strands, before they can react, a huge net of the silky material falls from the trees and entraps them. Each PC should make a Dexterity check at -4 to avoid being caught in the web. Once entrapped, the character is caught, unless he or she has Strength of 16 or better; it will take 1d4 rounds to break out of the web in any case.

Immediately after the trap is sprung, an ettercap jumps down out of the trees and attempts to bite any characters caught in

the web. Characters have no Dexterity bonuses to AC to avoid a bite. The ettercap will try to poison trapped characters first, and then flee from the rest of the party, confident that the deadly poison will kill the bitten character(s) and provide it with an easy meal. It will not return until the character(s) are dead.

Due to the extreme toxicity of the ettercap's poison, the DM may wish to have a druid or a ranger "on hand" to save a bitten PC if the party has no method of healing the wounded character.

Quick Stats: Ettercap: MV 12; AC 6; HD 5; hp 37; THAC0 15; #Att 3; Dmg 1-3/1-3/1-8; MR Nil; Special attacks and defenses

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A Foul Wind, Part 1 of 2

Area: The harpies live on a desolate, rocky coastline.

Situation: A group of 10 harpies attack a fishing boat not far from the PCs. Depending on the PCs' mode of transportation, they can paddle or swim to the boat to render assistance to the beleaguered crew. PCs rowing or swimming to aid in the fight will be attacked by four harpies.

The harpies start their attack by singing (save vs. spell or be *charmed* until the singing stops). There are seven fishermen on the boat and 10 harpies overhead. The harpies start to sing when they are in the air over the coast and arrive at the boat three rounds after they start singing.

There will be a short melee on the boat

because three fishermen failed to succumb to their *charm*. These fishermen (0-level humans) lose the battle in three rounds, and two of their companions are carried away by the harpies, two harpies per fisherman. If any of the harpies who are carrying people are shot, they will drop their prey into the waves or on the rocks.

The fishermen will offer an entire day's catch (worth about 20 gp) if the PCs save their comrades.

Quick Stats: Harpies (10): (MV 6, Fl 15; AC 7; HD 7; hp 30 each; THAC0 13; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

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Innocent 'til Proven Guilty

Danger: Medium
Climate: Temperate to sub-tropical
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 3,000 for convincing the townfolk of the guilt of their enemies



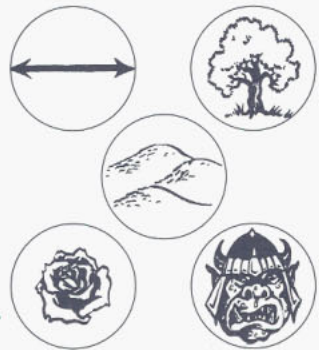
Circus Trouble

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Asking for a Raise

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,050



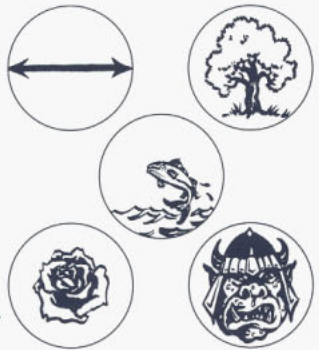
Dogged Pursuit

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 270 for avoiding destruction of any armor or magical weapons



Rights of Fishermen

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,050



Innocent 'til Proven Guilty

Area: The bulk of the encounter occurs within the limits of a typical small village.
Situation: The PCs are pursuing either a tribe of bandits or some special enemies, when their enemies flee into the small town of Loch Delphan. The tracks lead directly into town. When the PCs arrive in town and ask if anyone has seen their enemies, the townsfolk ask for descriptions of these "evil people." When the PCs describe the bandits, the individual asks what the PCs want with those persons. If the PCs answer truthfully, that they wish to exact revenge on their enemy, the person they ask shakes his slowly, and denies having ever seen their enemies. The PCs get the same reception everywhere throughout

town. Minutes after the PCs have given up asking the townsfolk these questions, they see their enemies walking down the middle of the street, accompanied by a mob of villagers who will attempt to protect the enemy from the PCs. The villagers have not seen the bad side of these people. The enemy has done good things for the village, donating money to charities, helping with the farm labor, and so forth. The villagers do not take kindly to suggestions that the PCs' enemies are evil, working with the villagers only to further evil plots. The PCs will have to work hard and somehow convince the townsfolk of their enemies' evil.

Quick Stats: Villagers: MV 12; AC 8; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Circus Trouble

Area: This encounter occurs in a bright market place filled with banners, hawkers, and brightly colored tents.

Situation: A quack circus owner finally managed to find a real creature. For years he had a giant lizard with fake wings, a horse with a fake horn strapped to its head, and a woman with a beard. He came upon a manticore sleeping in the forest. The creature had just eaten a huge meal and was in a kind of torpor. He managed to get chains on the beast and get it into a cage without waking it.

The circus owner got the creature all the way to the city, and it did not awaken until it was shown for the first time. The manticore awoke, broke its chains and its cage,

ate the circus owner, and is now loose in the crowded market.

The crowd is running everywhere, and PCs wishing to save the innocent and kill the manticore will have trouble doing both at once. Make sure that combat is inhibited by the crowd.

If the PCs kill the manticore and not too many people perish in the process, then they will get the chance to meet the ruler of the city. They will receive medals and become local folk heroes. Free meals and lodging will be theirs for as long as they stay in the city.

Quick Stats: Manticore: MV 12, FI 18; AC 4; HD 6+3; hp 40, 35; THAC0 13; #Att 3; Dmg 1-3/1-3/1-8; MR Nil

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Asking for a Raise

Area: This encounter occurs in an evil district, filled with wretched orcs and worse.

Situation: An orc warlord has hired a band of six ogre mercenaries to serve as his personal guard. When he and his mercenaries come across the PCs away from the warlord's army camp, the ogres decide that this is the time to ask for more money.

The PCs will see six ogres and a large orc approaching them. The orc points at the PCs and starts a heated discussion in orcish. Any PC who wants to may try to listen in. The ogres are currently getting 10 sp each a month, plus food and lodging and whatever loot they can take (except for items of exceptional value).

If the PCs wish they can simply attack, in

which case the ogres will fight while the orc runs. If the PCs offer the ogres a better deal than the warlord's, the ogres will take them quite seriously. The orc will be furious but will try to make a counter offer, even lying about possible salary increases just to get out of this situation alive. If the PCs hire the ogres, the ogres will kill the orc, hang around for a day or two, then try to kill the PCs in order to get all of their money at once, rather than a little at a time.

The ogres have 10 sp each.
Quick Stats: Ogres (6): MV 9; AC 5; HD 4+1; hp 20; THAC0 17; #Att 1; Dmg 1-10; MR Nil

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Dogged Pursuit

Area: Any subterranean room or cavern.

Situation: It is getting on toward dusk when the PCs begin to hear scuttling sounds and small trilling noises behind them. If they look, they will see the odd form of a rust monster covered head to tail in mud (it was digging out ore), and looking more like a large wounded dog than a rust monster. The monster will creep slowly toward the party trilling hungrily. It does not attack.

The rust monster will flee if the PCs attack it, only to return when the party camps. If they allow the creature to approach it will do so eagerly, making odd snuffling sounds. The rust monster will then devour the first piece of metal it sees.

If a PC attacks, the monster will try to hide behind any member of the party who seems friendly, or it runs away and tries again later.

If the PCs feed the rust monster at least a pound of ferrous metal, it will be very happy and attempt to stay with the party. It is up to the PCs to deal with their new "friend." The simplest and safest method is to leave the rust monster with a nice shield or other large piece of tasty metal, while the group escapes. The PCs can also attack the rust monster, although it will, of course, attempt to rust any armor or weapons it touches (magical metals get a 10% per plus chance of resisting).

Quick Stats: Rust Monster: MV 18; AC 2; HD 5; hp 28; THAC0 15; #Att 2; Dmg Nil; MR Nil; Special attack

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Rights of Fishermen

Area: The mermen may appear when the PCs are in a ship leaving a major port.

Situation: The city has been fishing excessively in the adjoining bay. The mermen of the ocean who would swim up from the depths to fish the bay are not pleased; however, they do not have the numbers to attack the city.

Therefore, they have blockaded the city. Any ships attempting to leave will be turned back or sunk. The PCs and their ship are the first to discover the blockade. The mermen start banging on the bottom of their boat as they approach the open sea. Then, before the PCs can get out of the bay, the mermen rise from the water and tell the sailors that they can go no farther.

The captain will do as they say unless the PCs can convince him they have a plan that will get the ship safely past the mermen.

If the PCs try to push past, the mermen will poke holes in the ship.

Talking to the mermen is the easiest way out. They could convince the mermen that it would be better to blockade ships coming in, not ships going out. This would hurt the city more directly. Perhaps the mermen could be compensated with fish. Of course, there is always force of arms for the thoughtless. There are 30 mermen.

Quick Stats: Mermen (30): MV 1, Sw 18; AC 7; HD 1+1; hp 8; THAC0 18; #Att 1; Dmg 1-6+1; MR Nil

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Heart's Hunters

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1080



Dancing Bait

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Device, Monster
Add'l Info: MM; TOM, pg. 58
XP Value: 8,500



Lost

Danger: Medium
Climate: Sub-tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



I Am the Cheese

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Device, NPC
Add'l Info: None
XP Value: 2,000 to stop the cheese from overflowing the village



The Wizard's Bag

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: DMG, pg. 159
XP Value: 500



Heart's Hunters

Area: The encounter occurs on a high ridge among rocky hills or mountains. To one side of the trail is an overhanging cliff, dropping some 40 feet to the ground below. Many vines trail along the ground.

Situation: The PCs are either camped on the ridge or enroute to a camp when the encounter begins. Unless the PCs take special care to peer over the edge of the cliff they probably do not notice that the cliff is perfectly vertical. Instead, there is a sheltered area approximately 10 feet wide, just under the ridge itself. The sheltered spot is well concealed by trailing vines.

The overhang conceals the nest of a female peryton. Four perytons will attack the PCs as they come abreast of the lair. In

the initial attack, two of the perytons will dive at the PCs from above. In the next round the other two perytons will swoop up from the lair (-2 to surprise). The female peryton will choose a PC and attack mercilessly, attempting to pick the PC up and drag him into her nest below. The other perytons will attempt to kill or drive off the rest of the party. If the female peryton is killed, the others may break off the attack. However, they will stalk the party and wait until the party seems vulnerable.

The peryton lair contains 1,200 cp, 500 sp, 100 gp, and a *dagger* +1.

Quick Stats: Perytons (4): MV 12, FI 21; AC 7, HD 4; hp 20, 25, 29, 32; THAC0 17; #Att 1; Dmg 4-16; MR Nil; Special defense

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Dancing Bait

Area: When the characters enter the area, which should be an enclosed space such as a dungeon room, wizard's tower, or a catacomb, they see a table sitting in the center of a 30 x 30-foot room. There is an open passageway in the back wall of the room, directly across from the entrance.

Situation: A glowing wand sits upon the table, beckoning the PCs to take it. The wand is a *wand of lightning*, containing 10 charges. The command word is "Zhmekel," inscribed in magical runes along the haft of the wand. The table has a *frisky chest* spell cast upon it. The spell allows the table to sprout legs and run away from the PCs should they approach within 10 feet. It moves away until the PCs are no longer

within 10 feet. If the PCs approach it directly, the table skitters 5 feet down the hallway. If the PCs come within 10 feet of it again, it rounds a bend and vanishes. If the PCs enter the hallway to get it, a thick iron gate crashes down behind them. The hall leads directly to a mind flayer's lair. The illithid has laid this trap to supplement its food supply. If the PCs cast *dispel magic* on the table, they can keep the wand; the mind flayer will not leave the cave.

Quick Stats: The table moves at a speed of 24, with the ability to instantly switch appendages from legs to wings. If the PCs pursue it near a body of water, the table can also use fins to escape the PCs.

Mind Flayer: MV 12; AC 5; HD 8 + 4; hp 64; THAC0 11; #Att 4; Dmg Special; MR 90%; Special attacks

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Lost

Area: This is a sub-tropical jungle area, though it is relatively open. That is, the undergrowth is not so choked that the PCs must hack their way through vegetation to get through it. The canopy of the forest here is thick enough that the sunlight does not filter to the bottom-most levels, and so the jungle floor is reasonably free of undergrowth. The encounter occurs in a small (40-foot-diameter) clearing.

Situation: The PCs have entered the clearing at the same time as two minotaurs. The minotaurs are voraciously hungry and immediately charge the PCs across the small clearing. Those PCs who beat them on initiative may take shots at them, while those who do not must wait until the minotaurs

have made their attacks. The minotaurs will stay to fight only until they lose a combined total of 30 hit points, at which time they attempt to run back to their maze. The minotaurs wandered out of the maze looking for food and became lost when the rains erased the scent trail they had left behind. They are more concerned with finding their way back home than they are with finding food. If they can bring back dinner in the form of a PC, so much the better, but they know they can starve for days, while death in combat is instantaneous. If the PCs follow the minotaurs to the maze, the minotaurs will have the advantage.

Quick Stats: Minotaurs (2): MV 12; AC 6; HD 6 + 3; hp 45 each; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1-4/1-10 +2; MR Nil

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I Am the Cheese

Area: This is a community set up high in the mountains, it functions both as a mining town and a resort for the rich. It is also a town in which many adventurers began their careers. The road leading to it is well-traveled and well-maintained. The streets are lined with cobblestones, sloping down from the monied district of the town. A wizard's home is set at the top of Main Street.

Situation: The wizard has left his apprentice alone in the laboratory, and the eager young apprentice has taken it upon herself to conduct some unauthorized experiments. Since the wizard is fond of goat cheese, she has created a pot that replicates the cheese and melts it down for fondue.

As the PCs walk up Main Street, the apprentice starts the pot for her mid-afternoon snack. However, once the pot has filled, she is unable to stop it from overflowing. And overflow it does, quickly filling up the small room, spilling out the window and across the grounds. The girl is hiding from the scalding cheese, and is nowhere to be found. The cheese begins pouring down the street, fouling the stones and the air. The cheese is so hot that it does 1 point of damage per round to those who stay in it. It takes a minimum of 10 rounds for the PCs to get to the wizard's, and an additional 5 for them to get to the fondue room. The command words (*basil nor*) are inscribed on the bottom of the pot. If the PCs do nothing, the wizard returns when half the town has been fouled.

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The Wizard's Bag

Area: This encounter can take place anywhere there is likely to be a picture or portrait as treasure. This can be in the palace of a king, in the tower of a wizard, or a dragon's hoard.

Situation: The picture may be strewn among others, or it may have a place on the wall by itself. Whatever the case, the portrait is of a wizard standing nonchalantly, with an open bag held at his left hip. The wizard holds the upper lip of the bag with his left hand, so that the bag's mouth is completely exposed.

The painting is beautifully rendered and extremely lifelike. It could probably fetch about 2,000 gp if sold to an aficionado of art, although the artist is an unknown. The

true worth of the painting is not in the art, however, but in the painting itself—the painted bag is actually a *bag of holding*. This can be discovered by simply putting one's hand in the mouth of the bag; PCs can notice it randomly by making a Wisdom check, at -6. Though the bag is currently empty, it increases the value of the painting by 8,000 gp. Not only that, the PCs can use it as a magical safe, for though thieves check *behind* paintings, they rarely check the paintings themselves.

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Sinking Ship

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,160



Something Rotten

Danger: Medium
Climate: Sub-tropical
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Trial by Triton

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 750 per PC if acquitted by the tritons, 3,890 total for defeating the tritons (270 each and 650 for exceptional tritons)



Two for the Road

Danger: Medium
Climate: Sub-arctic
Terrain: Scrub
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,800



The Sacred Censer

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 36,000 (3,000 per wraith), 9,000 if the PCs escape or get around the wraiths



Sinking Ship

Area: This encounter occurs in a great lake; a horrible neogi spelljammer ship floats on the surface of the water.

Situation: A neogi ship has crashed in the lake, near the wilderness the PCs are traveling through. The PCs may even see the great Deathspider coming down from the sky, engulfed in flames. The ship lands in the lake and the water extinguishes the flames. The PCs may wish to explore it.

The inside is like a living spider. The walls are soft, moist, and cool. The neogi were attacked by another ship, boarded, looted, and pushed into the atmosphere of the PCs' world. Most of the neogi inside were killed in the attack or when the vessel crashed into the lake. Many umber hulks

were killed as well, and they can be seen floating in the half-flooded corridors of the ship.

However, the captain and a few other neogi managed to survive (mostly because they hid when the ship was boarded). Now they must make certain that the ship is secure. These eight neogi will search the ship looking for enemies.

The neogi will attempt to take off within 1d10 melee rounds. If the PCs have done no more damage to the ship, there is a 30% chance that this will work. Otherwise, the vessel will sink in 1d10 turns.

Quick Stats: Neogi (8): MV 6; AC 3; HD 5; hp 20; THAC0 15; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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Something Rotten

Area: The surrounding area is made up of marshy ground and standing pools of dank water. Twisted trees and hanging moss stand out in the bleak environment.

Situation: It is night and the PCs are encamped somewhere in the swamps. The PC on watch hears splashing sounds coming from a nearby pool of water (20 feet from camp). A shambling mound is trying to ambush a PC. The creature is lying just beneath the water's surface, waiting to attack any investigating PCs, attempting to suffocate the character before disappearing into the swamp.

If the noise is not investigated, the creature will silently move to the other side of the camp and attempt to attack a sleeping

character using the same suffocation strategy. If both attacks hit, the victim is smothered and will suffocate in 2-8 rounds. Only a bend bars roll or killing the shambling mound will free the PC. The monster will also douse any fires with its massive body.

The shambling mound takes half damage from edged and pointed weapons, while crushing weapons do no damage. Fire attacks likewise do no damage, but cold-based attacks will do half damage (none if a saving throw succeeds). Its only treasure is a long ruby necklace (1,000 gp) caught in the slimy vines of its body.

Quick Stats: Shambling Mound: MV 6; AC 0; HD 8; hp 47; THAC0 13; #Att 2; Dmg 2-16/2-16; MR Special

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Trial by Triton

Area: This encounter takes place underwater at least one mile from shore.

Situation: While underwater the PCs accidentally stumble into triton territory. A group of triton warriors surround the party, demanding (in triton) to know why the party is trespassing. If the party doesn't seem to understand, the leader will try to explain that they are under arrest. The tritons will be polite but firm with the party. If the PCs resist arrest, the tritons will fight until 5 or more are killed, at which point the leader will blow his conch shell to summon reinforcements. If at any point the PCs surrender the tritons will accept.

If the PCs attempt to escape, the tritons will pursue them until the PCs are cap-

tured or leave their territory. If the PCs are subdued, or they surrender, they will be given a trial (the party will be loaned amulets enabling them to communicate in triton). During the trial the tritons will try to determine if the PCs intentionally trespassed or were treasure seeking. If either charge is proven the tritons will strip the party of their possessions and leave them 5 miles from shore. If the PCs are found innocent, they will wake the next day on a familiar shore with all their possessions intact.

Quick Stats: Tritons (13): MV Sw 15; AC 4; HD 3 (leader 5); hp 12, 13, 13, 16, 17, 17, 18, 18, 20, 21, 21, 24, 38; THAC0 17 (leader 15); #Att 1; Dmg 1-6+1 (tridents); MR 90%

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Two for the Road

Area: This area has only a few bushes that can stand the brutal cold and constant winds of the tundra.

Situation: Two enterprising young trolls have set up a rock slide to waylay passers-by. The party is following a trail beside a particularly high bluff when some rocks and scrub bushes tumble into their midst (the trap going off). The rocks are small and do no real damage. The trolls tumble down the hill with their trap, rising up to attack the nearest PCs. (The PCs have a -2 modifier on their surprise rolls.)

The trolls are particularly fond of attacking mounts and will allow a party to escape as long as they have killed at least one for food. However, the trolls would far

rather kill the party and take their treasure as well.

If the battle is going poorly for the young trolls they will retreat, throwing large rocks at the PCs' mounts to frighten them into bolting. However, the trolls are young and confident in their regenerative abilities (3 points per round) and will only retreat when under 10 hit points.

The trolls' treasure is hidden beneath a particularly large bush at the top of the ridge. The small hoard, if found, contains the following: 400 sp, 250 gp, 10 pp, and three large gold bracelets set with rubies and worth 250 gp each.

Quick Stats: Trolls (2): MV 12; AC 4; HD 6+6; hp 34, 42; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

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The Sacred Censer

Area: This encounter occurs in an ancient cathedral, still beautiful, even in ruins.

Situation: Tattered pieces of tapestries cover the walls and a large altar stands near the back of the church. There is broken glass everywhere. When the PCs reach the middle of the center aisle they will notice dark forms pouring through the holes in the stained glass of the far wall. Any PCs looking back will see the doors blocked by four wraiths. Eight more wraiths enter through the glass (12 wraiths in all). PCs watching the wraiths in front will notice they give the altar a wide berth as they enter; none of the undead come within 20 feet of the structure.

If the PCs act quickly, the wraiths will

have only one round to attack before the party nears the altar. Otherwise the PCs will be in for a very dangerous fight (though they can still battle to the altar). On top of the altar rests a rune-covered, silver censer. It is a holy symbol of the peaceful deity the wraiths persecuted while alive. As long as the PCs stay within 20 feet of the censer the wraiths cannot attack. The censer can be carried away from the altar.

The wraiths can only be hit by magical or silver weapons. They have no treasure save the censer.

Quick Stats: Wraiths (12): MV 12, FI 24; AC 4; HD 5+3, hp 15, 18, 21, 22, 23, 27, 27, 29, 32, 32, 39, 42; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks and defenses

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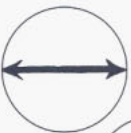
Knight Song

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



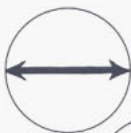
Honor Bound

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 350 per PC for freeing
the unicorn



Youthful Indiscretion

Danger: Medium
Climate: Temperate
Terrain: Mountain
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Rualla Kunnadye

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: DMG, pg. 170
XP Value: 5,000 for finding the
truth of her winnings,
1,000 for begin a good
loser



Unexpected Guests, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 200 per PC for aiding
the werewolf



Knight Song

Area: This encounter is set near a large hillside keep.

Situation: As the party traverses the hills, they happen across a large keep set off in the distance. As they camp for the night, the evening meal is interrupted by a disturbing sound originating from the keep—the song of the death knight. On the uppermost balcony of the tallest tower, lit by the glow of a full moon, appears a lone figure, obviously the source of the melancholy tune. Uninterrupted, the song lasts for almost half an hour. However, if the party begins to investigate, the figure disappears from the balcony. If the party continues, they will discover all doors within the keep are open, eventually leading to an

upstairs throne room where the lord of the castle, a death knight, awaits them.

In battle, the death knight wields a *two-handed sword* +3 and fights with the keen tactical ability it possessed in life. The castle itself is quite well-maintained, and most of the furniture and housewares are still intact. Should the party enter the keep without interrupting the death knight's song of mourning, there is a 30% chance that the knight will ignore the intrusion, even if the party members choose to take a few of the candlesticks and goods.

Quick Stats: Death Knight: MV 12; AC 0; HD 9(d10); hp 68; THAC0 11; #Att 1 (at +3); Dmg by weapon; MR 75%; Special attacks and defenses

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Honor Bound

Area: This encounter occurs in a furnished but uninhabited tower or keep.

Situation: The unicorn guarding the structure is ensorcelled by an evil mage. The unicorn has a glowing red amulet around its neck, and its eyes glow the same malevolent shade. The unicorn has been *compelled* to guard the tower against all intruders.

Soon after the PCs enter the keep's environs, the unicorn will approach the group. The PCs will notice both the amulet and the unicorn's eyes. The unicorn appears haggard and sad. He will slowly lower his horn and charge the PCs. If it hits, the unicorn does 3-36 points of damage. Following his charge, the unicorn will attack nor-

mally (+2 to hit with horn). Good PCs will earn no experience for slaying the noble steed (neutral and evil PCs earn 650 XP total). The PCs should realize the unicorn is being controlled by the amulet. If the PCs can remove the amulet by cutting the chain (AC 0), or pulling it off (Dexterity check at +4) they can break the spell. A *dispel magic* spell will also work.

If freed, the unicorn will be grateful, telling the PCs of its capture and enslavement. He will even give the party a token with the unicorn's glyph. The token tells sylvan creatures that the party should be given aid.

Quick Stats: Unicorn: MV 24; AC 2; HD 4+4; hp 29; THAC0 15; #Att 3; Dmg 1-6/1-6/1-12; MR Nil

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Youthful Indiscretion

Area: This encounter takes place on a mountain, near a stone tower that once was a lookout post for an ancient kingdom.

Situation: A young wyvern has just built its lair on the top floor of the old tower. The wyvern is still laying claim to its territory and will attack anyone passing within a mile of its new home.

The wyvern will remain downwind of the party, practicing stalking. However, at the last instant the wyvern forgets itself and utters a deep growling sound (giving PCs +2 to surprise). The wyvern attacks fiercely at first, but if it loses 50% of its hit points it will attempt to flee. Unlike more experienced wyverns, this monster flies

directly back to its lair, enabling an astute party to follow and find the wyvern's treasure. If the party kills the wyvern where it is first encountered, they will have to search for 2-12 turns to find the tower.

If a wizard or priest uses an impressive looking spell, such as *pyrotechnics* or a flashy *phantasmal force*, the PC may be able to frighten the wyvern away. However, an image of another wyvern will drive the creature into a frenzied fight to the death. The wyvern has no treasure, but the lair contains: 750 sp, 225 gp, 25 pp, a *periapt of proof against poison*, and two treasure maps.

Quick Stats: Wyvern: MV 6, Fl 24; AC 3; HD 7+7; hp 40; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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Rualla Kunnadye

Area: This is a crowded bar in an area of the city that is unfamiliar to the PCs. The bar, The Kissing Kobold, is a favorite hang-out for adventuring types and adventuring wanna-bees. The place has become more trendy as young nobles and other rich folk who have heard of the place and come to see what the excitement is all about.

Situation: While the PCs drink in the ambience of the place that is rapidly becoming more pretentious, a slim young woman steps up to the strongest-looking PC in the party and challenges him to a contest of strength for a round of drinks. The woman looks to be perhaps 24 years old, and certainly is not strong enough to compete with the PCs. However, she is wearing a

girdle of storm giant strength, which she will use to her advantage later. She loses the first contest on purpose, and gracefully buys the drinks. She challenges the PC again, this time for money, saying that she is more confident of her abilities this time. If the stakes are above 50 gp, she wins (unless the PC also has such a *girdle*), though she pretends to strain. She does her best to egg the PC on for more money. She will not leave the bar to adventure.

Quick Stats: Rualla Kunnadye: MV 12; AC 4; F13; hp 101; THAC0 8 (+10); #Att 5/2 w/ hammer, 2/1 w/ fists; Dmg 2-5 + 18; MR Nil. Rualla's *girdle of storm giant strength* gives her a bonus of +7 to hit and +14 to damage. She is also specialized in *war hammer* +2, which gives an additional +3 to hit and +4 to damage.

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Unexpected Guests, Part 1 of 2

Area: This encounter occurs in deep forest.

Situation: Near dusk, the PCs come upon a cabin far from any human habitation. An elderly but still powerful man chops wood outside. Upon seeing the PCs the man (actually a werewolf) hails the group. He will be very friendly if the party contains a ranger, druid, or elf.

The man invites the PCs to stay for the evening, saying he doesn't get much company and their being here is "surely a sign its time." If the PCs agree, Rufus serves a hearty meal before retiring. That night the PCs will wake to hear a loud scraping and snuffling in Rufus' room; through his open door a bear is visible. If the PCs move to

aid Rufus, they will see no one in the bed. The bear will look at the PCs, but will not move. If the PCs do not attack, the bear will sit on the bed and cock its head. If the PCs indicate they know the bear is Rufus, he will change to human form, but if they attack he will attempt to flee past the PCs.

If the PCs don't attack, Rufus will say they are very wise and will ask the PCs to stay with him one more night as he knows his enemies, the werewolves, are planning an attack. Rufus is getting on in years and doesn't think he can withstand another one of their assaults.

Quick Stats: Werewolf: MV 9; AC 2; HD 7+3; hp 34; THAC0 13; #Att 3; Dmg 1-3/1-3/2-8; MR Nil

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The First Wave

Danger: Medium
Climate: Tropical
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



The Exchange

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



Food Fight

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 540 (270 each)



Explosion

Danger: High
Climate: Sub-tropical
Terrain: Forest, Swamp
Attribute: Strength
Encounter: Device, Monster
Add'l Info: MM
XP Value: 25,000 for cleaning up the area



The Mission

Danger: High
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



The First Wave

Area: This encounter takes place in a jungle temple.

Situation: As night falls, the party is greeted by the roadside by four yuan-ti purebloods posing as helpful priests. Their temple is not far from the trail, they claim, and news of the world would be a welcome diversion. In addition, they offer food and shelter for the evening, warning them about the various dangers known to lurk through the jungle.

Inside, the party will be served a simple, but filling meal and shown to adequate quarters. Once the yuan-ti have the party with their guard down, however, they will attempt to capture the group and use them for food.

The Exchange

Area: This encounter is set deep within the lowest reaches of a dungeon.

Situation: In a large dungeon room, the party discovers the remains of an unusual battle. In addition to several dead bodies, there are piles of ashes and life-sized stone figures standing as if they had been frozen in action.

Hiding in the corner of the room is a wounded beholder, with 9 hp, barely able to remain airborne. Knowing its own mortality, the beholder offers not to kill *any* members of the party in exchange for its own life.

Should the party find the offer lacking, the beholder will offer to lead them to a vast treasure horde. Not trusting the group,

If the party refuses the hospitality of the temple, the purebloods will graciously depart, offering a final warning about the dangers of the night. They will later return while the party is asleep, hoping to capture the group alive within their nets.

Already held prisoner within hidden chambers on a lower level are the 20 priests who once occupied the temple. They have no treasure, but are willing to share information.

(The underground caverns can lead to the encounter found in **The Halfbreeds**.)

Quick Stats: Yuan-ti Purebloods (4): MV 12; AC 6; HD 6; hp 33; THAC0 15; #Att 2; Dmg Variable; MR 20%

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it will refuse to divulge the location of the wealth, demanding the right take them there.

If the party agrees readily, the beholder will keep its word, attacking only if provoked. However, if they dicker for some time before reaching an agreement, the beholder will instead lead them into the clutches of another eye tyrant.

The beholder's treasure trove consists of 2,500 pp and a *potion of treasure finding*.

Quick Stats: Beholder: MV Fl 3 (B); AC 0/2/7; HD 15; hp 70(9); THAC0 5; #Att 1; Dmg 2-8; MR Special; Special attacks and defenses

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Food Fight

Area: This encounter can take place in any subterranean corridor, room, or cavern.

Situation: Approaching the encounter area, the PCs notice a terrible stench. Turning the corner (or opening a door), the PCs come face to face with a ravenous carrion crawler busily consuming the remains of two orcs. The carrion crawler will attack the party unless they immediately retreat.

If the party stays to fight, the carrion crawler will attempt to paralyze as many PCs as possible at the outset. It will retreat only if it is reduced to 4 hit points or less.

On the third round, a second carrion crawler, drawn by the scent of prey, will attack from a position above and behind the party. Both crawlers will fight fiercely,

but if the PCs get out from between the two creatures, the carrion crawlers will fight each other for the rights to the dead orcs. This will leave only one wounded (12 hp) carrion crawler for the PCs to fight. Otherwise they will have to fight both creatures.

The carrion crawlers have no treasure, but the two orcs have a total of three small gems (120 gp) and 15 gp in coins. One of the orcs also wears an amber torque worth 250 gp.

Quick Stats: Carrion Crawlers (2): MV 12; AC 3/7; HD 3+1; hp 14, 22; THAC0 17; #Att 8; Dmg 1-2; MR Nil; Special attacks

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Explosion

Area: The prominent feature of this swampy jungle area is the tall wizard's tower rising from the murk. The PCs will not reach the tower in time to investigate it, but its shiny, gray marble sides look majestic and proud from a distance, standing tall above the mangroves nearby.

Situation: The PCs happen upon the area just in time to see the top of the wizard's tower explode in a ball of green and purple flame. They can clearly see three large, separate sections rocketed in different directions. When the smoke clears, the top of the tower is a charred and slagged mess. Nothing could have survived.

The three sections contained enough magic that they begin spreading magical

chaos around the area. Effects range from random *stinking clouds* to summoning creatures from the lower planes. Until each of the pieces of tower have had two *dispel magic* spells cast upon them, the effects plague a 10-mile-radius, most likely effecting the PCs more than anything else. The DM should feel free to invent all sorts of nasty encounters; for example, one of the towers had a magical summoning circle inside it, containing three baatezu. With the explosion of the tower, the circle broke and the baatezu were freed. The fiends come to kill the PCs and claim their spirits.

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The Mission

Area: This encounter is set in a dense temperate forest.

Situation: Occupying a secluded tower, a powerful wizard offers the party 5,000 gp to return with the ashes of the dracolich that has been plaguing the countryside. The wizard tells that party that the dracolich, having once been a black dragon, has adopted the forest as its homebase.

Evil and powerful, the dracolich attacks without hesitation or mercy, whether in the open or in its den in the glade. Having already won more than just its first battle, the undead creature's morale is Fearless (19 base), making it immune to the effects of magical fear.

Possessing considerable cunning, the

dracolich will first circle above the party and expend its breath attacks before making any physical assaults.

The dracolich resides in a small dank cave, surrounded by dense foliage. Inside its lair is a horde of treasure, piled high and wide, the result of ages of raids and pillages, mostly made on the nearby communities. Among the coins are 8,250 gp, 4,000 pp, and several opals totaling 2,500 gp.

Quick Stats: Dracolich: MV 12, Fl 30 (C); AC -5; HD 16; hp 114; THAC0 9; #Att 3; Dmg 1-6(x2)/3-18 (plus 2-16 for each attack); MR Variable

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Checklist, Part 3 of 6

- 145: By Spell Bound
- 146: Sorrow
- 147: Rage
- 148: Looks Can Kill, Part 1 of 2
- 149: Looks Can Kill, Part 2 of 2
- 150: The Eye Tyrant
- 151: The Stoning
- 152: Undesired Servants
- 153: Landshark Attack
- 154: Suspicion
- 155: Look to the Skies!
- 156: A Tasty Snack
- 157: The Imprint, Part 1 of 2
- 158: The Imprint, Part 2 of 2
- 159: The Dead Walk Again
- 160: False Friend
- 161: Double Image

- 162: A Chilling Experience
- 163: Lost Child
- 164: Silken Strands
- 165: Feeding Frenzy
- 166: Shark Attack
- 167: Look, It's Talking
- 168: Life Quest, Part 1 of 2
- 169: Life Quest, Part 2 of 2
- 170: Deadly Greed
- 171: Guard Duty
- 172: The Stench (Irritated Wizard)
- 173: Invisible Woman (Irritated Wizard)
- 174: In the Phantom's Wake
- 175: Birth Pangs
- 176: A Watery Death
- 177: Grave Robbers
- 178: The Cursed
- 179: The Giant's Baby
- 180: Warband Divided

Using These Cards, 3 of 3

If you want to create something more than just random encounters, it is possible to base an entire adventure on just one of the cards. Did you draw **The Cursed**, about ghouls roaming the city streets after dark? The PCs may very well want to investigate where the ghouls came from in the first place. After all, someone fashioning undead in the heart of a city could prove to be a serious threat. If the party does not want to go looking for the creator of the undead immediately, more undead could begin bedeviling the citizens until the PCs have to take steps to remedy the situation.

Likewise, if the party is obsessing on a single encounter, thinking that it would make a

far better adventure than the one you have devised, you can simply cut off the storyline. For example, you could decree that the ghouls came naturally, or that they were the unnatural byproduct of the graveyard and leave it at that.

In short, there can be as much or as little detail as you desire. Feel free to adapt the cards to your own campaign, to TSR Campaign Worlds, or to individual needs. It is suggested that you read through the cards, for some of them might require a bit of adjustment for your campaign. Also, there are cards which are not truly encounter cards, but are more along the line of aid cards for the PCs, to be thrown in when the PCs are suffering mightily, and you feel like being merciful. Have fun!

Dispute

Danger: Low
Climate: Sub-tropical
Terrain: Plains (Farmland)
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 200



Unbroken

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 200 for riding the horse



The Lion's Thorn

Danger: Low
Climate: Sub-Tropical
Terrain: Desert, Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 420



Checklist, 3 of 6

181: Gnomes on Holiday
182: Fool's Guardian
183: Death from Above
184: Hungry Hatchlings
185: First Flight
186: Flock of Hunters
187: Green Heart
188: A Foul Wind, Part 1 of 2
189: A Foul Wind, Part 2 of 2
190: Late Vengeance
191: Dead Justice
192: The Sleep of the Dead
193: The Call of the Wild
194: Wizard's Fires
195: Preening
196: Under the Claw
197: Hook Family
198: Truth
199: Waking Snakes
200: Bathing Beauty
201: Difficult Doorman
202: Fierce Wind

203: Sly Jackal
204: A Dangerous Guide
205: To Put Out the Sun
206: Ritual Hunters
207: Silky Poison
208: Terror in the Wood
209: Hungry Fish
210: Bitter Lord
211: The White Stag
212: Innocent 'til Proven Guilty
213: Tusks
214: Down the Hole
215: Divine Intervention
216: Fly'n's Fear

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Watch for DECK OF ENCOUNTERS, SET 2 — On Sale July 1994 —

DECK OF PSIONIC POWERS — On Sale November 1994 —



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Dispute

Area: There are several small farmhouses scattered about on either side of the road; each with its own individual plots of land, and growing different crops. The sun shines brightly upon the dry earth of these arid farms, and each stalk of grain struggles weakly to survive in the killing sun. A small, muddy stream runs between two of the plots of farmland, and shovels lie near the stream, with freshly-turned dirt indicating that some digging has been going on either side of the stream, as though the farmers were attempting to divert the precious water to their farms, to leave the other's crops to wither and die waterless.

Situation: The two farmers, Wilkar and Samis, have helped each other for years.

However, with the onset of this rough summer, their acquaintance has blossomed nearly into warfare, for both must survive, and their farms will not provide enough to support them without the water from the stream. If one of them takes the water, the other's farm will surely fail. The two farmers are on the verge of violence when the PCs happen by, and they ask for the PCs' help in resolving their dilemma. They both agree to abide by whatever decision is rendered. There is, unfortunately, no easy decision aside from the use of magic.

Quick Stats: Wilkar: MV 12; AC 10; F1; hp 6; THAC0 20; #Att 1; Dmg 1-4; MR Nil
Samis: MV 12; AC 10; F1; hp 7; THAC0 20; #Att 1; Dmg 1-4; MR Nil

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Unbroken

Area: This encounter is in an area of grassy plains outside of a town or city.

Situation: As the PCs leave the town, they come upon a horse standing by the side of the road. The horse is a dappled gray, and bears no reins, saddle, or gear of any kind. Indeed, except for the shoes on its hooves, there is no indication that this horse has ever known captivity.

If the PCs approach it in a friendly fashion, the horse will allow them near. It will take food from them, and it will allow them to treat it kindly. However, whenever PCs approach it with a saddle or other horse-breaking gear, it will break and run. Should someone manage to get a lasso around its neck, it will chew through

the rope line in a single round, and run from the party. If the party does not attempt to saddle the horse immediately, it follows them wherever they go. However, it will not go into towns or inhabited areas, preferring to wait outside for the PCs. In some strange way, it will know when the PCs are leaving and by which exit.

If the PCs treat it nicely for three weeks, the horse will choose the kindest PC as its provider. In return, the horse will allow itself to be ridden (but not with saddle, halter, or reins). This horse gallops so smoothly that no riding expertise is necessary. The horse becomes so loyal that it will even fight to save its provider.

Quick Stats: Horse: MV 21; AC 7; HD 3; hp 24; THAC0 17; #Att 3; Dmg 1-6/1-6/1-4; MR Nil

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The Lion's Thorn

Area: This encounter takes place on a warm grassland, perhaps 20 miles from the nearest civilization. There is a pool of water and a stand of trees nearby, and a pride of dead lions lies scattered around the oasis. Camel tracks and human weapons are also strewn around.

Situation: At the same time the party notices this, they also see one of the young males hobbling around, nuzzling some of the dead lions. The lion, just growing his mane, is sorely wounded, and his flank is still pierced by several arrows. When he scents the party, he turns and growls deep in his throat.

If the party wishes to help him, they must first convince him that they mean

him no harm. Approaching him slowly and cautiously, with no sign of fear or malice, is one way to accomplish this. If the PCs then pull the arrows from his flank and apply healing, magical or herbal, the lion will befriend them. Though it will not travel with the PCs (unless they cast *animal friendship*), it remains friendly with them and will remember them should they cross its path in times to come.

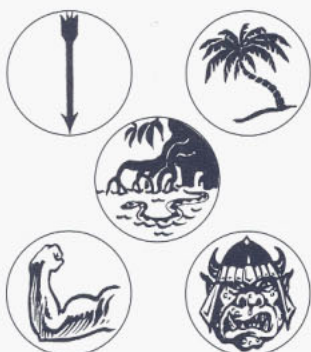
If the PCs make no move to help the lion, it will die in the harsh grasslands.

Quick Stats: Lion: MV 12; AC 5/6; HD 5+2; hp 3 (35); THAC0 15; #Att 3; Dmg 1-4/1-4/1-10 (hind legs 2-7 each); MR Nil

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Scout's Honor

Danger: Low
Climate: Sub-Tropical
Terrain: Swamps
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 185



Pilgrims, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 100



Dryad Love

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 975 for killing the dryad,
1,950 for bargaining the young man away



Shaman

Danger: Low
Climate: Sub-tropical
Terrain: Scrub
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 1,400 for killing the minotaur,
2,800 for talking to it



Changeling

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 150



Scout's Honor

Area: This is a zone of tropical swamps, of sweltering heat and biting insects. There is no solid ground in this area, only a narrow, submerged, natural causeway that occasionally gives way, spilling the PCs into the brackish water.

Situation: While the PCs move through the swamp, they are shadowed by two lizard man scouts on patrol. They have been watching the party travel boisterously through the swamps, and have been waiting for a time to strike and kill them all.

Once every 5 rounds, the DM should have the party members make a Dexterity -2 check. If it fails, it indicates that their footing has given out (at least for those

who failed their checks), and they have fallen into the water. This is the opportunity that the lizard men were waiting for, and they rise from the surrounding waters and attack.

The lizard men each carry six javelins and one morning star. They rise on opposite sides of the causeway, throw their javelins, and submerge again until they come up for another attack. They will not give up until the PCs are dead.

Quick Stats: Lizard Man (Subleader): MV 6, Sw 12; AC 4; HD 2 + 1; hp 15; THAC0 19; #Att 1; Dmg 1-6 (javelin) or 2-8 (morning star); MR Nil

Lizard Man (Scout): MV 6, Sw 12; AC 4; HD 2 + 1; hp 12; THAC0 19; #Att 1; Dmg 1-6 (javelin) or 2-8 (morning star); MR Nil

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Pilgrims, Part 2 of 2

Area: This encounter can be used anywhere after the PCs first encounter the pilgrim orcs. It would work best to set this in the hills a few days later, though it can come up more than a year after the first encounter.

Situation: The PCs, having dealt with the orcs, have continued on their way. Again, they run across a wagon in the middle of the road that has been thoroughly looted and its animals slaughtered. There are four orcs visible, all armed with cruel spears and bows, who are questioning an elderly human. Though he is not yet harmed, the orcs' manner suggests that he may be if he does not give a satisfactory answer to the questions put to him.

As the party spots the orcs, two orc sentries, hidden on the nearby bluffs, give out piercing whistles. The orcs stop questioning the old man, who immediately sprints away. The orcs raise their arms, to show that they want no trouble. Their fierce demeanor proves that they are willing to defend themselves, if necessary.

The leader lets the party know that his group is searching for some orcs in long gray robes, heretics who have defiled the sacred shrine of Gruumsh. He will accept any information the party has to give; if they try to ignore him or blatantly lie to him, he will give the order to attack.

The orcs have no treasure to speak of.

Quick Stats: Orcs (6): MV 12; AC 5 (chain); HD 1+1; hp 9, 7, 6, 6, 4, 3; THAC0 20; #Att 1 (spear) or 2 (bow); Dmg 1-8/1-6; MR Nil

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Dryad Love

Area: The PCs come upon a small farming village on the edge of a great forest. The villagers are visibly upset and a large crowd stands at the treeline, peering into the depths of the dark wood, but not daring to venture farther. As the PCs approach, a farmer cries out, "My son! Where are you? Please, come back!"

Situation: The farmer's teenage son wandered into the forest to gather firewood and do some hunting. He wandered too far, however, and attracted the attention of a dryad who thought the lad attractive. In the manner of her kind, she *charmed* the young man and took him back to her tree lair.

The boy's tracks are easy to follow, and

the PCs should have no trouble tracking the dryad to her home. She will be friendly but she will deny the presence of the young man. Once the PCs point to the tracks as proof, she begins to cry. The young man hears her and rushes to her side. If the PCs try to grab him and leave, he struggles, trying to hold his "beloved."

The dryad will relinquish her hold on the boy in return for gold or gems (at least 100 gp worth), or a small magical item. She has no interest in combat and will *dimension door* away at the first hint of violence. If any of the PC males has a Charisma of 16 or more, the dryad will attempt to *charm* him also.

Quick Stats: Dryad: MV 12; AC 9; HD 2; hp 9; THAC0 19; #Att 1; Dmg 1-4 (knife); MR 50%

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Shaman

Area: As the PCs travel across a sub-tropical veldt, they come upon a minotaur being attacked by a tribe of gnolls.

Situation: Perceptive characters will notice that the minotaur is clean for one of its kind and is wearing some kind of medallion around its neck. As they watch the battle, the minotaur throws the gnolls off and steps back from its canine attackers. The minotaur raises its arms and chants in a deep voice. The grass around the gnolls' feet begins to grow and entwine itself about their legs, and the minotaur steps forward with a huge axe to finish off the entrapped creatures.

Once the gnolls are dead, the minotaur turns and notices the PCs. If they make

any aggressive motions, the minotaur will take them for enemies and attack with axe and spells (the bull-man is a 3rd-level shaman). If the PCs make no such move, however, the minotaur will approach the party peacefully and speak in halting common to the character it perceives to be the leader—always the largest, most obvious male fighter in the party. It seeks a certain rare herb, to use in spellcasting and in certain minotaur rituals. Whether or not the characters can help the beast, the minotaur will leave them as soon as it has an answer, saying that it cannot waste time with "lesser creatures" on its quest.

Quick Stats: Minotaur Shaman, 3rd level: MV 12; AC 6; HD 6+3; hp 37; THAC0 13; #Att 2 or spell; Dmg 2-8/2-8 or 1-4/by weapon type; MR Nil

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Changeling

Area: This encounter may take place anywhere near a forest road. The forest in this area is thick and overgrown; the light filtering from the upper canopy is just enough so that the undergrowth flourishes. The situation is ideal if there is a village located nearby.

Situation: While the PCs move along the trail, they notice a rustling about 100 yards up ahead, and see a wicker basket pushed out onto the road from behind some bushes. As a hand disappears into the shrubbery, a lusty wail rises up from the basket. The PCs turn to see a short figure fleeing quickly through the forest. If they pursue the figure, it disappears into a small hole in the ground, a hole that only halflings

and gnomes would have any chance of climbing into and going down.

The wailing from the basket continues. If the PCs investigate, they find a year-old goblin baby squalling its lungs out. When it sees the PCs, it stops its screaming and begins to coo and whimper with hope.

What the PCs do with the child now is up to them. They can abandon it to the mercies of the forest as its mother did, or they can take it into town. Alternatively, they can raise it as their own. They should receive experience points only for role-playing this situation extremely well.

Quick Stats: Goblin Baby: MV 1; AC 10; HD 1/2; hp 1; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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Gnoll Cubs, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 150



Owlbear Lair

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 840



Knotty Problem

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 500



The Talking Well

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: None
XP Value: 100



The Village

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity
Encounter: Device, NPC
Add'l Info: None
XP Value: 250 per trap avoided



Gnoll Cubs, Part 1 of 2

Area: This encounter takes place in foothills. The land is grassy, still wet from the last rain. This makes the hills a little slippery, but not beyond the party's abilities. Although they might sustain a few grass stains on the knees of their clothing, they will not suffer any damage from falls.

Situation: As the party mounts the latest in this series of hills, they see a small gathering of dog-like, humanoid babies. There are no parents visible in the area. The children do not see the PCs, nor do they hear them approaching. They mewl and cry continuously.

If the PCs approach the babies, the babies stop their mewling for a moment,

only to resume it more fiercely than ever. The PCs now have the choice of killing the children outright (an evil act, even though the gnolls will undoubtedly grow to be evil), or taking them back to society to be raised by a foster family.

If the PCs choose to kill the cubs, don't give them any experience points for this encounter, for the cubs have no ability to defend themselves. Award them the experience points only if the PCs can resolve the encounter with compassion and intelligence.

Quick Stats: Gnoll Cubs (7): MV 3; AC 10; hp 1; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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Owlbear Lair

Area: The PCs have stumbled into a forested territory ferociously guarded by a pair of mated owlbeats.

Situation: The creatures' attack comes at mid-afternoon or in the early evening, when the PCs are setting up camp for the night. Unless the characters have taken special precautions (*alarm* or similar spells, or setting up natural barriers), the ferocity and suddenness of the owlbeats' attack should give the creatures the advantage of surprise.

Both creatures attack simultaneously and without warning, fighting until either the trespassers or the owlbeats are dead. Once the creatures are dead, the PCs may choose to follow their tracks back to their

lair. There they will find 200 platinum pieces and the remains of several of the owlbeats' victims. If the DM wishes, there will also be three immature owlbeats in the lair. The young owlbeats are not very cute and are they just as quick to attack intruders as their parents.

Quick Stats: Owlbeats (2): MV 12; AC 5; HD 5+2; hp 36, 27; THAC0 15; #Att 3; Dmg 1-6/1-6/2-12; MR Nil; Special attack
Immature Owlbeats (3): MV 12; AC 5; HD 3 or 4; hp 13, 15, 23; THAC0 15; #Att 3; Dmg 1-4/1-4/2-8; MR Nil; Special attack

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Knotty Problem

Area: At a common tavern in any large city, the PCs should be startled to see a giant rat jump onto their table and begin to wave its "arms" frantically.

Situation: The giant rat used to be a wizard, whose variant on a common *polymorph* spell went wrong and fixed him in this form. The wizard-rat will approach the party, particularly the party's mage (if they have one), in an attempt to communicate its problem. Unfortunately, the change in shape also robbed the wizard of speech, so he is reduced to charades and high-pitched squeaks.

The PCs have to figure out not only what the rat wants, but how to go about rectifying the situation. Most likely, low-

level parties will not have access to *polymorph* spells of their own, and the wizard's own level might preclude the success of *dispel magic*. If they pay close attention to the rat's squeaking and gestures, however, they see a length of string tied around its neck that has many intricate knots. The spell is bound into the string, and untying the knots (a lengthy and delicate task, requiring great Dexterity—a task fit for a thief) releases the wizard from the rat form in an explosive rush. The alignment of the wizard is left to the DM's discretion; if good, he might reward the PCs.

Quick Stats: Giant rat (polymorphed wizard): MV 12, Sw 6; AC 7; HD 1/2; hp 4; THAC0 20; #Att 1; Dmg 1-3; MR Nil

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The Talking Well

Area: This encounter takes place in a town square; a well is set in the center of the square. There are numerous shops, but the place seems strangely empty for such a fine day. The stone-walled well is covered, with a single bucket and winch.

Situation: Inside the well lives a frog who once lived downstream from a wizard's lab. After the runoff from wizardly alchemical experiments gave him speech and intelligence, the frog moved on to greener pastures. Unfortunately, he fell into a well during his travels, and could find no way to escape from the 40-foot pit. The frog called out to the people he saw coming to draw water to help him out. However, they could not see him, and fled

in fright from the "haunted well." Word of the haunted well spread quickly, and the frog was left to die on his own. If the PCs investigate the well, they hear a voice echoing hollowly from the depths. Each of them should make a save vs. petrification at +4. If it fails, they are overcome with fright, and must retreat from the well for at least 3 rounds. Those who are not afraid hear the voice say, "Could one of you at least lower the bucket? I'm rather hungry." If the PCs lower the bucket, they hear some splashing, and then the voice says, "Okay! Take 'er up!" When the PCs raise the bucket, they see a simple frog. What the PCs choose to do with the frog is their own choice, but it should be interesting.

Quick Stats: Frog: MV 9; AC 8; HD 1/2; hp 3; THAC0 20; #Att 1; Dmg 1; MR Nil

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The Village

Area: This small village is curiously divided right down the middle of the street. The buildings on one side of the street are of stone, but those on the other are wood. The people on either side are dressed in entirely different styles as well.

Situation: The village is dominated by two families. The McLains and the Borguns have had a bitter rivalry between their two houses for years, and the feud has divided the town between the two of them. When the PCs enter the town, representatives of both stand on their respective sides of the town, begging the PCs to enter the town's fray on their side. Whatever side the PCs choose to join is considered to be their allegiance for the rest of their lives. At this

point, the McLains and Borguns resume their feud. It is a matter of pride for the two families to send people to the other side of town to fetch something. While on the other side, they are subject to various traps both painful and humiliating. The traps are hidden in numerous places around the town. The families want to send the PCs across town to get some items that are not available on their own side. If the PCs go, they encounter 2d6 traps, each of which they can avoid with a successful -3 Dexterity check.

Quick Stats: Many of the traps are harmful both emotionally and physically. In addition to embarrassing the recipient of the joke, the traps usually do at least 1d4 points of damage and can do as much as 1d10.

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The Talking Tree

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pgs. 143 and 190
XP Value: None



Paladin Trolls

Danger: Low
Climate: Temperate
Terrain: Plains (pasture)
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**; **PHB** pg. 161
XP Value: 200 for killing the troll humans, 1,000 for killing the paladin trolls, 1,000 for not attempting to kill the paladin trolls



A Dragon and His Orc

Danger: Medium
Climate: Temperate
Terrain: Mountains, Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 20,000 for killing the dragon, 5,000 for saving it from the shaman



Sword Strokes

Danger: Low
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,000



The Hit, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 200



The Talking Tree

Area: The road the PCs travel winds through a district of well-tended farmland and picturesque farm houses. As they approach the forest, however, the general appearance of the land and the homes begins to deteriorate. By the time the road finally enters a forest it has become a gutted, two rut track. The PCs can clearly see that the path suddenly ends just past the edge of the forest. Although there was once a trail here, it has returned to the wild, brambles and brush obscuring what is left. A large tree, its branches knotted, its trunk scarred by bores, stands just off the ancient pathway.

Situation: The large tree has had *permanent magic mouth* cast upon it, and the spell

is triggered to go off whenever a humanoid comes within 30 yards. If the PCs enter this radius, the tree appears to speak, its voice echoing hollowly through the wood: "This is the cursed forest of Arnjil the Doomed. Doom and despair are the lot of all who enter here. Turn back now, else abandon hope and die." The voice then falls silent, and does not respond to questioning. If the PCs investigate the tree, they find nothing. Should they leave the 30 yard perimeter and return again, the voice will repeat the message. The forest may or may not be cursed, depending on how the DM wishes to play the campaign.

Quick Stats: The *permanency* of the *magic mouth* was cast by a 16th-level wizard, and can only be dispelled by a wizard of a greater level.

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Paladin Trolls

Area: A rural setting near a small village is the scene. The PCs are 5 miles away from the village, moving past a fenced-in pasture. The ground is rolling, dotted with occasional trees and tree stumps.

Situation: As the PCs begin to move past the pasture, they hear roars of rage and screams of fright. They soon see a group of four humans clutching bloody hunks of meat, fleeing from two huge trolls. The trolls shout to the humans to stop, but the humans grunt nothing intelligible at all. As the trolls spy the PCs, they call out, "Stop those trolls! In the name of goodness, stop those trolls!" The reality of the situation is that the trolls are actually paladins *polymorphed* into trolls, and the

humans are *polymorphed* trolls. The paladins came across the trolls killing the inhabitants of a hut, and began exacting a righteous vengeance for the peasants' lives. Unfortunately, a surge of wild magic passed through the area, altering the forms of all those in its path. The paladin trolls will not stop to explain this to the PCs until they have meted out justice, being too intent on catching the real trolls. If the PCs try to stop the paladins, the paladins ignore them, trusting their new regenerative powers to save them.

Quick Stats: Paladins (Trolls) (2): MV 12; AC 4; HD 6 + 6; hp 47 each; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

Trolls (Humans) (4): MV 12; AC 10; HD 1; hp 43 each; THAC0 20; #Att 1; Dmg 1-2; MR Nil

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A Dragon and His Orc

Area: This is a rural area, a farming community located near a mountain range. The plains extend all the way to the base of the mountains, their golden fields shining even under the dim noonday sky.

Situation: A dragon has been strafing the countryside with its breath weapon, setting the fields afire and driving out the farmers. The odd thing is, the dragon is a bronze, which usually indicates a good alignment. Also, it swoops for several minutes before it strafes, giving the farmers plenty of time to get their families away from the doomed houses. The story behind the twisting of this dragon is that an orcish shaman found a small bronze sphere that the bronze had foolishly created, and in

which it stored its life force. The shaman uses the sphere to control the dragon, to force it to commit evil acts. As the PCs arrive, they see the dragon finish another strafing run, and head off, back toward the mountain. If the PCs follow the dragon, they see it head toward a high aerie. It notices them, and deliberately slows its flight to lead them to the cave. Inside the cave, they see an orc shaman waving a small bronze orb and haranguing the dragon. The dragon burns with anger, but remains submissive.

Quick Stats: Bronze Dragon: MV Fl 30; AC -2; HD 14; hp 84; THAC0 8; #Att 3 + breath weapon; Dmg 1-8/1-8/4-24 + 8d8+4; MR Nil

Orc Shaman: MV 12; AC 6; HD 3; hp 15; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Sword Strokes

Area: A tropical jungle gives the PCs a look at many strange and unique creatures. Unfortunately, their unfamiliarity with this setting also exposes them to new dangers.

Situation: As they travel, characters should be surprised and shocked as a 12-foot sword spider suddenly leaps out at them and tries to impale one of them on its swordlike legs. The choice of the spider's victim should be totally at random. If its attack immediately kills or incapacitates a PC, the spider will try to drag the victim back to its lair before the others can react.

If the victim is wounded but still capable of fighting, the spider will deliver a vicious bite in an attempt to kill the wounded

character before he or she can counterattack. If this also fails, the spider will leap away from the party and search for easier prey. The spider is of average intelligence (unlike most other insects the characters have encountered), and has a rough grasp of strategy and tactics; it will not stay and fight in the face of overwhelming odds.

Quick Stats: Sword spider: MV 6, Wb 8, Cl 8; AC 3; HD 5+5; hp ; THAC0 15; #Att 2; Dmg 2-8/2-12; MR Nil; Special attack

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The Hit, Part 2 of 2

Area: This part of the encounter takes place in an outdoor amphitheater. Feast tables and benches have been dragged down here for the award ceremony of the heroes who saved the mayor's life. Guards are posted all along the rim of the amphitheater, keeping a close watch on the proceedings to make sure no further attempts on the mayor's or his saviors' lives can be made.

Situation: This card should only be used if the PCs foiled the assassin's attempt in Part 1 of **The Hit**. The mayor (or whoever) is giving a feast in honor of the PCs who saved his life. However, the mayor seems to be using this as more a political event than a celebration to thank his benefactors,

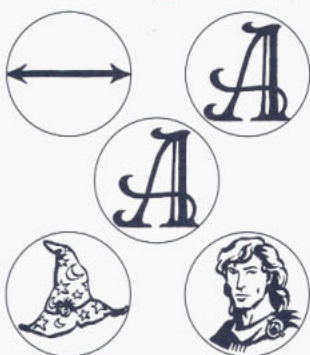
as evidenced by the fact that the PCs are seated at the third table away from the mayor. The schedule of events dictates that of a medal of honor shall be presented following the main course, but before the dessert. The PC who was most instrumental in saving the mayor's life is seated next to a shifty-eyed individual, who will not make conversation with the PC nor meet his or her eyes. When the PC looks away for a moment during the boring dinner, the fellow tries to slip Type E poison into the PC's food. A successful Wisdom check will spot this attempt.

Quick Stats: Assassin: MV 12; AC 10; T1; hp 6; THAC0 20; #Att 1; Dmg 1-4; MR Nil
Type E Poison: Save vs. poison or die; successful save inflicts 20 points of damage.

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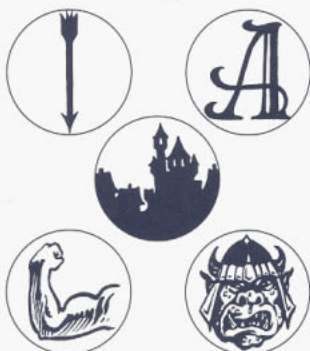
Hostages

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: PHB, pg. 172; DMG,
pg. 171
XP Value: 5,000 for escaping
from Fargone,
4,000 for defeating
Fargone,
0 for giving in to him



Zombie Zoo

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 450



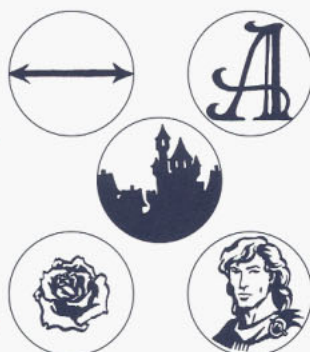
The Contract

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: DMG, pg. 73
XP Value: 750



The Voiceless Bard Tavern Series, 2 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



Rage

Danger: Medium
Climate: Sub-tropical
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Hostages

Area: This encounter can take place in any city, anywhere in the city.

Situation: The PCs have, no doubt, attracted some attention in their careers as adventurers. And their fame has attracted the attention of a thief-wizard looking for an easy way to make money. He has constructed a doorless room in his hideaway to assist him, accessible only by a *teleport* or similar means. The room is 20 x 20 feet, with a 10-foot-long slot through which the hostage taker, Fargone, can push food and water. The slot is approximately 3 inches high.

While the PCs are taking their leisure someplace, Fargone pops in (using a *helm of teleportation*), grabs a PC, and teleports

to this prison. He instantly *teleports* out again. There is only a 3% chance of error in his *teleportation*. From here, he will issue a ransom note, instructing the PCs how to pay for their comrade. This will be a difficult location to ambush, so that Fargone can *teleport* in, grab the loot, and vanish. He will honor his end of the bargain, though, for he is not entirely evil.

Quick Stats: Fargone: MV 12 and *teleport*; AC 4; Th 9/Wiz 9; hp 40; THAC0 16; #Att 2; Dmg 1-6 + 2/1-4 + 2; MR Nil

SPELLS: 1st level: *magic missile*, *jump*, *feather fall*, *spider climb*; 2nd level: *web*, *blindness*, *misdirection*; 3rd level: *blink*, *fly*, *haste*; 4th level: *polymorph self*, *stoneskin*; 5th level: *teleport*

Fargone also has a *helm of teleportation* that he uses to insure his *teleport* abilities.

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Zombie Zoo

Area: A large city is suddenly thrown into panic when a group of strange animals starts staggering through the streets. Reports indicate common dogs, cats, and even a wolf are wandering through the city. But these creatures don't act quite right. . . .

Situation: An oddball collector, a resident of this city, had a collection of strange animals—all of them zombies. Unfortunately, his collection has gotten loose and now wanders the town, aimlessly drifting and scaring the cityfolk. By whatever circumstance (the city hires/drafts the PCs for the job, or they do it out of the kindness of their hearts), the characters end up being the ones to track down the "great zombie horde."

Fortunately for the PCs, there was nothing really dangerous in the zombie zoo; the collector had not yet managed to acquire any really exotic creatures, and so common household cats, dogs, and one wolf are the extent of the zombie invasion. They act like normal animals of their kind. When they are all destroyed, however, their creator may decide to start creating more "interesting" zombies.

Quick Stats: Zombie Dogs (5): MV 7; AC 7; HD 2+1; hp 9, 7, 13, 11, 10; THAC0 19; #Att 1; Dmg 1-4; MR Nil

Zombie Cats (6): MV 6; AC 6; HD 2+1; hp 10, 9, 13, 11, 12, 14; THAC0 19; #Att 3; Dmg 1/1-1-2; MR Nil

Zombie Wolf: MV 9; AC 7; HD 3+2; hp 19; THAC0 18; #Att 1; Dmg 2-5; MR Nil

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The Contract

Area: This encounter takes place in a crowded bar. There is a bard entertaining the patrons of the tavern tonight, and she seems to keep directing her songs to the PCs. The servers are busy ferrying drinks to thirsty patrons. The crowd is in good humor, the bard is truly good.

Situation: In actuality, the bard is an assassin paid to eliminate the PCs. Someone they have angered or injured who has put out a contract on their lives. The contract might be for a specific PC, or for the entire party. Whatever the case, the bard will sit with the PCs after she finishes her set. She orders a pitcher of wine for the entire table, slipping the serving boy 50 gp to pour some powder into the wine before it

is brought to the table. The bard, Simpsi, takes an antidote for the poison before she joins the PCs at the table. The poison is type J, with an onset time of 1-4 minutes, causing 20 points of damage with a successful saving throw, or death with a failed saving throw.

After she has a quick glass with the PCs, Simpsi begins working the rest of the bar, moving through as if for tips. She'll be several tables away before the PCs begin experiencing the effects of the poison, and long gone before a guard shows. The PCs may make a wisdom check to notice that the wine seems a little murky, but what they choose to make of this is up to them.

Quick Stats: Simpsis: MV 12; AC 3; B8; hp 35; THAC0 17; #Att 1; Dmg 1-8; MR Nil

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The Voiceless Bard Tavern Series, 2 of 3

Area: This is a seedy tavern on the lower end of a large city. The tavern is well-kept and clean, and locally notorious for its entertainments. Nonetheless, it is generally regarded by most respectable citizens as a place of ill repute. When the PCs arrive, the place is less than buzzing, with one customer, three barmaids, three entertainers, and one bard.

Situation: When the PCs enter, they will see some of the more interesting entertainment. A bard sits at a table in the back, providing excellent musical accompaniment for this particular diversion. He plays his lute, but does not sing along, even though he plays some of the most

popular songs of the day. His virtuosity with the lute is unquestionable, yet he remains mute.

Finally, he breaks into song. The PCs immediately wish that he had just continued to play and left the singing to someone with a voice. When he is done massacring this particular ballad, he takes a break and comes over to talk to the PCs. He speaks with an outrageous accent and apologizes for his poor voice, explaining that his throat was seared by eating too much hot food. He speaks of old adventuring days longingly and will jump at the chance to accompany the PCs, for he feels trapped by his current life.

Quick Stats: Dyvad DeMulle: MV 12; AC 6; Bard 9; hp 48; THAC0 16; #Att 1; Dmg by weapon; MR Nil

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Rage

Area: PCs hear rumors of a horrible spirit hiding in the nearby hills. The hills are dark and gloomy (especially by night), and the vegetation is blackened and dead. As the party approaches the center of the dead zone, they see the bones of many creatures, including some humanoid remains. A keening wail splits the air.

Situation: Some centuries ago, a war party of drow came to the surface with the intention of slaughtering all surface elves they could find. The drow were all killed, however, by an adventuring party comprised of all races. The drow leader, a female cleric, had enough power and influence with her deity to demand vengeance. Now the drow haunts the place where she died

as a banshee, and kills anyone who comes near this spot.

The banshee is as wicked and evil as she was in life (if not more so), and her years of undeath have taught her even more about pain and terror. She is a canny and dangerous opponent, dedicated to the destruction of all surface life, and the eradication of surface elves. She can be goaded into losing her temper and reacting without thinking if the PCs are clever and careful. If they manage to anger her enough, she will attack them physically rather than by wailing and the PCs then have a chance of destroying her.

Quick Stats: Banshee: MV 15; AC 0; HD 7; hp 39; THAC0 13; #Att 1; Dmg 1-8; MR 50%; Special attacks and defenses

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Guard Duty

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Preening

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



Landshark Attack

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Grave Robbers

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,100



Difficult Doorman

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Guard Duty

Area: While in a large city, the PCs receive a message from a powerful local wizard. Apparently, he wishes to hire a group of adventurers for an evening.

Situation: When the PCs go to see the mage in his tower, the elderly gentleman explains that he will be conducting a special magical ritual that night, one which cannot be interrupted for any reason. Because of the nature of the ritual, all of his normal defenses (personal and otherwise) will be out of commission. He fears that a rival will take the chance to strike at him while he's vulnerable, and asks the PCs to act as guards against anything that might appear.

Sure enough, not long after the ritual

Preening

Area: This encounter takes place in an open, grassy meadow near a high mountain. The mountain looks as though it would be a perfect place for aeries, with numerous crags and few trees. The meadow gradually rises, sloping up to meet the mountain, but the terrain here is relatively flat, with only a few boulders to mark the passage of an old avalanche.

Situation: As the PCs enter the meadow, they see a hippogriff preening itself in the middle of the field. As soon as they enter the boundaries of the meadow, the hippogriff glances sharply at them, as if daring them to come closer.

At this point, the PCs should be about 100 feet from the hippogriff. If they come

Landshark Attack

Area: A small human village on the edge of rolling, pleasant hills is the scene.

Situation: An messenger comes into the town from a nearby halfling village. The halfling is furious and on the brink of tears, but manages to gasp out his message: The village has been decimated by a wandering bulette, and, while the halflings managed to drive it off (after heavy losses), they very much fear that the creature will return to finish the job. The messenger pleads with everyone in the town (including the PCs) to help, and blesses those who agree to assist the halflings.

The angry halfling survivors have pooled the last of their coins to hire the PCs to hunt and kill the landshark before it

Grave Robbers

Area: The encounter begins in a dark and shadowy graveyard, filled with twisted weeds.

Situation: A group of 12 ghouls that cower in the tombs of the graveyard during the day are trying to break into a fresh tomb. The majority of an entire wealthy family was buried here this morning after having succumbed to a terrible disease.

As the PCs pass by (whether in the graveyard or not) they will see these ghouls clawing and clambering at the door to a tomb (successful Intelligence check will reveal who is buried there). At first the PCs may think the ghouls are grave robbers or madmen. The truth is far worse. The ghouls can temporarily be scared

Difficult Doorman

Area: The invisible stalker can be found in the dreary ruins of a once great castle.

Situation: Years ago the owner of the ruins, a powerful wizard, set an invisible stalker at the door to aid travelers who came to visit. The wizard died many years ago, but the invisible stalker is still bound by its service.

When the PCs enter the ruin, they will be "attacked" by the stalker. It violently dusts them off (possibly tearing clothing) and helps them off with their things, including coats, packs, and weapons. All removed objects are thrown around the ruin. Each PC "assisted" by the invisible butler has a 10% chance of losing an object down a dry well in the ruin. The well is 60

feet deep, and fragile objects might break.

begins the PCs hear a rushing wind that threatens to batter down the door of the wizard's study. As they approach, a large gust of wind strikes one of the characters. The wind is the only outward sign of an invisible stalker, which will attack until it is destroyed or its mission is completed. The wizard will not break off his ritual to help the characters, but he is aware of the threat. If the PCs manage to destroy the invisible stalker, he will reward them with a small but valuable magical item (a valuable potion or some useful, miscellaneous magic) in addition to their fee.

Quick Stats: Invisible Stalker: MV 12, Fl 12 (A); AC 3; HD 8; hp 43; THAC0 13; #Att 1; Dmg 4-16; MR 30%; Special attacks and defenses

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any closer, the hippogriff takes to the air and circles above the PCs for two rounds. If the PCs have not left the meadow by this time, the hippogriff swoops down and begins an attack. It does not break off the attack, even when the attack is obviously hopeless. It will not attack PCs who have left the meadow.

If the PCs examine the meadow more closely, they find a baby hippogriff (AC 8, hp 2) sleeping in the shadow of one of the larger boulders.

Quick Stats: Hippogriff: MV 18, Fl 36; AC 5; HD 3 + 3; hp 23; THAC0 16; #Att 3; Dmg 1-6/1-6/1-10; MR Nil

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can return. Of course, they will not offer any reward until the PCs ask for one. The treasure consists of 4,000 cp, 200 gp, and seven gems of varying value, but sharp PCs might realize that the reward represents all of the halflings' income.

The PCs may either track the landshark by its distinctive path or wait for it to return to the village. Either way, the bulette will eventually encounter the PCs, and attack them directly. If the PCs wound it severely, it will try to escape; the halflings, though, will not be satisfied with that, and they will demand that the PCs finish the job.

Quick Stats: Bulette: MV 9; AC -2/4/6; HD 9; hp 63; THAC0 11; #Att 3; Dmg 4-48/3-18/3-18; MR Nil

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away by loud noise and fire, but they will quickly return to drive invaders away from the tomb which they regard as their own. If the PCs just go away, the ghouls will wait for a bit and then try to open the tomb again.

The ghouls themselves have no treasure, though if the PCs kill the ghouls and take proof of that fact to the surviving family members to whom the tomb belongs, the PCs will be rewarded with 100 gp. There is little treasure in the tomb itself; PCs who loot the tombs of the dead are little better than ghouls anyway, so do not award any experience points if that is the course they choose to take.

Quick Stats: Ghouls (12): MV 9; AC 6; HD 2; hp 10; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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feet deep, and fragile objects might break.

The invisible stalker will fight if attacked, since part of its instructions are to defend the gate. If the PCs leave the castle, it will not pursue. It does not wish to stay any longer and if attacked, it will only attack in response, and then only once every other round. It hopes to be killed and sent back to the Elemental Plane of Air. If the PCs can find a way to send it back to its home plane without fighting, it will be grateful.

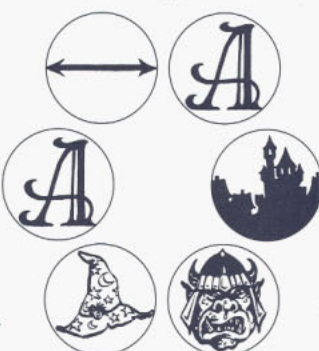
Several old weapons can be found in the courtyard, as well as one *long sword* +1.

Quick Stats: Invisible Stalker: MV 12, Fl 12; AC 3; HD 8; hp 50; THAC0 13; #Att 1; Dmg 4-16; MR 30%.

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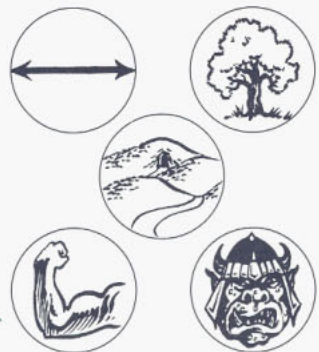
The Dead Walk Again

Danger: Medium
Climate: Any
Terrain: Any, Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 2925



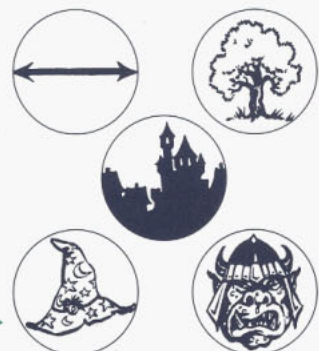
Death from Above

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Silky Poison

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 650



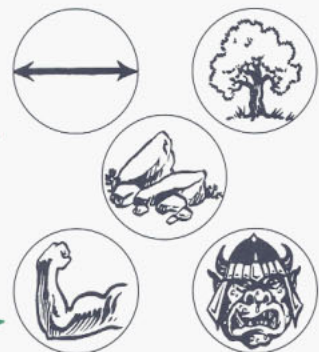
Feeding Frenzy

Danger: Medium
Climate: Tropical
Terrain: Aquatic
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 280



A Foul Wind, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



The Dead Walk Again

Area: This encounter requires that the PCs have killed some humans or demihumans recently. These fellows may have been evil, but it is necessary that they be dead.

Situation: The humans the PCs recently killed were actually part of an evil doppelganger plot, and were doppelgangers themselves. However, because they had held these forms for so long, they did not immediately revert to their original forms. These fellows were critical to the success of the indeterminate plan, and so other doppelgangers have assumed the guise of these fellows.

If the PCs remain in the same general area where they killed the originals, they soon see the same people they killed pass

them by on the street. If the party's cleric attempts to turn them, nothing happens and the doppelgangers disavow any knowledge of having been recently slain, expressing shock that they would be engaged in any evil activity. They take a calculated risk and claim that it was probably doppelgangers who had assumed their forms to ruin their good names. What the PCs choose to do with this information is up to them; the doppelgangers, meanwhile, will want to eliminate such dangerous enemies, enemies who have some clue as to the reality of the situation, and their plot. They take steps to ensure the PCs' demise.

Quick Stats: Doppelgangers (3): MV 9; AC 5; HD 4; hp 30 each; THAC0 15; #Att 1; Dmg 1-12; MR Special

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Death from Above

Area: This encounter takes place in a dungeon with a high ceiling, pillars, and shadows above.

Situation: A large grell is hiding in the shadows of the pillars of the great hall in the dungeon. As the PCs walk through the hall, the grell will float overhead and wait to drop on the last party member. If it is successful in paralyzing him, it will pick him up into the air without a sound. The party may not even know what happened to their friend for some time.

Eventually, they notice that one of their members is missing and search the hall. This is when they find the missing adventurer—his mostly eaten body hanging 30 feet in the air, on the sharp point of a carv-

ing on a pillar. The grell will continue to attack in this way for as long as it can, seeking PCs who are alone and can be easily snatched from above.

The grell will not continue to attack if the PCs become aware that the attacks must have come from above and begin to watch the ceiling, unless by that time there are only a few of them left. If the PCs attack and beat the grell badly, it will retreat out of melee range. Its lair is in a nook in the ceiling by a pillar. There are a few coins and bones to show the hungry creature has eaten many humanoids before.

Quick Stats: Grell: MV 12; AC 4; HD 5; hp 30; THAC0 15; #Att 11; Dmg 1-4x10/1-6; MR Nil

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Silky Poison

Area: This encounter takes place in a city of major importance, a nation's capital or a major trading center.

Situation: An adept spy is hiding in the city when the PCs come to this place. He has a potion that allows him to temporarily control the minds of those who fall under its effects. People so effected forget everything they did when the potion wears off.

The spy hides on the rooftops or in alleyways and uses a blow-gun to deliver a small dart coated with a poison to passing officials or important persons (like rich merchants or wizards). Then he makes his way to the street where he approaches the person, whispers a command in their ear

and walks away. Later that night, the target will come of his own accord to talk to the spy and tell him what he knows.

The spy always wears a dark brown, hooded robe during the day. If asked about his foreign features, he will say he is a man from the south.

The PCs may discover his plot at any time or they may become targets themselves if they look sufficiently wealthy and influential. The spy has accumulated nearly 1,000 gp and has several volumes written in a secret language that detail what he has learned from those he "interviewed" with his special potion.

Quick Stats: Spy: MV 12; AC 5; T7; hp 55; THAC0 14; #Att 1; Dmg 1-6; MR 62%

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Feeding Frenzy

Area: The warm tropical waters of a jungle lake seems to invite the characters. There are no signs of danger, and the PCs go for a dip. As they swim, splash, and play, the water begins to boil around them and they feel the sharp stings of hundreds of vicious little teeth.

Situation: The characters swam directly into a large school of piranha. Once first blood has been drawn from one of the PCs, the fish go berserk and attack in a maddened frenzy. Under the effects of the bloodlust, each fish attacks twice in a melee round.

There is little the characters can do except to leave the water, as quickly as possible. Melee weapons have little effect on the

school (individual fish may be killed but that has no effect on the school). Some spells may have an effect, but since the characters are in the water and under attack, spell users should be penalized for the lack of free movement.

While the characters are in little danger of death in this encounter, there are other consequences. Any characters wearing non-metallic armor will have the armor literally eaten off their bodies, and, naturally, all of the PCs' clothing is riddled with holes. Further damage to non-metallic equipment (such as a mage's spell components) is entirely possible and left to the DM's discretion.

Quick Stats: Piranha (40): MV Sw 9; AC 8; HD 1/4; hp 1 each; THAC0 20; #Att 1 or 2; Dmg 1-2; MR Nil

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A Foul Wind, Part 2 of 2

Area: The harpy lair is in a grim, filthy, cave overlooking a rocky shoreline.

Situation: The harpies have kidnapped two fishermen from their boat. The PCs can follow the harpies to their lair by shadowing a wounded harpy (if any were wounded in the fight with the fishermen) or by searching the side of the mountain where they landed.

The harpies' lair is not well hidden. Over the years the horrible monsters have turned the entire area into a garbage dump filled with bones and refuse. Animals shy away from the stench and the filth in these hills, and the harpies now have to hunt far to find food.

The two fishermen have been touched

by the harpies and are frozen in place, *charmed* by the harpies song. PCs will be able to see the remaining harpies (10 minus those lost in the battle with the fishermen) standing over the fishermen, bickering over who gets the biggest pieces of the fishermen.

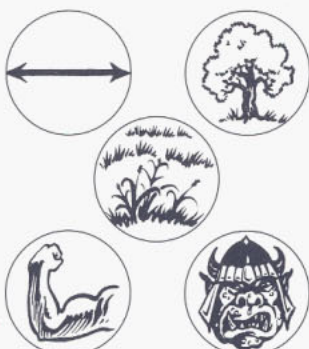
The harpies have 5,000 cp, 2,000 gp, and two gems worth 500 and 1,000 gp. They also have the ring of a noble that is worth only 30 gp, but will command a 100 gp reward as proof of the noble's death since his disappearance a month ago.

Quick Stats: Harpies (up to 10): MV 6, Fl 15; AC 7; HD 7; hp 30 each; THAC0 13; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

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Tusks

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 700



Mad Maid

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



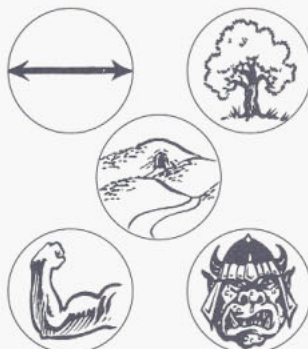
Icy Desert

Danger: Medium
Climate: Sub-tropical to tropical
Terrain: Desert, Plains
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 1,000



Armor, What Armor?

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 540 (270 each)



Sticky Seat

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,400



Tusks

Area: This encounter occurs in any plains or scrub area.

Situation: The PCs have wandered into the territory of a large boar family. Most of the berries on the bushes are gone and many of the plants are broken or half-eaten. There are also several over-turned logs where the boars tipped the logs to get at the insects hiding underneath.

A druid or an observant ranger may notice all of this unusual damage to the environment and place the party on guard. The male boars of the family will join together when they notice the PCs in the area and attack them, fearing that the PCs have come to eat what little food is left in the area.

The boars can be heard coming for some time, crashing through the bushes and they may sound like something much larger and much more dangerous.

Besides the four approaching boars, there are also 12 sows in a central clearing along with a dozen or so young. The sows fight only if their young are threatened.

The boars have no treasure, but their skins are useful for making armor or gloves.

Quick Stats: Boar (16): MV 15; AC 7; HD 3+3; hp 20; THAC0 17; #Att 1; Dmg 3-12; MR Nil

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Mad Maid

Area: These events occur in a remote, ruined villa.

Situation: A mad medusa believes that she is in fact a human female. She hides in the ruined basement of a great villa not far from a town. She constantly tries to lure men to her when they happen to pass by or if they come to explore the ruins.

Her basement home is filled with the statues of her former lovers and victims. Even if she does not turn her lovers to stone by accident, they eventually find out what she is and try to flee. She is afraid of abandonment, and when her lovers try to run from her she changes them forever to keep them with her.

She will begin by putting a veil over her

face. Her well-formed human body may fool many men into believing that she is in fact human. She will keep the veil on for as long as possible, saying that she does not want a man to love her for her beauty but rather for her mind. Only if a man she has decided to love threatens to leave her will she show her face to him.

If asked about the statues, she will say she is a witch and they were witch-hunters come to kill her. She also gives this reason as the explanation for her living in these ruins. She will assert that she is a good witch and that she does not wish to harm anyone.

Quick Stats: Medusa: MV 9; AC 5; HD 6; hp 30; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks

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Icy Desert

Area: This is a shaded oasis in the middle of a searing desert. The tall green grass and shady fig trees draw the PCs from the distance to its pleasant comfort. The water looks inviting and cool, a temptation for the PCs' parched throats.

Situation: In fact, the water is more than cool—it is frozen. Though the average temperature of the desert is scorching, the oasis is frozen solid and shows no signs of melting, now or ever.

The shallow pond was formed by a natural spring; however, both the spring and the pond it created have fused into a single thick sheet of ice. The PCs can lift this sheet out with a combined Strength of 50, and examine it at their leisure.

Ordinary flame will not melt the ice sheet, though magical flame will produce a small amount of water. The sheet will take 110 points of fire damage before it reverts to watery form. The sheet does not radiate magic, nor will a *dispel magic* cause the icy plug to turn to water.

The DM should determine what the cause of the ice sheet is. It could be the result of a wizard's curse, or it could be the a trap, laid by the denizens of the under-world. The condition may even be simply an inherent property of this oasis. The reasons and the results are left to the DM's imagination.

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Armor, What Armor?

Area: This encounter takes place in the chamber of a ruined castle or underground fortress.

Situation: The PCs find a secret door operated by a pressure plate placed low on a wall. As the door slides open, two starving rust monsters barrel through the door. The rust monsters accidentally trapped themselves in the secret room and have eaten all the metal in the room. They are near crazed with hunger and will immediately attack anything metal.

The party will have to roll for surprise. The starving rust monsters will continue attempts to rust and consume metal even when attacked, due to their great hunger. The only way to dissuade the creatures is

to throw down a piece of metal at least the size of a large shield. This will distract the rust monsters for one round. If the rust monsters consume 75 lbs. of metal each they will become satiated and break off the attack.

The rust monsters themselves have no treasure, however on the floor of the secret room are 25 small opals (worth 10 gp each) that once were hidden in a trapped iron box. The box and the rest of its contents were consumed by the hungry rust monsters.

Quick Stats: Rust Monsters (2): MV 18; AC 2; HD 5; hp 22, 32; THAC0 15; #Att 2; Dmg Nil; MR Nil; Special attack

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Sticky Seat

Area: A rowdy tavern in a medium-sized town. Every table and chair in the place is packed full, except for one large chair in the corner. The chair appears to be very comfortable.

Situation: The chair is really a common mimic, which works for the tavern (in exchange for a chicken every day) to secure unruly folk with its glue. All the locals in the bar know that it is a mimic, and they avoid sitting on it. However, they all get a good laugh out of seeing someone else sit in the chair and then finding he is unable to get up.

The glue dissolves easily if alcohol is applied to it, otherwise, the mimic allows the trapped person to escape in five

rounds. If the person sitting on the mimic begins attacking it, the bar patrons react with fury—they regard Herbie as their friend, and they will not see him misused.

Though the bar patrons will not kill the offending character, they will attempt to beat him senseless with whatever weapons are handy at the time. Broken bottles (1-4 +2), table legs and chairs (1-6), and other weapons are all readily available or easily made.

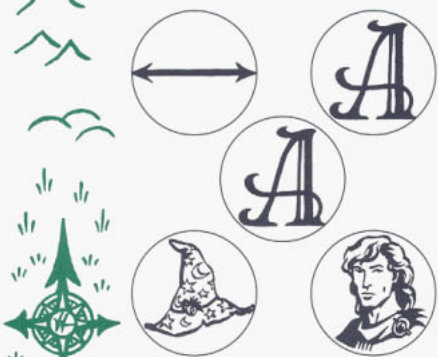
Quick Stats: Mimic: MV 3; AC 7; HD 8; hp 57; THAC0 13; #Att 1; Dmg 3-12 + special; MR Nil

Tavern Patrons (10): MV 12; AC 9; F2; hp 13; THAC0 19; #Att 1; Dmg 1-6; MR Nil

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Scammed

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: **PHB**, pg. 196
XP Value: 2,000 for discovering the truth



Slugfest

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 15,000



Black Labyrinth

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 3,000



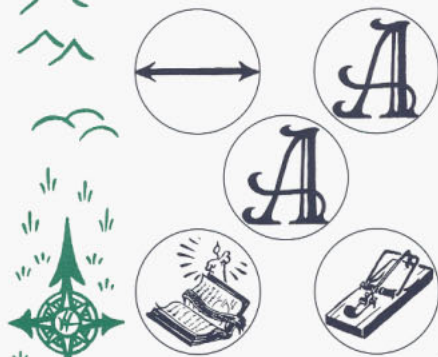
A Sticky Situation

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Dexterity
Encounter: Device, Monster
Add'l Info: **MM**
XP Value: 2,000



Magical Safe

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: **DMG**, pg. 177
XP Value: 500



Scammed

Area: Part 1 of this encounter takes place near a wizard's tower, located in some foothills, near a mountain range. Part 2 takes place in a "dragon's" cave about 10 miles away. The cave is scattered with golden coins, various weapons, and scrolls.

Situation: A wizard approaches the PCs, telling them that he needs a jade circlet worth 5,000 gp to work an important spell. He is willing to offer the PCs 10,000 gp if they can give him an undamaged specimen. It happens that he knows where there is such a circlet: in a dragon's cave in the mountains. He assures the PCs that the dragon is young, just making its own way, and that the PCs should be tough enough to retrieve the circlet. If the PCs accept,

they have no trouble finding the dragon's air. If they venture inside, or send a scout in, the dragon is gone. The circlet is prominently displayed at the back of the cave. If the PCs go in, a huge dragon lands outside. It is far larger than the PCs were led to believe. It asks them what they want from the cave. If they mention the circlet, the dragon offers them a trade: all their magical items and money for the circlet and their lives. If the PCs attack it, the dragon flees; the "treasure" in the cave is worthless copper and ordinary junk. Regardless of how the PCs take the jade circlet, it blackens and cracks within two turns after they leave. The circlet is the material component of a *shape change* spell; the dragon was really the wizard, seeking to bilk the PCs out of their magical items.

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Slugfest

Area: This encounter begins in a large corridor of a ruin or dungeon.

Situation: The PCs are heading down a 15-foot wide corridor which appears to end suddenly about 90 feet from where they stand. However, the wall is actually the top of a giant slug's head. When the PCs' light shines on the "wall," the slug lifts its head and looks at the PCs, its mouth gaping. The PCs and the slug should both roll for surprise.

The giant slug fills the corridor and is over 40 feet long. It will immediately begin moving toward the party, spitting acid at the PCs. The acid does 4d8 points of damage, but only has a 10% chance to hit on the first shot. Subsequent acid shots have a

90% chance of hitting at 10 yards (-10% each additional 10 yards).

The PCs may run through a doorway, but this will only slow the giant slug slightly—it can break through doors and even fit through small doorways.

The giant slug is immune to blunt weapons and spells that do crushing or impact damage. It will pursue its prey doggedly (burrowing through both earth and wood) unless distracted by easier prey, or if the party loses the slug, or the monster is killed. The slug has no treasure of its own, but the DM may wish to place the slug between the PCs and their ultimate destination.

Quick Stats: Giant Slug: MV 6; AC 8; HD 12; hp 87; THAC0 9; #Att 1; Dmg 1-12; MR Nil; Special attacks

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Black Labyrinth

Area: This encounter occurs on a rocky moor, the stones of the labyrinth sticking from the hills like broken teeth.

Situation: A small group of great minotaurs forced a band of beastmen to build them a great labyrinth in which to live. The beastmen partially worshiped the minotaurs and they were happy to raise a labyrinth from great blocks of granite.

After the job was done the largest of all of the minotaurs killed most of the beastmen tribe and scattered the rest. Then he killed the other minotaurs of his own tribe, and gained exclusive use of the maze. For some time a local town would send criminals into the dreaded maze, but that rarely happens anymore. The PCs discover the

strange construction, looking like a very complex Stonehenge.

Inside the minotaur lurks, watching and waiting for prey. The creature keeps its treasure in the middle of the labyrinth—2,000 sp and three gems worth 100 gp each.

The minotaur will use all the hidden tricks of the maze to gain an advantage. He will almost always be able to attack with surprise and from behind. He will strike and retreat and do it all over again until there are few members left in the party.

Quick Stats: Minotaur: MV 12; AC 6; HD 6+3; hp 51; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1d10 (giant axe); MR Nil

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A Sticky Situation

Area: There is a corridor that ends in a doorway, a staircase on either side of it. One stair leads to a door directly above the door on the center level, while the other leads to a door directly below. The middle and bottom doors are made of metal, the top door is of wood. Each is barred and locked from the corridor side, as if to contain something.

Situation: This is a tri-level trap, one designed to damage the PCs no matter which door they choose. There is a gelatinous cube set into a 10- x 10-foot room on the middle level. If the PCs go through the bottom door, opening of the door on the other side of the bottom 10- x 10-foot chamber triggers the release of the ceiling, drop-

ping the cube onto everyone inside the chamber. The cube automatically inflicts 2-8 points of damage on each person in the room for the next two rounds as they struggle to get out from the cube. Each also suffers 2d10 points of damage from the cube's fall (save vs. petrification for half damage). They must also save vs. paralyzation or be paralyzed for 5-20 rounds. If the PCs choose the middle door, they must make a Dexterity check at -3 in order to avoid walking into the cube. If they go through the top door, the false floor spills them into the cube unless they make a successful Dexterity check at -6.

Quick Stats: Gelatinous Cube: MV 6; AC 8; HD 4; hp 30; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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Magical Safe

Area: The area is in a wizard's tower, a noble's keep, or a bandit chieftain's hideout. The picture that is the focus of this encounter is strategically placed on a wall that is obviously a hallway or outdoors on the other side, simply so no one will suspect the truth of it.

Situation: A framed oil painting, which, while good, is not worth any money to speak of, is placed in a spot on the wall where it is not likely to draw much attention. The painting, a study of a fall woodland scene done mostly in browns, is not good enough to attract thieves of the PCs level to acquire it for themselves. While it is tasteful, it is almost certainly a painting that would not garner much more than 2

or 3 gp for the thief who steals it. There is a white space on the wall behind it, suggesting that the painting has hung here for a time. The wall is slightly cracked here.

The crack is actually the line of a purposely-miscarved door, opened by pushing hard on the crack. Behind the door is a *portable hole*, plastered on the wall to create a magical safe. Since there is obviously no room for a safe in the wall, the hope is that any thieves will be discouraged from looking behind the painting.

What the hole contains is at the DM's discretion. However, the PCs can take the *hole* and the idea for themselves.

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Spiders and Flies

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,400



Fools Rush In

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



... And Now I Feel Like I'm Being Watched

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 3,500



No Rest for the Wicked

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Willing Sacrifice

Danger: Medium
Climate: Temperate
Terrain: Forest, Plains
(Farmland)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000



Spiders and Flies

Area: This can occur near any small village or hamlet and on any world.

Situation: A neogi vessel is about to engage another, larger warship in the space around the PCs' world. Afraid they will be beaten by the larger vessel, the captain has ordered the Mindspider to land on the planet and take more slaves to serve as reinforcements and as extra fodder for the battle.

The neogi set down near a small village and begin their attack, looking for the strongest humans and humanoids to fill their ship. The PCs will draw their immediate interest, of course.

The PCs may be able to organize the townspeople and put up a good defence. If the PCs make the whole situation too diffi-

cult, the neogi will fly somewhere else and try there. If the neogi raiding party is destroyed, the ship will take off rather than risk capture.

The neogi will not risk their umber hulks in battle here, preferring to save them for the space battle that is to come. There are 20 neogi in the raiding party, a tough fight for the PCs, so they had better call on the townspeople for help. The townsmen are all 0-level or 1st-level fighters.

Quick Stats: Neogi (20): MV 6; AC 3; HD 5; hp 25; THAC0 15; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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Fools Rush In

Area: This encounter occurs in a cavern in which a small waterfall pours down one wall from an opening 50 feet above. Moss covers everything in the humid cavern.

Situation: There are many small pools and slippery mosses on the floor of this cave. When the party's light source falls on the far wall they will immediately notice a glint of gold. If the PCs examine the glittering stone or otherwise come near the waterfall, the shambling mound that lives in a large hollow behind the waterfall will attack immediately, reaching out through the water (-3 to surprise roll).

The shambling mound will attack tenaciously, pursuing as long as the PCs remain underground. If both attacks hit,

the victim is entangled and will suffocate in 2d4 rounds. Only a successful bend bars/lift gates roll or the death of the shambling mound will save the trapped PC.

Shambling mounds take half damage from piercing and edged weapons, and from cold-based attacks. They take no damage from fire or crushing weapons.

The glittering is caused by a vein of fool's gold. Behind the waterfall is the monster's lair which contains a scroll with *cure disease*, a *potion of extra-healing*, a *potion of plant control*; 2,500 cp, 900 sp, 400 gp, and 100 pp.

Quick Stats: Shambling Mound: MV 6; AC 0; HD 10; hp 69; THAC0 11; #Att 2; Dmg 2-16/2-16; MR Special

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... And Now I Feel Like I'm Being Watched

Area: This encounter is most likely to ensue in a spooky old castle, or a place where the DM needs to add some moody effect.

Situation: The encounter is simply a portrait of a hawk-faced individual. His gray hair falls loosely and neatly about his shoulders, and he holds a tri-corne hat at his left side. There is a cutlass hanging from his left hip as well; its leather hilt looks well-used and well-cared-for. The man is dressed in the uniform of an admiral, and has a military bearing about him. The most arresting feature of this portrait, however, is the eyes. The black eyes seem to follow the viewer all over the room, though they are obviously painted. If any-

one looks into the eyes for more than one round, or examines them carefully at a range closer than 4 feet, they must save vs. spells at -4. If successful, nothing occurs. If unsuccessful, however, the eyes burn themselves into the PC's memory, causing them to think about little else when they have left the area of the painting, giving them a -2 penalty to all surprise rolls, and a -1 to hit. They will constantly feel like they are being watched, and sleep fitfully because of it. When they do finally drop off to sleep, they are visited by a spectral being resembling the man in the portrait, who tries to kill them.

Quick Stats: Spectre: MV 15, Fl 30; AC 2; HD 7 + 3; hp 53; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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No Rest for the Wicked

Area: This encounter takes place in a large, damp cavern.

Situation: The party is in a large underground cavern, and 20 feet above them is the entrance to a troll's lair. The troll is currently crouched on the ledge and scraping the hide of a giant brown bear. Due to this activity, the PCs will not be surprised by the troll. However, the troll is surprised only on a 1.

When the troll notices the party, it will shake its head, sigh, and leap down at the group with a slightly weary roar. The troll is very old, but it is still a troll, and it will immediately attack the party.

The ancient troll can regenerate only 1 hit point per round, and it cannot reattach

severed limbs.

As long as the PCs attack, the troll will fight ferociously. However, if the PCs retreat the troll will not follow.

If the PCs defeat the troll they can climb up to the troll's lair. Doing so requires a successful climbing check (made with a +2 modifier due to dampness). In addition to the hide (worth 400 gp), the lair contains 4,500 cp, 2,100 sp, 1,700 gp, and a *ring of free action*.

Quick Stats: Troll: MV 12; AC 4; HD 6+6; hp 34; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

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The Willing Sacrifice

Area: The land is almost idyllic farmland, with trees scenically arranged along the roadside. The farms push up to the edge of the forest, but none actually crosses over. The encounter takes place on a road leading through a small hamlet.

Situation: The PCs are traveling from here to there, when they notice a fellow standing, tied to a tree beside the road. He seems quite calm, bidding them good morning (or whatever), commenting on the weather, etc. If asked, he explains that some monster-creature has been preying on the local village until they started leaving out monthly offerings for it and that he lost the lottery this time around. If they offer to free him he politely declines, observing

that he lost fair and square. If they untie him he sits down by the tree and waits. Only their promise to stay and kill the monster convinces him to leave, and even then he only goes a safe distance and turns to watch. He will offer belated suggestions and annoying advice, and will head home only once he's seen the beast thoroughly dead.

The farmer doesn't know the creature's name ("We call it the creature") and his description is vague and not very helpful ("Well, it's long, and ugly—and it's got lots of teeth. Lots of legs, too. Did I mention that it's long?"), leading the PCs to expect a less-than-serious encounter.

Quick Stats: Behir: MV 15; AC 4; HD 12; hp 90; THAC0 9; #Att 2 or 7; Dmg 2-8/2-5 or 2-8/6 x 1-6; MR Nil; Special attack

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Wishing Well, Version 3

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pgs. 189 and
197
XP Value: Varies



Native Earth

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Chained Fury

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



The Queen of Thieves

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 2,000



Unexpected Guests, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,100 (420 each)



Wishing Well, Version 3

Area: The well can be in any location. Out of the way Farming communities and little known oases are good places to play this encounter.

Situation: The PCs come across a well that has been partially destroyed over time; rocks and debris have fallen into the well, making it look abandoned. If the PCs clear the rubble away from the rim, they see that the well is only 20 feet deep. If anything belonging to the PCs falls more than 10 feet into the well, it is instantly duplicated. This includes money, equipment, food—any nonmagical object. If the PCs try to duplicate magical items, there is a 5% per +1 of the item, or 5% per function of the

item, that both the item and the well explode, causing 10d8 points of damage to all within 20 feet, though a save vs. breath weapon halves the damage. The well then becomes permanently inoperative, and the PCs earn the enmity of the people in the area, who have been using the well for years to get rich without labor.

People and monsters reproduced by the well result in exact duplicates of the person or creature put through; the duplicate behaves exactly as described in the 8th-level wizard spell, *clone*.

Quick Stats: Anything that emerges from the well is exactly identical to the original, including people or monsters.

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Native Earth

Area: This takes place in a deep, black area of a forest far from civilization, where little sunlight penetrates. Occasional clearings break the monotony of the woods. The encounter occurs, literally, just before dawn, with only a few minutes to spare before the sun rises in the east.

Situation: The PCs have just entered the area when they hear the sound of someone frantically digging in the dirt. As the PCs near the source of the noise, they see a pale man dressed in dirty rags digging hysterically. The hole he is excavating looks about man-size. The fellow keeps glancing to the east nervously, and each time he does so, he redoubles his efforts. Suddenly, he sees the PCs. No matter how well they have

hidden themselves, he notices something amiss, and his face pales even more. He quickly glances to the sky, looks toward the PCs, and then back at the hole in the ground, as if weighing his options. He stands and bares his hands to show them that they are empty. He tells the PCs that he is a vampire, and must dig a hole for himself for the sunlight hours. He tells them that he does not kill humans, only animals, and he will be in their debt if they do not kill him. He is lying, but desperate to find a lair for the day. He knows that he will be at the PCs' mercy, but has no choice but to appeal to their better natures.

Quick Stats: Hemoduris (Vampire): MV 12, Fl 18; AC 1; HD 8 + 3; hp 59; THAC0 13; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

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Chained Fury

Area: A clearing in a desolate forest.

Situation: The PCs can see something thrashing wildly in the forest. As they watch, a small tree crashes to the ground and furious hissing sounds are heard.

If the PCs examine closer they will come upon a 50-foot-long wyvern, thrashing about on the ground. In its mouth the wyvern holds the remnants of a large bull. Several trees have been uprooted by its struggles. The source of the monster's fury is a huge platinum manacle clamped on its left rear leg. The trap was set by a mage interested in experimenting with dragonkind. It is magical and is only triggered by dragonkind—but a wyvern is close enough.

There is no reasoning with the trapped beast. If the party casts a *dispel magic* on the trap, the wyvern will be freed and instantly attack, fighting to the death.

The manacle and chain holding the wyvern are worth 7,500 gp. However, the PCs must find a way past the wyvern to get the chain. The chain is only 10 feet long, but that gives the wyvern 70 feet of reach. It may be wiser for the PCs to decide to forgo the platinum. The PCs will only receive experience for the encounter if they either release the wyvern or fight it straight on. The PCs receive no experience for merely standing on a hill and casting spells at a trapped opponent.

Quick Stats: Wyvern: MV 6, Fl 24; AC 3; HD 7+7; hp 52; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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The Queen of Thieves

Area: This encounter is set in a narrow valley.

Situation: Entering a steep-sided valley, the party is set upon by Shaena, a half-elven fighter/thief, and her 40 brigand followers. At first, the bandits only make their presence known, firing arrows into the ground in front of and behind the party.

Once her bandits have the party's attention, Shaena will appear from behind her cover of rocks and brush. She will demand 10 gp, per member of her band, from each member of the party, halving or quartering the price if she truly believes the party is low on funds.

Should the party choose to resist, the brigands will attack, first firing bows and

then entering the melee. Shaena will join her comrades in the fight, wielding a *bastard sword* +3 and wearing *bracers of defense* AC 2. However, if the fight is going poorly, she will call for a retreat, using a dose from her *dust of disappearance*. Shaena treats her followers fairly, expecting and receiving total loyalty.

The bandits' lair is a considerable distance from the ambush site, but skilled trackers might be able to find it. However, the abandoned campsite will have only a handful of weapons and valuables left behind.

Quick Stats: Shaena: MV 12; AC 0; HD 9; hp 51; THAC0 12; #Att 1; Dmg by weapon; MR Nil

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Unexpected Guests, Part 2 of 2

Area: This encounter takes place near a werebear's cabin in the deep forest.

Situation: The aged werebear, Rufus, has asked the party for aid against the werewolves. Rufus proposes that he go into the woods this evening as he has done until the most recent werewolf attack. If the party is quiet he thinks the werewolves won't realize they are at the cabin. Rufus will then lead the werewolves to the cabin and the party can attack them. The party can modify Rufus' plan, although he will insist on entering the forest alone; otherwise the PCs will not be able to gain surprise. Unfortunately, the werewolves do know about the PCs and take the initiative

in attacking the cabin. Five werewolves will leap into the cabin through the three windows, attacking the PCs in wolf form, trying to keep the party split and scared.

The PCs need magical or silver weapons to hit the wolves. The wolves will fight fiercely, but if three are killed the others will flee. Toward dawn Rufus returns, telling of his own fight with werewolves. Rufus will thank the PCs for their bravery. He will then offer the PCs a scroll with 2 *cure disease* spells and a *ring of animal friendship* for their help. The PCs will also have made a powerful friend in Rufus.

Quick Stats: Werewolves (5): MV 15; AC 5; HD 4+3; hp 20, 22, 28, 30, 33; THAC0 15; #Att 1; Dmg 2-8; MR 10%

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The Halfbreeds

Danger: Medium
Climate: Tropical
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 650



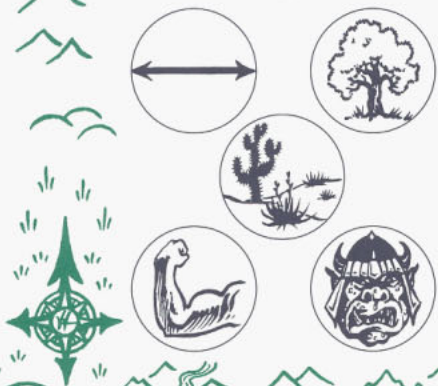
Collection Day

Danger: High
Climate: Baator
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 32,500



Save Your Elves

Danger: Medium
Climate: Temperate
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,600 (1,400 each)



Wishing Well, Version 1

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength, Wisdom
Encounter: Device, Monster
Add'l Info: MM; PHB, pg. 197
XP Value: 8,000



Trespassing

Danger: High
Climate: Temperate
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



The Halfbreeds

Area: This encounter takes place in a dense jungle.

Situation: In a collection of caves not far from the main road live three yuan-ti halfbreeds (all three with scales and snake tails). One yuan-ti is always on the look out for fresh flesh and will call the other two as soon as a group of people pass by.

The halfbreeds will attempt to surprise the party by hiding behind dense brush. When they first appear, each halfbreed wraps its tail around another weapon, usually an axe or a pole arm, and then lets the weapon poke out from behind its hiding place, several feet away from its vulnerable body. As soon as the party moves to where they believe each creature is hid-

Collection Day

Area: This encounter is set in the mountains, near a hermit's shack.

Situation: An aging tyrant, deposed years ago, escaped to this mountainside cabin to avoid execution for the countless atrocities he committed against his people. Now it is time for him to die, and an amnizu has come to collect the despot's soul and take it to its place of final torment, far below in the depths of the Lower Planes.

As the party passes by the shack, they will see the amnizu as it enters the quiet cabin. The hermit is already dead, but the party has three rounds to accost the baatezu before it immolates the entire shack.

The amnizu will be most displeased about the interruption. Initially it will try

Save Your Elves

Area: The encounter takes place along a trade route, among the rolling dunes of the desert, a short distance from a watering hole.

Situation: This encounter can take place only if the party contains at least one elf. The PCs are nearing a water hole when four thri-kreen scurry over the dunes to block their path, two in front and two behind. All four point with several legs at the elves in the party, and then at themselves while chattering eagerly. Two of the thri-kreen begin to edge toward the elf or elves, while the other two hold throwing wedges (1-6+2) at the ready.

If the PCs attempt to defend the elven party member(s), the thri-kreen will attack

Wishing Well, Version 1

Area: The well can be in any location. Farming communities, oases, and cities are all good places to set this encounter. The well itself is a roofed affair, with stone walls to protect it from the elements.

Situation: The PCs encounter the well; their first sight of it is not impressive. It looks as though it has been badly neglected, with a rusty winch, a holed bucket, while the sign declaring this a Wishing Well hangs crookedly from a single bolt. There is water in the well, but it looks stagnant and smells fetid. The top of the well is partially uncovered; it is almost as though someone once tried to keep others from using this well.

Trespassing

Area: This encounter occurs across a bleak desert plain.

Situation: Surveying the terrain, a blue dragon spies the party trespassing in its territory. Swooping far above, the dragon circles to make its presence known.

It first taunts the party, offering to exchange their lives for their treasure. Each time the party accepts the dragon's demands, the beast increases the ransom, until it finally exceeds what the party members possess. The bargaining is merely a ploy however, designed to test the bravery and coffer content of each of the party members.

Like all blue dragons, this one bears a particularly strong hatred for mankind. It

ing, the halfbreeds spring out, hoping to blind-side their targets. As long as the party members do not outnumber the yuan-ti by more than two to one, they will fight to the death. However, once any of the three fall in battle, the remainder will flee if the odds drop. One of the yuan-ti wields a scimitar +1, and all three wear platinum medallions worth 250 gp.

(If used in conjunction with **The Dark Secret**, the caves may lead to the yuan-ti temple, where captured party members will be taken alive to be used as food. In addition, the caves may also lead to the temple found in **The First Wave**.)

Quick Stats: Yuan-ti Halfbreeds (3): MV 9; AC 0; HD 8; hp 45; THAC0 13; #Att 2; Dmg Variable; MR 20%

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to *gate* in 2-20 abishai or 1-8 erinyes, but once there are no underlings to fight for it, the baatezu itself will enter the battle.

Since it was on a mission on the Prime Material Plain, the amnizu carries no treasure. However, if the party successfully defeats the baatezu, they will find 300 gp and three doses of *dust of tracelessness*, possessions of the now-deceased hermit, inside a small wooden coffer.

Quick Stats: Baatezu, Greater—Amnizu: MV 6, Fl 15 (C); AC -1; HD 9; hp 56; THAC0 11; #Att 1; Dmg 2-8; MR 50%

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furiously, first throwing their wedges at any elves. Throughout the attack, the thri-kreen will try to capture or kill the elves (a delicacy for the thri-kreen). Thri-kreen use pole arms (1-6) when attacking in melee. The thri-kreen will break off the attack if they can steal the elves or if two or three of the thri-kreen are killed.

Besides their weapons the thri-kreen have several large waterskins and a total of eight tiger's eye gems (worth 75 gp each).

Quick Stats: Thri-Kreen (4): MV 18; AC 5; HD 6+3; hp 27, 32, 44, 47; THAC0 13; #Att 5 or 3; Dmg 1-4(x4)/2-5 or by weapon; MR Nil

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If the PCs throw in a coin or two and make a wish, the two efreeti that are invisibly imprisoned inside the well grant the wish, but in the most cruel way possible. If there is any way at all that the wish can be perverted and made evil, the efreeti will grant the wish in that manner. Each person who comes to the well is granted only one wish; they had best word it carefully or they will suffer the consequences for the rest of their lives. If a wish is made that cannot be twisted, the efreeti will be freed of their bondage in the well; however, instead of aiding their liberators, they will attempt to kill them.

Quick Stats: Efreeti (2): MV 9, Fl 24; AC 2; HD 10; hp 75 each; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

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will fight from a distance, using its lightning breath to cook a long-range meal. However, when it looks like the threat to its life is at a minimum, the dragon will uncharacteristically switch to close combat, to better see the fear in its victim's eyes.

Inside the blue dragon's underground lair is its treasure store. Amid the collection of copper and gold lies an iron coffer that contains the dragon's most prized possessions: eight sapphires each worth 1500 gp each.

Quick Stats: Dragon, Blue: MV 9, Fl 30 (C); AC -6; HD 20; hp 140; THAC0 8; #Att 3; Dmg 1-8(x2)/3-24; MR Variable; Special attacks

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Cloud Slaves

Danger: High
Climate: Temperate, Sub-tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 11,000



A Peace of Wood

Danger: High
Climate: Temperate, Sub-tropical
Terrain: Forests
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Mated for Death

Danger: High
Climate: Temperate
Terrain: Hills, Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



The Haggard Daughter

Danger: High
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 6,000



Wounded Wyvern

Danger: High
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



Cloud Slaves

Area: This encounter occurs in the higher altitudes of a rugged mountain.

Situation: While climbing a tall mountain, six cloud giants descend upon the party, intent on capturing them as slaves. From above, the giants toss rocks and magic spells until the party is able to engage them, at which point the giants switch to morningstars. One of the giants fights with a +2 weapon. The giants will fight until half or their numbers are slain or the party surrenders.

Once captured, the giants will take the surviving party members to their mountaintop lair, high in the clouds. Stronger party members will be forced to mine silver, while others will act as servants

and cooks.

However, despite being intelligent, the cloud giants are too confident to care much about security on the inside of their fortress, and escape while the giants are asleep is not particularly difficult.

Should the party do some exploring before they leave the cloud giants' keep, they will come across a set of giant double doors that lead to the treasure room. Most of the items in the treasure room will be too large and bulky to carry out in secret, but the party will be able to retrieve their stolen possessions.

Quick Stats: Giant, Cloud (6): MV 15; AC 0; HD 16+2-7; hp 102; THAC0 3; #Att 1; Dmg 1-10 or by weapon (6-24+11); MR Nil

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A Peace of Wood

Area: This encounter takes place in a coastal forest.

Situation: The residents of small port city approach the party one quiet evening to request their assistance in a matter of utmost importance to their economy. Recently, claim the townspeople, several woodsmen who were sent to gather timber for ship building have yet to return. The party is offered 1000 gp to handle a simple job of watching over the loggers as they work in the forest.

As new guards for the group of woodsmen, the party quickly learns how the loggers feel about being forced to travel with their "baby-sitters," as the party comes to be called.

However, once the group finally reaches the cutting site, the attitudes of the woodcutters change and the PCs gain a modicum of respect. Five minutes after the woodsmen begin to work, the party notices 15 treants who have decided to remove the human threat to their forest.

To avoid losing further lives while still supplying the sea port with wood, the party must convince the treants that the wood is used to serve some greater good. In addition, they must persuade the shipwrights to build fewer ships and the artisans to use considerably less wood in their crafts, thus decreasing the number of trees killed.

Quick Stats: Treants (15): MV 12; AC 0; HD 10; hp 55; THAC0 11; #Att 2; Dmg 3-18; MR Nil

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Mated for Death

Area: This encounter is set in any hilly or mountainous region.

Situation: Walking along a ravine pass, the party overhears loud snapping and gurgling sounds coming from around a rocky corner. Approaching the source of the noise, the party rounds the corner to come face to face with two bulettes chewing on a hill giant's thigh. Seeing an opportunity for even more food, the bulettes drop the thigh and attack.

The pair are mates, and fight without any sense of tactics, obviously never having taken the time to coordinate their attacks. However, if one succumbs to its wounds, the other will instantly turn upon the party member who dealt the killing

blow and concentrate all attacks on that individual.

Should the bulettes be defeated, they have no treasure of their own, having eaten everything in their path. However, next to the unfinished giant's leg is a lump of gold worth 150 gp that the landsharks had not yet devoured.

Quick Stats: Bulette: MV 14; AC -2/4/6; HD 9; hp 50; THAC0 12; #Att 3; Dmg 4-48/3-18(x2); MR Nil

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The Haggard Daughter

Area: This encounter takes place near a swamp.

Situation: Traveling down a marsh path, the party is accosted by a beautiful young woman who begs for their assistance. She tells the party that her mother slipped in the muck when her horse was startled by a snake.

She will accept any assistance the party offers, and quickly leads them down the trail and deep into the swamp. After some time, the some members of the party may begin to notice that they have covered a considerable distance. At that time, once they are sufficiently off the path, the youth dispels her *change self* spell and reverts to her normal self, a green hag. The hag turns

on the party.

At first she will attempt to take the party alone with talons and spells. However, if the party is not succumbing to her attacks, two fellow hags leap out from behind the bushes and join the battle.

If the fight still moves against them, the covey will retreat, apparently fleeing from the adventurers.

In reality, the covey is simply regrouping. They will follow the party, and the next time the company's guard is down, they will use their spells to trick the individual members into harming each other.

Quick Stats: Greenhag (3): MV 12; AC 7; HD 9; hp 49; THAC0 9; #Att 2; Dmg 7-8 (x2); MR 35%

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Wounded Wyvern

Area: This takes place in a forest clearing, well away from civilization. The trees are tall and strong, bending to the wind only grudgingly.

Situation: As the PCs near the clearing, they hear the concerned warbling of some large beasts. If they investigate, they see five wyverns gathered around a sixth, which lies wounded on the ground between them. The wounded wyvern is trying to climb to its feet, but its wings are torn and it is unable to right itself. Even the best efforts of its companions are not enough to raise it from the ground. If the PCs make any noise at all, the wyverns' heads whip around as one, seeking the source of the sound. They raise themselves

in challenge, their wings spread, necks fully extended, they hiss in warning. If the PCs persist, four of the wyverns leap to the attack, leaving the fifth to guard the wounded one. Two wyverns take to the air, ready to swoop down on any PCs who are so foolish as to step into the clearing to engage the them. The wyverns feel no gratitude to PCs who try to aid their fallen companion, nor will they allow the PCs close enough to help.

Quick Stats: Wyverns (6): MV 6, FI 24; AC 3; HD 7 + 7; hp 50, 45, 44, 40, 39, 3; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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Underworld Spies

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 4,225



The Tomb

Danger: High
Climate: Desert
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Fallout

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 6,000 for finding the source of the contaminant and stopping it



Witch Hunt

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 2,000 if they save the woman from being burned alive



Amnesia

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Underworld Spies

Area: The spies appear in any large, brooding city that has powerful defenses.

Situation: The drow have come to the surface in the guise of human priests, they have moved into a local temple and the drow priest has used her *suggestion* ability to gain control of the temple's rightful master. This human priest now says that the drow are his brethren who have taken a special oath, that is why they must keep their faces covered and do not speak.

The drow sleep in the temple during the day, slipping out to make notes about the city's defensive positions at night. The PCs may observe the monks going about this unsavory business and wonder what these cowed priests want with the town's

sentries.

The drow will avoid the PCs at all costs. The drow look suspicious, but the PCs can prove nothing. A successful Religion proficiency check will reveal that the temple the drow are staying at has no oaths requiring vows of silence nor veiled faces in any part of its tradition. The PCs may also notice that the priest of the temple cannot explain where the strange, hooded ones came from or how long they will be in his temple. He is under the effects of a spell and not very creative in his lies. There are five drow and one priest.

The priest's stats are in parenthesis.

Quick Stats: Drow (6): MV 12; AC 4 (-1); HD 2 (7); hp 12 (40); THAC0 19 (16); #Att 1; Dmg 1-8; MR 50% (62%); Special attacks and defenses

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The Tomb

Area: This encounter is set in any dungeon found in a dry climate.

Situation: While exploring the lower depths of a dungeon, once inhabited by humans, the party discovers a large room in which are located eight sarcophagi. There is no movement in the room, and the lids to the stone coffins are impossible to move with less than a combined Strength of at least 100.

In the center of the room, set inside a large gold and platinum urn, is a great treasure consisting of 4,500 gp, 6,000 sp, and 20 opals each worth 100 gp.

If the party comes within 5 feet of any part of the treasure, all eight sarcophagi lids slide open, and from each one steps a

three-century-old mummy ready to attack those characters nearest to the pile of coins and gems.

The mummies attack like battle-blind berserkers, wading through the trespassers until one side or the other is obliterated. The only way to dissuade the mummies from their assault is to convince them the party is not interested in their treasure (usually by running out of the room). Should the party succeed in taking a significant piece of the treasure from the room, without killing the mummies, they will be followed by the surviving mummies for as long as possible.

Quick Stats: Mummies (8): MV 6; AC 3; HD 6+3; hp 36; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks and defenses

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Fallout

Area: This is a town or part of a city located somewhere near a wizard's lair. The area itself is rather drab, but the people are gaily colored. It is not just their clothing, it is their skin, their hair, and, for some of them, their visible auras. It is as though the PCs had entered a festival where only the people were decorated.

Situation: The reason these people are so vibrantly colored is not because of a festival, but because their drinking water has been contaminated by runoff from a wizard's laboratory. The water, though it looks harmless, produces magical effects in anyone drinking it 1d4 hours after they swallow it. There is no saving throw, since this is the equivalent of drinking an ever-

changing potion. The water does radiate magic if a *detect magic* spell is cast on it.

Effects range from gaining actual magical abilities for 1d20 turns to simply changing colors for 1d6 hours. The DM is encouraged to be inventive; as long as no great advantage is conferred on the PCs, anything is generally acceptable. Some people have an adverse reaction to the water, and change shape. Fortunately, they do so in front of other people who understand what is happening.

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Witch Hunt

Area: This takes place on the edge of a small rural community, soon after one of the major astrological conjunctions—a solstice or equinox. The PCs near the town at dawn or evening, drawn there by the smoke from many torches and the sounds of many voices raised in anger.

Situation: As the PCs get closer, the shouts become clearer and clearer. "Witch!" and "Servant of evil!" are the most polite comments. Every one of the 30 villagers gathered around here is bearing a torch, directing their attentions to a woman tied to a stake, brush piled high around her. The villagers seem to be working themselves up to a fever pitch before torching the pile of dry brush. The woman is screaming at

them, with tears streaming down her face, but they pay her no heed.

If the PCs do nothing, the peasants torch the pile and watch as the woman burns to death. If the PCs try to stop them, the peasants turn their attentions away from the woman, and angrily ask the PCs what they think they're doing. The villagers declare that the woman is a witch, and must be burned for her crimes. They have no proof, but insist that all sorts of evil things have been happening since she moved into the area. They don't have any concrete examples, and eventually let the woman go if the PCs talk to them long enough. If the PCs are not convincing or persistent enough, the villagers kill her.

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Amnesia

Area: The encounter can take place anywhere, though only at night.

Situation: While the PCs do whatever it is they are doing, a revenant stumbles into their camp. Its limbs are hacked and scarred, showing where they were once severed. Its eyes are dim and shaded, and its skin is drawn tightly over its head.

The revenant seeks out the most powerful member of the group, and in a deep, croaking voice, chokes out the following words: "I seek my killer, but have somehow forgotten his face. I do not know where to find him, and beg your help in avenging my death."

If the PCs press the revenant, it will remember one of the killer's accomplices—

the description matches that of one of the PCs' acquaintances, perhaps even a henchman, who is not currently with the party. The party knows exactly where to find the NPC, but must now decide whether to sacrifice their acquaintance for the revenant, or to let the revenant wander until the body decomposes.

The revenant was named Charl the Rotted in life, for his face was destroyed by a *staff of withering*. He was a neutral evil fighter, but will not volunteer this information, nor will detection spells reveal it.

Quick Stats: Revenant (Charl the Rotted): MV 9; AC 10 (0); HD 8; hp 62; THAC0 13; #Att 1; Dmg 2-16; MR Special; Special attack

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Hear Our Prayers Avatar Series, 2 of 3

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: *Legends & Lore*
XP Value: 90,000 for killing the
avatar,
5,000 per evil villager



Daddy!

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 250 each for good role-
playing



Hear Our Prayers Avatar Series, 2 of 3

Area: This encounter takes place either in a large town or a small city. The PCs should be nearing the town as the encounter begins, rather than actually being in town at the time. As they near the city, they should see flames arising from various quarters, and hear the sounds of rioting and mayhem.

Situation: The avatar of a god of intermediate power and evil alignment (DM's choice) has come to this city to grant the prayers of the worshippers of the city, to reward them for their tireless devotion. Many hundreds of devotees have asked for powers of destruction, and the avatar answered these prayers gleefully, with the

stipulation that the powers would last for only a single night. There are at least 200 people running around the town with spell effects activated by will, useable once per turn. The spells' power does not exceed the fourth level. The PCs, if they enter the city, will have to contend with 2d20 of these, but no more than 1d4 at a time.

If the PCs can kill the avatar, the powers granted immediately cease. The avatar is sitting in the square in the center of town, surrounded by a *prismatic sphere*. When the PCs begin their attack, the avatar withdraws the power from the citizens, so the PCs do not have to worry about attacks from that quarter.

Quick Stats: The avatar has the statistics of any that the DM chooses.

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Daddy,!

Area: While the PCs are in a city, they must visit the market sometime. This encounter occurs only when the market is at its busiest, with people constantly milling about. The vendors do a brisk trade. Guards patrol constantly, watching out for thieves and other wrong-doers.

Situation: While the PCs move through the market, the guards pursue a halfling thief. She is running toward the PCs and she is rapidly tiring. Her crime was stealing some fruit, for she had not eaten in some time. Unfortunately, she was easily spotted and the guards gave chase. As the PCs come upon the scene, Jasmine flings herself into the arms of the largest PC she can find, shrieking, "Daddy!" (or "Mommy," if that

is appropriate). The PC may make a Dexterity check at -10 to avoid the halfling; otherwise, the halfling wraps herself around the PC's neck. The guards address the "parent": "Is this your child?" Meanwhile, Jasmine whispers her plight into the PC's ear. If the PC says Jasmine is indeed the PC's child, the guards demand 5 gp for their time, and suggest the child be disciplined. Jasmine can then become a useful ally. If the PC disavows the thief, the guards drag her off. The PCs see her later, nursing the stump of a hand. They have earned an enemy.

Quick Stats: Jasmine (Halfling): MV 9; AC 7; Th 5; hp 28; THAC0 18; #Att 1; Dmg 1-6 + 1; MR Nil

Guards (4): MV 12; AC 5; F3; hp 24 each; THAC0 18; #Att 1; Dmg 1-8; MR Nil

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Checklist, Part 4 of 6

217: Ungrateful Steed
218: Circus Trouble
219: Mad Maid
220: Sculpture Garden
221: Sadieville
222: Snake's Revenge
223: The Gunslinger
224: Rights of Fishermen
225: Sticky Seat
226: Home for Dinner
227: Cornered Flayer
228: The Lottery
229: Treat the Sick . . .
230: Lost
231: Black Labyrinth
232: Lost Treasure
233: Below Decks

234: Ancient Wisdom
235: Escaped Slave
236: Sinking Ship
237: Spiders and Flies
238: A Nightmare on Four Feet
239: Tiger by the Tail
240: Dividing the Spoils
241: Wild Hunt
242: Asking for a Raise
243: Icy Desert
244: The Clutch
245: Big Birds
246: Captured Beauty
247: Damsel in Distress
248: Heart's Hunters
249: Scammed
250: Piercers at the Gate
251: Troubled Waters
252: Black on Black

Deck of Encounters Icons

Climate: Arctic, Sub-arctic,
Temperate, Sub-tropical,
Tropical



The Prince or the Pauper

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 150



The Swarm

Danger: Low
Climate: Tropical
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 490 for avoiding them,
975 for killing entire
swarm



Hunters and Hunted

Danger: Low
Climate: Sub-arctic
Terrain: Scrub
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Checklist, 4 of 6

253: Pudding Peril
254: I Am the Cheese
255: A Sticky Situation
256: Suspended Animation
257: Moss Grows Fast
258: A Slimy Mess
259: It's Only a Game
260: Something Rotten
261: Fools Rush In
262: Fire and Ice
263: Let Sleeping Dogs . . .
264: A Sticky Situation
265: Strangers in the Night
266: Dogged Pursuit
267: Armor, What Armor?
268: Pick-Up Line
269: Accused at Sea
270: A Party Shadowed
271: Shadows in the Mist
272: Dancing Bait
273: Slugfest
274: Heads Up

275: Kiss of Death
276: Ghost of Honor
277: Welcome to My Parlor
278: The Wizard's Bag
279: Magical Safe
280: Road Warrior
281: Antic Ambush
282: The Natives' Drums
283: Fish Out of Water
284: Trial by Triton
285: . . . And Now I Feel Like I'm Being Watched
286: Seascape
287: A Most Attractive Painting
288: Time Bomb

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Deck of Encounters, Icons

Attributes: Strength, Dexterity,
Intelligence, Wisdom, Charisma



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The Prince or the Pauper

Area: This takes place in a poorer area of a town, or anywhere where there is a large homeless population. The market square here is dirty and dingy, and those of lower station crowd the area. It is entirely possible that the PCs might never choose to enter such an area themselves. In that case, perhaps they have taken a wrong turn, or must pass through this area to get to their final destination.

Situation: As the PCs push through the mass of unwashed bodies, the sight of an unusual beggar attracts their attention. A legless elf sits with a bowl of alms in front of him, his ragged clothes wrapped tightly about him in the hot sun. Even as the party notices him, they see a burly man dressed

in silken finery kick the elf's offering bowl across the market. Distaste crosses the man's face as the elf clutches at his leg, and he kicks the elf to shake the beggar free.

The elf is, in reality, the elven prince Thidourus Starmantle (F7/W8), who has taken the liberty of disguising himself as a beggar to test the goodness of the citizens of this city. The burly man is an associate of his who has agreed to this charade. If the PCs do not take any action, the burly man pushes the elf away and vanishes into the crowd, with no ill effects. If the PCs attempt to intervene, Thidourus stops the show and thanks the PCs. He tells the PCs the truth, and lets them know that he may have need of their services later. This card will give the PCs a useful elven contact.

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The Swarm

Area: As PCs travel across a steamy, tropical plain, they gradually hear the sounds of thousands of insects coming their way. Observant characters can see the grass several yards away is being methodically being destroyed. The PCs are in the path of a swarm of army ants.

Situation: Few threats are as horrible to characters as those posed by insects. In this case, the PCs have two options: escape or attempt to destroy the swarm.

Intelligent PCs will choose the first option, as most character parties can outrun the relatively slow-moving horde. If they run beyond the length of the swarm to the sides, they will be out of danger, as the swarm will not turn to pursue them.

Smaller characters (dwarves and gnomes) may have more difficulty outrunning the insects, and they will require the assistance of taller PCs.

If the PCs wish to destroy the swarm, they will have to do so in a clever manner. Water-creating spells such as *cloudburst* temporarily disperse the swarm, but will not cause its permanent destruction. *Fireball* and other fire spells will do permanent damage and may even kill the entire horde, but there is also the chance of setting the plains afire, creating another threat to the PCs and their environment.

Quick Stats: Ants (10,500): MV 6; AC 10; HD 1 hp per 10 ants; hp 1,050 (entire swarm); THAC0 special; #Att 1; Dmg 1-6 + poison; MR Nil

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Hunters and Hunted

Area: The PCs may be hired in any city for this adventure. Their destination is an area of thick brush and undergrowth, where they will have difficulty maneuvering. Bows and other missile weapons are used at a penalty, and tracking is difficult.

Situation: The PCs are retained by a wizard to hunt and capture a great cat "for research purposes." They are paid to track, subdue, and transport the creature without causing it permanent damage. The wizard will offer them payment for this task well above any fee the PCs could normally expect. If they ask about this, he will insist that the great cat is nothing more than an ordinary predator, and the added gold is merely to insure its safe and undamaged arrival.

When the PCs arrive in the brush-filled area, they find the tracks of a very large and heavy feline, but there are no other signs. After several hours of fruitless tracking, a tremendous cat will leap out of the underbrush and lunge at one of the party. The great cat is a giant smilodon that, while unintelligent, is a great hunter.

The smilodon has the advantage in this environment because the PCs are bunched too closely together for missile attacks. Once the great cat has killed or wounded an opponent, it will disappear back into the brush and wait for another opportunity to attack—the PCs become the hunted and must escape with their lives.

Quick Stats: Smilodon: MV 12; AC 6; HD 7+2; hp 37; THAC0 11 (13); #Att 3; Dmg 2-5/2-5/2-12; MR Nil

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Lurker Above

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



The Hostile Forest

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 100



Mistaken Identity, Version 1

Danger: Low
Climate: Urban
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Blinded, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 75



The Goblin and the Ogre

Danger: Low
Climate: Temperate
Terrain: Rough
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 100



Lurker Above

Area: The PCs are hired in any large city. Their destination is not far, an area filled with old ruins and crumbling buildings. At one time this was a great city, until a dragon's attack leveled the place to the ground. Treasure hunters have just about cleaned the place out, and the lack of fresh victims has prevented large monsters from making their lairs in the ruins.

Situation: The PCs are retained by a noble whose ancestors lived in the ruined city. He asks them to retrieve a ring from a certain house, a ring that will prove his status and grant him land rights. The ring itself is not valuable except to the noble and his family. A wizard friend of his has scried for the ring, and discovered that it lies in a

pile of leavings of the victims of a lurker. The wizard has asked that if they encounter and kill the lurker, they collect the gas sacs it uses to fly so she can make a *potion of levitation*. Any incidental treasure that the creature has accumulated the PCs may keep for themselves.

Naturally, the creature will drop on the party from above as soon as they enter its territory. The nonintelligent creature knows only that food has come within its reach, and will not withdraw from combat.

Treasure immediately apparent in the lurker's lair includes 500 gp, 3,000 sp, and a snuff box worth 80 gp.

Quick Stats: Lurker: MV 1, Fl 9 (B); AC 6; HD 10; hp 57; THAC0 11; #Att 1; Dmg 1-6; MR Nil; Special attack

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The Hostile Forest

Area: This encounter takes place in thick woods. The sun pushes weakly through the trees, but its force is heavily muted by the gloom of a thick canopy of leaves. The undergrowth here is sparse, but every bush seems to hide hostile eyes. If inspected, the bushes reveal nothing, but a feeling of being watched persists.

Situation: The party has inadvertently walked through the guarded perimeter of an encampment of wood elves. Though still a mile away from the heart of the encampment, they are far too close for the comfort of the guards. The DM should take pains to point out to the PCs that the forest radiates hostility, so that their fears of ambush increase dramatically over time.

If the PCs continue in the direction they were originally going when they broke the perimeter, they feel the "displeasure of the forest" bearing down ever more heavily with every step they take. After 200 yards, the forest falls ominously quiet; the only sound is that of the PCs marching through the woods. After 300 yards, arrows fall in a heavy rain around the PCs, seemingly from nowhere. Roll as if to hit, but no arrows should hit the PCs. After the hail of arrows, a dozen wood elves emerge from the forest and demand that the PCs leave. They will not listen to negotiations and will fight if the PCs do not leave post-haste.

Quick Stats: Wood Elves (12): MV 12; AC 5; HD 1+1; hp 8 each; THAC0 19 (18); #Att 2; Dmg 1-6; MR Special

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Mistaken Identity, Version 1

Area: This encounter works best after the PCs have been somewhere where they saw a gargoyle (passing by a tower with one on the roof, consulting with a wizard who had one as a guardian). The DM should only use this encounter if at least one of the PCs has a +1 or better weapon.

Situation: Anytime the PCs are peacefully wandering the city, a gargoyle comes screaming out of the sky and viciously attacks them (roll randomly to determine its target). It screams nearly incoherently in broken Common for revenge; anyone who pauses to listen can determine that the creature is yelling about a chipped wing, and that it believes the PCs are responsible for its injury.

The gargoyle was in fact injured by a group of vandals who threw stones at the creature from behind and ran before it could see its attackers. With its limited intellect, the gargoyle has decided that the PCs are the culprits and it attacks them almost mindlessly. Despite whatever the PCs tell it, it will not stop attacking until they are dead, or it is.

If the DM wishes to continue this encounter after they kill the beast, the PCs can be confronted by the creature's master (an evil wizard) who demands reparation, either in magical items or in service. This is an excellent way to begin a quest!

Quick Stats: Gargoyle: MV 9, Fl 15 (C); AC 5; HD 4+4; hp 24; THAC0 15; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

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Blinded, Part 1 of 2

Area: A small but lovely lake at the edge of an inviting wood greets their eyes. A delicate figure can barely be seen at the edge of the lake; when the PCs draw near, they see a vision too precious for mortal senses.

Situation: The PCs come upon a nymph picking flowers on the edge of a beautiful lake. All of the PCs see her; at least one will be struck with *blindness* at the sight of her. If the party is evil, mostly neutral, or makes any threatening motions toward the nymph, she will run into the woods. They will not see her again, but her druidical abilities will make the forest uncomfortable for them until they leave.

If they are good-aligned or have a druid

with them, the nymph will approach the party hesitantly. She will apologize for the blinding effect (explaining, truthfully, that it is beyond her control), and tell them that she can cure the stricken PC—for a price.

The nymph explains that a tribe of horrible, vicious orcs has moved into the area and they are disrupting her peaceful forest. If the PCs eliminate the orcs for her, she'll be more than happy to heal the blind PC and lead them to a forgotten treasure trove. The orcs are a wretched bunch that the PCs should finish with no trouble.

Quick Stats: Nymph: MV 12; AC 9; HD 3; hp 12; THAC0 17; #Att Nil; Dmg Nil; MR 50%; Special attacks and defenses

Orcs (5): MV 9; AC 10; HD 1; hp 4, 3, 2, 4, 7; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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The Goblin and the Ogre

Area: The encounter takes place in rough terrain, with some scraggly trees gracing the landscape. There is a natural sort of trail running through the rises and dips of the rough landscape.

Situation: As the PCs move along, they hear a tremendous, crashing noise. With only the sound as warning, a huge ogre appears around the bend. When it spots the PCs, it throws itself at their feet and crawls toward them, whimpering. If the party listens, they make out, "Save me, and I serve you forever! It's coming! We're doomed!" The creature attempts to crawl behind the PCs, hiding itself behind their bodies. The PCs may all make saving throws vs. spells to disbelieve this, for it is

an *improved phantasmal force* with *ventriloquism* cast upon it to make it sound real. If the PCs strike it, it will react.

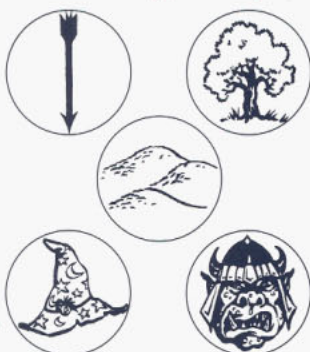
By now, the PCs should be fairly worried. It should be anti-climactic when a small goblin ambles around the bend. The goblin "spies" the ogre, shakes his head, and wiggles his fingers. The ogre disappears with a puff of blue smoke and an agonized scream. The goblin demands the party's treasure. If they do not give up, it pulls a stick from its tunic and begins to gesture. If the PCs still do not give in, it sighs in disgust and disappears. If they kill the goblin, they find a *ring of spell storing*. The stick, however, is just a stick.

Quick Stats: Illusionist Goblin: MV 6; AC 10; HD 1; hp 8; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Gnoll Cubs, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 150



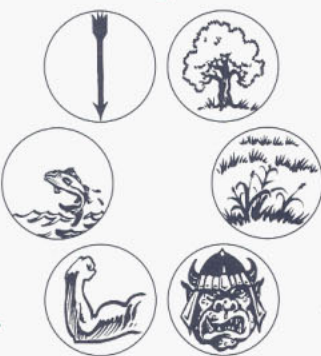
Trophy

Danger: Low
Climate: Arctic
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Sea Food

Danger: Low
Climate: Temperate
Terrain: Aquatic, Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



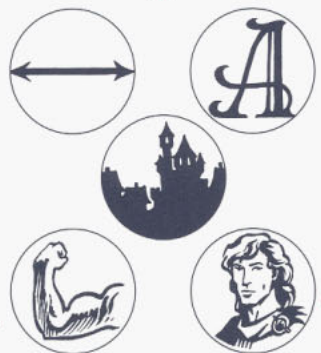
The Marching Band

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Dexterity
Encounter: Device
Add'l Info: None
XP Value: 200



Springheel

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: DMG, pg. 148
XP Value: 2,000



Gnoll Cubs, Part 2 of 2

Area: This area is within 400 yards of the previous encounter. The scene is nearly identical, except for the bloodstains decorating the grassy knolls. The blood is spread over one hill, in small scattered patches. As the PCs move up the hill, the spatters become more common.

Situation: As the party reaches the crest of the hill, they witness a scene of carnage. Fifteen gnolls lie unmoving in the cleft between the hills, in various postures of death. There are two distinct groups of gnolls here, one dressed in black-dyed furs, the other wearing necklaces of ears.

One black-furred gnoll yet lives. It obviously is not long for this world, as wit-

nessed by the large wounds it has sustained in the fighting. If the PCs bear the gnoll cubs, they react to this gnoll with familiarity, crying out anew. The older gnoll's eyes clear momentarily, and it coughs out, in rudely accented Common: "I recognize you as people of honor. I charge you to see to the well-being of these cubs, and to raise them in true gnoll fashion. In return, I offer you the bauble over which the Blacks and the Ears have slaughtered each other. When the cubs grow, give this to one of them." It hands its gleaming axe to the PCs, then dies. If the PCs do not have the cubs, the gnoll simply growls weakly at them and dies. If the PCs take the axe, they may discover that it is a *battle axe* +2.

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Trophy

Area: A small village rests on the edge of a flat, arctic wasteland.

Situation: On the northern (or southern) edge of civilization, the PCs hear rumors of a rare, white arctic owlbear that terrorizes the wastes and kills any creatures foolish enough to venture into its territory. Naturally, the PCs fall into this category when they are recruited by a big-game hunter (a 5th-level fighter) to help him hunt and track the beast for his collection. He wants no help in killing the beast, only companionship and aid in carrying his trophy home.

The hunter is confident of his ability, and talks incessantly about previous hunts and his collection of mounted and stuffed

monsters. He's basically a good guy, though, and after a few days wandering the wastes after the owlbear's tracks, the PCs should feel comfortable around him.

Of course, the hunter is startled when the owlbear attacks. In his haste to attack, he slips on the ice and is knocked unconscious. The PCs must now protect the wounded man and attempt to kill the savage creature. This owlbear is the largest of his kind anyone has ever encountered, and it has survived and even prospered in the harsh arctic environment.

Quick Stats: Owlbear: MV 12; AC 5; HD 5+2; hp 42; THAC0 15; #Att 3; Dmg 1-6/1-6/2-12; MR Nil; Special attack

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Sea Food

Area: This is a small coastal town, really nothing more than a few fishermen's huts thrown together on the rocky shoreline, gathered around a small building that serves as inn and tavern. The huts stand on stilts that rest on the damp grass growing a few feet back from the piled rocks. A flat, grassy plain extends away from the shore, and a ramshackle wooden pier juts about 50 feet out into the water. The fishing boats are moored to the pier, bobbing on the choppy waves.

Situation: The time is late afternoon. There is a storm brewing, and the characters would be best advised to find shelter before the night falls. The inn is a welcome place. When the PCs enter the inn, they

startle 10 fishermen, who clutch spears and tridents fearfully as the PCs enter. They visibly relax as they see that the intruders are humans or demi-humans. They inform the PCs that their village comes under attack by fishermen from under the sea when the weather turns nasty, and they have gathered their families here at the inn to fight them off. Outside, a peal of thunder sounds, lightning cracks, and a panicked lookout upstairs calls out, "Here they come!" Whether the PCs help the fisher folk or not is up to them. If they leave the building, the sahuagin attack them first. If the PCs stay, the fishermen will fight along side of them.

Quick Stats: Sahuagin (25): MV 12; AC 5; HD 2 + 2; hp 14 each; THAC0 19; #Att 1 or 3; Dmg by weapon or 1-2/1-2/1-5; MR Nil

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The Marching Band

Area: A dungeon corridor with stone gray walls is the setting. The corridor is 10 feet wide, and there is a silver and gold baton stuck upright between two of the flagstones on the floor.

Situation: If the PCs remove the baton from the flagstones, two portals, glowing in a bright mist, open directly across from each other. The area in between is quickly filled with people in gaudy outfits, carrying instruments that make strange noises, almost music, marching from the left to the right across the passageway, from one portal into the other, and then vanishing. If the PCs watch, they notice that the band members reappear on the left side about five rounds after they vanish through the

right side. If the PCs try to move through the strange band, they must each make a Dexterity check at -6. If they succeed, they manage to force their way through the crowd; if they fail, they are forced into the right-hand portal. Only their bodies go through the portal. Their minds are instantly transported into the body of one of the band members. The PCs can continue through the crowd, but must make a Dexterity check at -8. Each time the body passes through the portal, their minds are transported into a new body. It takes 1d20 rounds to get back into the original body, and the PCs may force their way through the crowd without further danger of being forced through the portal. Any borrowed body eventually reverts to the PC's old body.

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Springheel

Area: This encounter takes place at night, in a posh neighborhood. There is a chill in the air, and guard patrols are few and far between. The streets are deserted, for few dare the chill of the night. The streets are set on rolling hills, so visibility is limited. The streetlamps, although they burn bright, do nothing to alleviate the chill, they only seem to accentuate the gloom of the moonless evening.

Situation: As the PCs walk along the street, a figure leaps over the 10-foot wall and points a strange weapon at them. It holds a short sword in its other hand. The figure is about 5'6", and wears a non-reflective golden cloak, hooded to keep the face hidden. However, what light does fall on

the hood reveals that a scaly, reptilian skin texture. It gestures at the PCs' money pouches with the strange weapon (actually a 6-shot repeating hand-held crossbow, disguised to look like something odd). If any PCs try to take action, the creature (a half-elf named Springheel, with a disguise applied to his face) fires at them and retreats, leaping back over the wall. If the PCs somehow manage to catch Springheel, they can find a *ring of jumping* and a *short sword* +2.

Quick Stats: Springheel: MV 18; AC 2; T8; hp 41; THAC0 17; #Att 2; Dmg 1-4/1-6 +2; MR Nil

The poison on the hand-held crossbow quarrels causes the PCs to save vs. poison at -2 or sleep for 1d4 turns.

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The Follies of Youth

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: None



Mistaken Identity, Version 2

Danger: Low
Climate: Any
Terrain: Any, near a village
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 250



Apprentices

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: PHB, pg. 39
XP Value: 1,000 for catching the thieves, less 100 for each item stolen



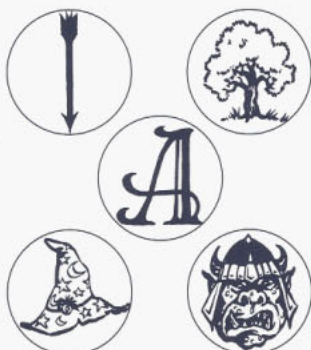
Slumber Party

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 270



Birds of a Feather

Danger: Low
Climate: Temperate
Terrain: Any
Attribute: Intelligence
Encounter: Monster
Add'l Info: None
XP Value: 300



The Follies of Youth

Area: These events make take place in any inhabited area where the PCs have boasted of their prowess, and where impressionable ears might have been listening. If the PCs have bragged about their exploits, or regaled tavern guests with tales of might, this encounter is very appropriate.

Situation: As the PCs prepare to ride out on their next adventure, their departure is delayed by a young girl who rushes up, red-faced and panting, burdened down by a backpack full of odds and ends. She screams out, "Don't leave without me!" and she hurls herself at the legs of the nearest PC. The child, named Katie, clings to the PC for dear life, until she is sure that the party will not suddenly vanish.

Mistaken Identity, Version 2

Area: The location is a small village, one established at some distance from any other civilized outpost. It has all the trappings of an ordinary village. The main difference between this village and others the PCs have seen is the large, angry crowd standing on the main road into the town. The crowd looks as though it was about to set out in the same direction the PCs came from, and they seem surprised to see the PCs coming toward them.

Situation: The leader of the mob steps forward and levels an accusing finger at the PCs. "How dare you come back here after what you've done!?" The crowd behind him mutters angrily, and surges forward a step or two. The leader continues to ha-

Apprentices

Area: This encounter takes place in a crowded area of any city, anywhere where there are more people than sidewalk space. A crowded marketplace works best for the encounter, because the crush of people is usually greatest there.

Situation: This encounter can be used for two purposes: to rid the PCs of some powerful item, or simply to bedevil them for a while.

As the PCs move through the marketplace, they are marked by low-level members of the local Thieves' Guild. Until the PCs leave the crowded areas of the city, they are the targets of today's thieving exercise: to pick a mark clean.

Every third round (should the PCs fail

Slumber Party

Area: A lovely green meadow stretches in front of the PCs' eyes, restful and inviting. The only noises are of small birds, insects, and . . . loud snoring?

Situation: When the characters follow the sound of the snores, they discover a cluster of six sleeping orcs who cannot be roused from their slumber by any means. The orcs are dressed for a hunting expedition, but they have no weapons or other possessions. A search by sharp-eyed characters will discover several small arrows stuck into the creatures. Druids and perhaps rangers will recognize the tiny weapons as those commonly used by sprites, and realize that the sprites' sleeping potion is keeping the orcs asleep.

Birds of a Feather

Area: This encounter may take place anywhere, but an ideal encounter location would be one where the PCs have to flee for cover across a wide expanse (maybe about 100 yards long). They should have ready access to something which they can seal against the aerial attack that they will soon face.

Situation: As the PCs are about halfway across the expanse, whether it be a field, a city square, or a glade in a forest, they are quite suddenly attacked by a huge flight of sparrows. The sparrows divebomb, pecking at the PCs, fluttering around them madly, and then swooping away again. The PCs can gain about 20 yards before the flock wheels and swoops at them again.

If the party explains that she cannot come with them, she sits and sulks. If the PCs think they have solved their problem though, they are sadly mistaken. Katie pursues them doggedly, far into the wilderness. If the PCs come near, she brightens, if they tell her they will return her to town, she will run away, only to follow them from farther back. After five attempts to join the party, she runs back to town (a good distance away, now), crying.

The PCs can resolve this at the very beginning by returning Katie to her home before they set off. Otherwise, they earn themselves the hatred of one small girl.

Quick Stats: Katie: MV 12; AC 10; 0-level human; hp 2; THAC0 20; #Att 1; Dmg 1-3 (knife); MR Nil

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rangue the PCs, claiming that they have destroyed the livelihood of the entire village, that the money they stole was the village's only way of making it through the hard winter months, that he cannot believe they would have the gall to return so soon, and on, and on, and on.

The reality of the situation is that a group of con artists saw the PCs, developed masks that resembled the PCs' faces, and began scamming the village. If the PCs can somehow prove their innocence, the village will send people with them to look for the con artists who are spoiling the PCs' reputations.

Quick Stats: Villagers (45): MV 12; AC 10; 0-level humans; hp 4 each; THAC0 20; #Att 1; Dmg 1-6 (clubs, pitchforks, etc.); MR Nil

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to notice the lightening of their loads, or to catch the thieves in the act), another thief approaches them and attempts to lift some small item of value. Weapons and heavy items are left strictly alone, for the disappearance of such a weight is sure to alert the owner. Unless the item is very valuable, these items are left alone.

If one thief is caught and the guard is not called, the thieves will continue to work their trade. Sometimes, the thieves will take the opportunity to steal from the PCs while the PCs lecture the failed thief. Only after the guard is called will the thieves cease their exercises.

Quick Stats: Apprentices (5): MV 12; AC 8; T1; hp 3 each; THAC0 20; #Att 1; Dmg 1-4; MR Nil; pick pockets 35%

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The sprites are still in the area, having only just defeated the orcs. They were about to move the sleeping orcs far from the meadow when the PCs appeared. In fact, the sprites watch the PCs from a few yards away, using *invisibility* to hide in the tall grass. They do not wish to encounter the PCs at all, and their actions depend upon the characters' next moves. If the PCs kill the sleeping orcs, the sprites become agitated but do not attack (unless the characters are of evil alignment). If a druid or ranger PC tries to address them, the sprite's spokesperson will appear and asks only that the PCs leave their meadow.

Quick Stats: Sprites (23): MV 9, Fl 18 (B); AC 6; HD 1; hp 4 or 7; THAC0 19; #Att 1; Dmg by weapon; MR Nil; Special attacks and defenses

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Anyone caught in the sparrow cloud automatically takes 1d12 points of damage per round (save vs. petrification for 1/2 damage); there are three rounds in which the sparrows attack. The PCs can choose to take only 1d4 points per round if they throw themselves flat on the ground and crawl for safety. If they choose this route, though, they are exposed to the sparrow cloud for 8 rounds.

Once the PCs make it to cover, the birds lose interest and will cease to attack. The DM can link this into a campaign or leave as an unsolved mystery.

Quick Stats: Sparrows (300): MV Fl 24 (B); AC 7; HD 1/2; hp 1; THAC0 20; #Att Special; Dmg see above; MR Nil

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The Hunter

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 4,000 for defeating
Thorek,
0 for leaving before he
returns home



Lost My Head

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 65



The Wild Hunt

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: *Legends & Lore*
XP Value: 200 for each evil
fighter killed,
1,000 for participating in
the Hunt,
1,000 for resisting the
Hunt



The Man in Black Tavern Series, 3 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



Looks Can Kill, Part 1 of 2

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



The Hunter

Area: The encounter takes place in the deep forest. The forest area that surrounds this mysterious place was teeming with game both large and small, but as the PCs enter the clearing, life has either disappeared or has fallen completely silent. In the center of the clearing stands a small cabin, decorated with the stuffed heads of dead creatures. The only thing that differentiates this cabin from others like it in the forest is that the heads are those of intelligent, good creatures.

Situation: If the PCs investigate the cabin, they see the heads on the wall include those of unicorns, pegasi, couatl, blink dogs, and even a tiny pixie head. The inside of the cabin contains the skins of

these creatures, spread over the walls and used as bed coverings. There is no one inside the cabin, and a quick glance around reveals that the weapons of its master are gone, evidenced by an empty weapons rack.

The PCs can choose to wait for the master of the house; if so, they will wait until nightfall. The hunter returns home just after dusk carrying two dead arakocra slung over his horse. He is a big man, clad in hunter's green. He carries a bow and long sword, and does not react well to intruders in his home. He attacks anyone inside his cabin immediately, neither seeking nor giving any quarter.

Quick Stats: Thorek the Hunter: MV 12; AC 2; F12; hp 95; THAC0 9; #Att 2/1; Dmg 1-8 + 6; MR 20%

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Lost My Head

Area: The PCs stop for the night in a small, provincial village.

Situation: The villagers are as townfolk everywhere. The PCs might hear some tall tales about evil creatures wandering about at night, but these may be passed off as tavern tales. If the PCs discount the stories out of hand, though, or appear too cavalier about the possibility, the villagers refer to "Ol' Headless" and briefly mention that their town has a monster of its own. Further inquiry brings a sharp rebuke to the townfolk from the innkeeper, who tells PCs not to mind silly tavern tales of bored townfolk.

That night, one of the PCs sees a humanoid figure weaving its way through town,

occasionally bumping into houses, stores, and hitching posts. If they go to investigate, they find a headless zombie wandering through the streets, apparently looking for its head. If any of the PCs move to attack the creature, a loud shout from the tavern stops them.

It's the innkeeper, of course, who rather sheepishly explains that the harmless zombie has become a sort of "good luck charm" for the village. He asks that the PCs leave the creature be, and assures them that the only ones ever harmed by the zombie were foolish people who didn't leave it to search for its head in peace.

Quick Stats: Zombie: MV 6; AC 8; HD 2; hp 10; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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The Wild Hunt

Area: This encounter takes place near some standing stones located in the forest. The weather is stormy and fierce, with stiff winds blowing at high speeds.

Situation: While the PCs are near the standing stones, lightning strikes the stones and electrifies the air. The concussion knocks any PCs who fail a Strength check to the ground and blinds them for a moment. When their eyes clear, they see a tall, dark-skinned man carrying a glowing spear and wearing an antlered helmet, surrounded by dogs with eyes and tongues of green flame. Anyone of good alignment who sees this spectacle must save vs. spells or be swept up in it when the Master leads the Hunt through the forest. Those who

are caught in the Hunt can run with it without tiring, though it all seems dream-like later. Only when the Hunt falls on a group of 30 travelers does the reality of it sink in. These travelers wear the sigil of an evil god, and fight the Hunt and those with it until one side or the other is dead.

Quick Stats: Evil Priest: MV 15; AC -3; P14; hp 60; THAC0 12; #Att 1; Dmg 2-7 + 5; MR Nil; Spells

Evil Underlings (30): MV 12; AC 4; F4; hp 25; THAC0 17; #Att 1; Dmg 1-8; MR Nil

Master of the Hunt: MV 18; AC 0; HD 20; hp 200; THAC0 1; #Att 3; Dmg 1-6 + 9; MR 25%

Wild Hunt Pack (20): MV 21; AC 2; HD 5; hp 30 each; THAC0 14; #Att 1; Dmg 2-8; MR 15%

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The Man in Black Tavern Series, 3 of 3

Area: This encounter takes place in an upper-class tavern in the city. The usual clientele has not yet arrived for the evening, and the bartender is alone save for a mysterious man dressed in black, seated in the darkest corner of the bar.

Situation: After the PCs place their order and make their way to a table they may make a Wisdom check. If successful, they notice the man in black trying to watch them without looking like he's trying to watch them. When he notices that the PCs have spotted him, he hastily looks away. His gaze continues to creep back to the PCs, and he continues to look away anytime they catch his glance. This goes on

until another patron enters the tavern. At that point he begins to watch both the PCs and the newcomers. If the PCs get up to talk to him, they find that he is actually quite an engaging fellow. If the PCs are friendly, he reveals that he has been paid by the owner to sit there and look menacing and to help the bouncers if they need it. He will accept offers to adventure; he has taken this job solely for the money.

Quick Stats: Rilifin, the Man in Black: MV 12; AC 0; F6/W6; hp 45; THAC0 15; #Att 1; Dmg 1-8 + 3; MR Nil

SPILLS: 1st level: *cantrip, charm person, magic missile, shield, shocking grasp*; 2nd level: *web, blindness*; 3rd level: *dispel magic, hold person*.

Treasure: long sword +3, bracers AC 2, ring of blinking, 5 pp, 50 gp, 30 sp, 50 cp, 1 500-gp ruby.

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Looks Can Kill, Part 1 of 2

Area: Any medium to large city will do.

Situation: When the PCs enter a city, they are invited to dinner at the home of a minor, local noble. At dinner, the noble questions them incessantly about the strange monsters and creatures that they've encountered on their travels. He is friendly but very intense. After dinner, he leads them out proudly to his garden, which is filled with stone statues of all kinds of mundane and fantastic creatures. He invites the party to inspect the statues, and they can see that the level of detail on the statues is far beyond the work of mortal craftsmen.

As they wander the garden, a servant rushes out of the house and whispers ur-

gently to his master. The noble, excited, rushes the PCs into a room with frosted glass that looks over the garden. The PCs see a cage with a displacer beast being set in a clear spot by servants. The servants run inside, and suddenly the PCs see the great cat turn to stone, while the noble giggles. After a few minutes, he ushers the PCs into the garden again to admire his latest acquisition. He leads them to a recessed enclosure that holds a very fat—and blindfolded—basilisk. If any of the PCs threaten to expose him for having such a dangerous pet, the noble will use his influence to see them run out of town.

Quick Stats: Lesser Basilisk: MV 3 (fat); AC 4; HD 6+1; hp 25; THAC0 15; #Att 1; Dmg 1-10; MR Nil; Special attack

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The Stench The Irritated Wizard, 1 of 2

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device, NPC
Add'l Info: PHB, pg. 145
XP Value: 1,000



Under the Claw

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 175



Suspicion

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Cursed

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,050 for eliminating
the ghouls and in-
forming the surviving
family members,
0 for looting the tomb



Fierce Wind

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



The Stench The Irritated Wizard, 1 of 2

Area: This encounter can take place anywhere. It is not likely to take place where low-level NPCs are not likely to be found, such as dungeons or catacombs. Any location near a city or town is useful.

Situation: It's a calm day, though slightly overcast. The PCs are about their business when a mass of vapors rounds a bend and approaches them. The vapors confine themselves to a 20-foot cube, and are obviously magical. Inside the cube, there is a dim figure, who is shouting for the PCs to wait, to hear him out. If the PCs wait for him, he hurries right up to them, engulfing them in the cloud that surrounds him. Immediately, it becomes clear that the cube of

vapors is a *stinking cloud*, somehow magically centered on this man. Each PC must make a save vs. poison, or be nauseated for 1d4+1 rounds after they leave the cloud. If they make a save, they are unaffected, though they must save each round they are in the cloud. The man explains that he somehow irked a wizard, who then forced a cursed item (a ring with a *permanent stinking cloud*) on him. The man shows the PCs a ring that is stuck on his finger; when he waves his arm, the cloud moves with it. This curse has made the man a pariah, for he cannot do anything with anyone else without making them sick. He asks for the PCs' help in removing it. A *remove curse* spell allows the ring to slide off easily.

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Under the Claw

Area: This takes place in a lonely wood where peasants hunt for their dinner.

Situation: A hunter out in the woods spotted a hippogriff overhead and thought its hide would be of value so he downed it by emptying his quiver into the beast.

After it fell, he approached it to finish it off and skin the hide. Unfortunately, the hippogriff wasn't quite dead and it grabbed the hunter and pinned him, too wounded to think about killing him. The hunter is mad with fear and his screams can be heard some distance away.

The PCs will have to figure out how to get the hunter away from the hippogriff. If the party gets too close, the hippogriff will start to panic and claw the hunter (who is

a 0-level human with 5 hp).

They could kill it quickly with missile fire (though if they don't kill it in one round, it will claw the hunter), a druid could approach it cautiously and get close enough to heal it, or they could rush it quickly and hope to pull the hunter out before it can hurt him.

Eventually, the rest of the herd will show up (seven more) and the hunter will be eaten by one of the smaller hippogriffs. If the PCs succeed in rescuing the hunter, he will offer them lodging as thanks.

Quick Stats: Hippogriff: MV 18, FI 36; AC 5; HD 3+3; hp 10; THAC0 16; #Att 3; Dmg 1-6/1-6/1-10; MR Nil

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Suspicion

Area: The PCs are traveling through an open, temperate forested area. They come across a large glade and are immediately confronted by a group of centaurs who are armed and very, very hostile.

Situation: The centaurs have just fought off a raid by a vicious band of human bandits and were just starting to tend to their wounded when the PCs appear. They immediately take the PCs for more bandits come to finish them off, and attack without question if the PCs are not quick to announce themselves. If the PCs are at all belligerent or defensive the centaurs attack, believing them to be in league with the bandits.

If the PCs offer their help, the centaurs

will be suspicious. If there is an elf in the party, the centaurs will be more willing to believe the characters' good intentions. Clerics will have to display their holy symbols before they may approach the wounded centaurs.

Once they are convinced of the party's good intentions, the centaurs will be grateful for any aid the PCs can render, especially if they can help the centaurs find the bandit camp. They do not expect the characters to help them fight the bandits, but if the PCs offer their services the centaurs will gratefully accept.

Quick Stats: Centaurs (8): MV 18; AC 5; HD 4; hp ; THAC0 17; #Att 3; Dmg 1-6/1-6/by weapon; MR Nil

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The Cursed

Area: This episode occurs in a poorly lit street, at night, filled with fog and dark shapes.

Situation: This town has a major ghoul infestation, but the epidemic was kept secret from the public. The town guard has been hunting ghouls for weeks and the ghouls are starting to panic.

In an attempt to survive, a few ghouls have decided they need to pass on the curse in order to increase their numbers. Six ghouls will jump out of the fog and from behind and rush the party, focusing all their attacks on a single PC. They will fight only one round and then they run back into the fog. They will continue their recruiting drive (sometimes even attacking

guardsmen) around town until they make enough ghouls to feel safe again or until they are destroyed.

If a PC is killed by ghouls in this way he will at first appear dead, then it will appear that he has recovered and come back to life. The deceased PC now becomes an NPC under the DM's control. The NPC's wounds will not heal properly and he has no heartbeat, gains no sustenance from food, and within a few days develops a craving for carrion, especially human flesh. A *remove curse* spell will allow the NPC to die a natural death.

Quick Stats: Ghouls (each): MV 9; AC 6; HD 2; hp 10; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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Fierce Wind

Area: This invisible stalker can be used anywhere near a band of orcs.

Situation: An orc shaman has managed to summon an invisible stalker through the use of a magical item. He ordered the creature to destroy his rivals in the tribe, but his control over the creature was not good.

The stalker has slaughtered most of the tribe, including the shaman, and now it hunts through the camp looking for more victims. The PCs will hear the sounds of fighting and perhaps orcish curses.

By the time they arrive at the disturbance, all of the orcs will be dead (it looks as if there were about 30). If they look closely at the bodies they will notice that there are no blade wounds, only broken

bones and crushed limbs. They may also find a shaman and a large, cracked diamond that still radiates magic (this was the magical item the shaman used).

The stalker is still searching the camp for prey. He will attack after the PCs have had some time to look around the camp and wonder what just happened here. The bodies are all still fresh and the diamond looks as though it was used in a spell, but beyond that they must guess. The orcs have a total of 72 gp.

Quick Stats: Invisible Stalker: MV 12, FI 12; AC 3; HD 8; hp 31; THAC0 13; #Att 1; Dmg 4-16; MR 30%

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False Friend

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



Hungry Hatchlings

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 280



Terror in the Wood

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



Shark Attack

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 525



Late Vengeance

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



False Friend

Area: This encounter may occur in any small city or large town. It should take place only when a PC decides to separate from the party, or when one of the PCs goes off alone.

Situation: Unknown to the party, they have been tailed by a doppelganger since they entered this city. The doppelganger has been hired by one of the PCs' foes (or one of the people whose unpleasant attention they may have drawn) to eliminate them by any methods possible. The doppelganger has chosen to kill them off one by one.

Once one of the PCs leaves the rest of the party, the doppelganger begins tailing the PC. If the PC has the alertness profi-

ciency, he may make a roll with a -3 modifier to notice that he is being followed. However, if he takes steps to avoid the "tail," the doppelganger quickly assumes another form. Eventually, when the shapeshifter has gotten close enough to the victim, he changes into the form of one of the PCs and draws the victim to someplace fairly deserted, where he will attempt to kill the PC. If the doppelganger succeeds with one PC, he takes that PC's form, and continues to whittle away at the rest of the party until discovered, at which point he flees, to haunt the PCs another day.

Quick Stats: Doppelganger: MV 9; AC 5; HD 4; hp 28; THAC0 15; #Att 1; Dmg 1-12; MR Special

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Hungry Hatchlings

Area: This encounter may occur in any dungeon with nooks in the ceiling.

Situation: A batch of grell babies have just hatched out of their eggs above the PCs on a ledge near the roof. The grell lay their eggs and abandon their children, who come out of the eggs small but fully self-sufficient.

The nasty little creatures are quite hungry and will float out of their nest and drift towards the floor where they will descend on a single PC like a swarm of bloated locusts.

There are eight baby grell in all. Any attempts by the rest of the party members to attack them risk hitting the PC under attack. Any attack with a weapon, except

for daggers or fists will hit the captured PC on a failed attack roll. Furthermore, if an attack with a sword or spear kills a grell baby and leaves extra damage points after the kill, the extra damage is applied to the PC to whom the grell was attached.

For every grell beyond the first that is attached to a PC, reduce his saving throw vs. paralyzation by -1, because there of the large amount of paralyzing poison coursing through his bloodstream, which is very difficult to resist. The young grell will detach themselves after taking half damage. The grell younglings have no treasure.

Quick Stats: Grell Young (8): MV 12; AC 4; HD 1; hp 6; THAC0 19; #Att 11; Dmg 1-2 x10/1-3; MR Nil

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Terror in the Wood

Area: This encounter occurs in a forest or hilly area with foliage deep enough to hide a leucrotta.

Situation: A pair of hunters were out hunting a stag. The picked up a leucrotta's tracks (which look just like a stag's) and followed the creature for several hours, certain they would eat well tonight.

The leucrotta smelled them coming and set an ambush, killing one hunter and leaving another mortally wounded. The leucrotta, hearing more prey approaching (the PCs), has hid itself in the woods. As soon as the PCs see the wounded hunters, the leucrotta will start making screaming noises like a wounded man under attack.

If the mortally wounded hunter is

healed before any PCs go into the bushes to meet the leucrotta, the hunter will warn the PCs and they may be safely away. If someone simply jumps into the bushes to give aid to the screamer, the leucrotta will attack. Rangers may notice the "stag" tracks and guess what is going on.

The mortally wounded hunter's name is Allan. He will offer the PCs a place to stay and good food for the night if they heal him. If they don't heal him, he will die. He will also give them a mule in the morning to carry their baggage.

Quick Stats: Leucrotta: MV 18; AC 4; HD 6+1; hp 40; THAC0 15; #Att 1; Dmg 3-18; MR Nil

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Shark Attack

Area: While on a fishing expedition in deep water, the characters have too much luck when their catch attracts the attention of a group of very hungry sharks.

Situation: Even if the characters throw their catch overboard, the sharks will not be satisfied. That only whets their bottomless appetites, and they go into a feeding frenzy, attacking the characters' boat. They will not quit until they have mouthfuls of PCs or the PCs kill them.

Unless the PCs kill the sharks, they will eventually chew through the hull to get at the characters (sinking the boat in the process). Characters will probably not want to get too close to the water, as the sharks can heave themselves toward the

PCs with astounding speed. Weapons such as bows and arrows are more effective, though these have penalties because they're shooting through the water. Some spells may be more useful.

There is also the chance that the sharks' attack might attract the notice of a group of sahuagin. If this occurs, the PCs are in for a very dangerous time, since they are virtually at the doubtful mercy of the fish men. DMs should only add this complication if they are sure that the characters are capable of handling such dangerous foes in their own territory.

Quick Stats: Sharks (3): MV Sw 24; AC 6; HD 5; hp 25, 26, 34; THAC0 15; #Att 1; Dmg 2-8; MR Nil

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Late Vengeance

Area: The haunt will appear in or around an ancient ruined castle on a somber moor.

Situation: Duke Rucher, called the Black Duke, swore on the day of his death that he would smash Holdings Castle to the foundation. However, Sir Unther, master of Holdings Castle, slew Duke Rucher in battle in front of the castle. Now Rucher haunts the castle looking for a physical form with which to complete his mission.

Holdings Castle is long destroyed and stands in ruins not far away. However, this does not satisfy the mad haunt who wants nothing less than the total destruction of Sir Unther's home.

The haunt will appear as a will-o-wisp on the castle wall at night, making a watch-

man think that some ancient sentry is still walking his beat. The haunt will attempt to lure the curious into the castle and attack them a few at a time. Once he possesses a body, the haunt will begin destroying the castle. Of course, he is not really equipped to do so in a timely fashion, so unless the PCs can drive the haunt out, they will have to help him destroy the already ruined castle so that he will end the possession. It is possible they could repair old siege engines to speed up the process.

Quick Stats: Haunt: MV 6; AC 0; HD 5; hp 35; THAC0 15; #Att 1; Dmg special; MR Nil

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Down the Hole

Danger: Medium
Climate: Sub-arctic
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 120



Sculpture Garden

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



The Clutch

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,100



Pick-Up Line

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 120



Home for Dinner

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 975



Down the Hole

Area: This occurs in a tundra or frozen forested with snow and ice.

Situation: While camping or marching a PCs drops a valuable item down a small hole. A ring or a dagger will do, anything that is loosely held by the owner.

When the PC puts his hand down in the hole to recover his lost item, he discovers that it is home to a wolverine who does not care to see a human hand wandering around in its living room.

The wolverine will viciously bite any exposed fingers; if it does 5 hp of damage with its mouth, it may even bite off a finger. Once the PC removes his hand from the hole, the wolverine will emerge, charging out of her hole in pursuit, snapping

and screeching at the party. If the wolverine is attacked, it will retreat back into the hole and growl menacingly from within.

If the PCs poke fire into the hole, the wolverine will retreat deep inside. However, fire will melt the permafrost in the ground and the entrance to the wolverine's den will become muddy. This makes the item hard to find, only 20% chance per round. The wolverine will return to the entrance of her hole in 1d6 rounds after the fire is gone.

Quick Stats: Wolverine: MV 12; AC 3; HD 3; hp 14; THAC0 17; #Att 3; Dmg 1-4/1-4/2-5; MR Nil

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Sculpture Garden

Area: This may take place in the garden of any castle or mansion belonging to a wealthy person. The PCs may be guests or thieves in this place.

Situation: The master of the house was once an explorer or merchant and, while on a long journey, was unfortunate enough to encounter a great medusa. The creature quickly killed all of his comrades and he was to be next.

He pleaded with the creature not to kill him and offered it everything that he had. Ordinarily, the medusa would have killed him but she conceived of a wicked little game that would keep her amused for a time. So she followed the man back to his house and moved into his garden. From

here, the medusa demands food every once in a while and she has to be fed. If the PCs are guests in this terrible place, they may end up as dinner.

The garden is filled with statues, and the master refers to this spot as his "sculpture garden." He will say that they were carved by a mad artist, but that they have a certain life-like quality that he cannot explain away. Whenever the PCs enter the garden, whether for a walk or for a closer look at the mysterious statues, they are at risk.

Quick Stats: Medusa: MV 12; AC 3; HD 8; hp 30; THAC0 13; #Att 2; Dmg 1-6/1-6 (poisoned longbow); MR Nil; Special attacks

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The Clutch

Area: This takes place in a section of heavy forest and, although the undergrowth is thick, it is not impassable. The trees are broad and tall, their branches start just above 6 feet. They are ideal for climbing, if the PCs should so choose. There is a hill nearby, and the mouth of a large cave lies at the base of the hill.

Situation: If the PCs pass within sight of the cave, an adult owlbear rushes out of the cave, screeching its fury. It will attack the nearest PC, attempting to keep them away from the cave. The owlbear will pursue the PCs if they flee, and stand between them and the mouth of the cave if they hold their ground.

Inside the cave is a female owlbear with

four young. If the male is killed and the PCs enter the cave, both the mother and the young owlbears will attack. The mother attacks with extra ferocity if its young are threatened, and gains a bonus of +2 to hit and damage.

If the owlbears are killed, the PCs may search the cave. There are five shallow graves, each holding a recent victim of the owlbear family. The combined total of treasure is 327 gp, a dagger +3, and two gems worth 100 gp each.

Quick Stats: Owlbears (2): MV 12; AC 5; HD 5 + 2; hp 37, 34; THAC0 15; #Att 3 + hug; Dmg 1-6/1-6/1-12 or 2-16; MR Nil

Young Owlbears (4): MV 9; AC 5; HD 3; hp 18 each; THAC0 17; #Att 3; Dmg 1-4/1-4/2-8; MR Nil

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Pick-Up Line

Area: This encounter occurs in a tavern, inn, or hostelry.

Situation: The PCs are approached by a beautiful woman with bright green eyes. She is a young selkie, and she introduces herself as Elkrye and ask if she can dine with the group. Elkrye will be as charming as she can while trying not to take no for an answer. If the PCs allow her to join them, Elkrye will immediately order several bottles of expensive wine and a curious assortment of food (oysters, chocolate cake, and fish with strawberry preserves). This is Elkrye's first time among the "overworlders" and she has remained in human form too long. During the meal Elkrye realizes she will not be able to stay in human

form long enough to get home. If the party is reasonably polite to Elkrye and answers all her strange questions she will become suddenly very serious. Elkrye will then appeal to the party to help her in her time of need, asking the PCs to take her to her home waters—a half day's hard ride. She will even tell them her nature if necessary. If the PCs agree, Elkrye will be very grateful, giving the party a large pearl (1,000 gp) in thanks.

If the PCs attack Elkrye she will attempt to flee or get help. Elkrye has the pearl, 20 gp, 25 pp, and *bracers of defense* AC 6.

Quick Stats: Selkie: MV 12, Sw 36; AC 6 from *bracers of defense* (5 in selkie form); HD 3+3; hp 21; THAC0 17; #Att 1; Dmg 1-4 (1-6 in selkie form); MR Nil

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Home for Dinner

Area: The mimic can be found in a dungeon preying on humanoids.

Situation: The PCs find a treasure chest with the few remains of some humanoid's weapons and clothing lying scattered around it. In fact, a hobgoblin was trying to open the treasure chest, which is a mimic. The creature ate him whole and is now sated.

The PCs can try as hard as they like to open the chest but it will not budge. The mimic is stuffed on hobgoblin and it has no desire to open up and eat anything else. Thieves who try to pick the lock will discover that it has no proper lock, only the semblance of one; it must be locked in some magical way.

The mimic will not get hungry enough to attack someone for another week. By this time the PCs have probably carried it to some safe place and have been trying in vain to open it. When the mimic catches a PC by himself it will spring, smash him, then eat him whole. All that will be left will be metal objects and clothing.

The creature does not like light and the PCs may feel it quiver a bit when brought into the sunlight for the first time, if they carry it out of the dungeon.

Quick Stats: Mimic: MV 3; AC 7; HD 7; hp 42; THAC0 13; #Att 1; Dmg 3-12; MR Nil; Special attack

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Piercers at the Gate

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1920



Heads Up

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Lost Treasure

Danger: Medium
Climate: Sub-tropical
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Suspended Animation

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



Road Warrior

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



Piercers at the Gate

Area: This encounter occurs at the old entrance to either a ruined castle or underground fortress.

Situation: The ruins the characters are approaching can only be entered by passing beneath an ancient portcullis. The large, old portcullis is raised, and time has welded it in place, its many teeth encrusted with stony deposits. The teeth are larger towards the center, although some have apparently broken off over the years leaving gaps in the structure.

Many of the portcullis' teeth are actually part of a colony of piercers. The piercers wait for beings to walk beneath the gate before dropping onto their prey. If a PC walks beneath the entrance the piercers

will attack. If any PCs attempt to study the portcullis before walking under the structure, tell them that the teeth are very uneven, not just in length but in alignment as well. The piercers are not intelligent and have not bothered to hang in an even row. This should seem strange to any PC who notices the arrangement. The extreme left side of the portcullis has no teeth at all, and hence no piercers. Astute PCs may stay close to the left wall, thus avoiding the piercers' attack. There is no treasure to be found here.

Quick Stats: Piercers (12): MV 1; AC 3; HD 1 (x2), 2 (x4), 3 (x3), 4 (x3); hp 4, 7, 8, 9, 9, 12, 15, 17, 22, 25, 28, 30; THAC0 19 (1-2 HD), 17 (3-4 HD); #Att 1; Dmg 1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 4-24 (4 HD); MR Nil

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Heads Up

Area: This encounter is useful in any old castle or dungeon where it is likely that some evil person might have died a grisly death. The stone walls are cracked and crumbling, and much of the mortar has crumbled to dust. The floor and ceiling are cracked as well, but they remain stable.

Situation: As the PCs move through this area, they are attacked by the spectre whose bones lie in a hidden compartment under the floor. The spectre does not go for a full frontal assault, however, for it has learned the hard way that adventurers are notoriously difficult to kill. Instead, it lies in its compartment under the floor, waiting until the PCs have passed its area. It then flows out of the floor and rematerializes

behind the PCs. It attacks the rearmost PC once and dives into a crack in the wall. It continues to play hit-and-run games with the PCs until a PC or the spectre has died.

Its method of attack is such that only those who beat its initiative roll can attack it in that round; those PCs who fail the initiative roll cannot get a shot on it, even as it disappears through another crack. The spectre waits a few rounds (1d4) between attacks, so that the PCs will not be ready for it. It can come from the ceiling, the walls, or the floor.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 50; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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Lost Treasure

Area: This encounter may occur in any desert area, preferably near cliffs that could conceal an ancient and deadly tomb.

Situation: Many months ago bandits broke into the ancient and forgotten tomb of a great pharaoh. The bandits accidentally disturbed the mummy encased in the sarcophagus and several of them were killed. The others escaped deep within a cave that connects to the tomb with the treasure room.

Meanwhile the mummy, unable to rest until its treasure is returned, stalks about in the tomb and wanders around the cave entrance hoping to find the bandits. That was many months ago. In fact, the cave that connects the treasure room to the

pharaoh's tomb has no entrance to the surface and the bandits are dead from hunger and thirst.

The PCs may kill the mummy. If they return the majority of its treasure, it will rest again and they don't have to worry about it. They could even pilfer a few items. The pharaoh's treasure consists of statues and other art objects worth 5,000 gp and several gems worth a total of 2,000 gp.

The mummy will not allow the PCs to stay in the tomb even if they return the treasure, and it will chase them from the tomb should they try to return.

Quick Stats: Mummy: MV 6; AC 3; HD 6; hp 40; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks

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Suspended Animation

Area: This encounter occurs in any dark, narrow corridor.

Situation: As they turn a corner the party notices a haggard looking man in shabby armor floating slowly towards them. The man's feet do not seem to touch the ground and his body appears blurry and indistinct.

The armored man has been dead for at least a few days. He has recently been absorbed by the gelatinous cube that is currently sliding down the corridor toward the PCs. The man's body is positioned at the back of the cube, and that is causing him to appear hazy.

The party should roll for surprise (at a -3 penalty) when they see the man. If the

PCs are not surprised, they may notice the gelatinous cube. However, if the PCs focus on the man's form and allow him to drift within 10 feet of them, the closest PCs will be attacked by the gelatinous cube. PCs touched by the cube must save vs. paralysis as well as taking damage.

The gelatinous cube will attempt to make its way down the corridor, regardless of any PCs who flee or attack the creature.

The cube contains 300 cp, 250 sp, and 50 gp. Additionally, the man wears silver bracers worth 400 gp.

Quick Stats: Gelatinous Cube: MV 6; AC 8; HD 4; hp 21; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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Road Warrior

Area: This encounter takes place on the middle of a road in desolate terrain.

Situation: One of the true tanar'ri, a nal-feshnee, was pleased with this rutterkin. As a reward for a variety of vile acts, it has been given leave to kill 100 humanoids on the Prime Material Plane. The unfortunate PCs happen to have taken a route that places them in the rutterkin's path of destruction.

The rutterkin is particularly hunched and misshapen. It stands in the road holding its snap-tong waiting for humanoids. When it sees the party it gives a hideous laugh and shuffles toward them. If the PCs run, it will pursue them to the ends of the earth. The rutterkin will fight until slain,

never retreating. It enjoys the pain its weapon causes. The snap-tong does 2-8 points of damage and continues to do the same each round until the victim breaks free by hitting the weapon (AC 5).

The rutterkin has a great number of powers including the ability to cause *fear* by touch, *fly*, *telekinesis* 3x/day, *teleport without error*, *cast darkness 15' radius*, and *gate in* (50%) 1-8 least tanar'ri once per day. However, this rutterkin does not want to share its reward and is thus loathe to use this power. The rutterkin has no treasure.

Quick Stats: Tanar'ri-Rutterkin: MV 12; AC 0; HD 4; hp 31; THAC0 17; #Att 1 or 2; Dmg 2-8 (w/snap-tong) or 2-7/2-7; MR 10%; Special attacks and defenses

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A Nightmare on Four Feet

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 10,000



Fire and Ice

Danger: Medium
Climate: Arctic
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 6,000



Seascape

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Strength
Encounter: Device
Add'l Info: None
XP Value: 1,000



The Bigger They Are Tainted Water, 1 of 2

Danger: Medium
Climate: Any
Terrain: Mountains
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pg. 133
XP Value: 3,000 for restoring the village to its original size



A Draining Experience

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,925 (975 each)



A Nightmare on Four Feet

Area: This encounter may happen anywhere indoors, but it must happen at night.
Situation: As the PCs set themselves down to rest for the night (preferably after they have divested themselves of their gear), they hear the sound of galloping. The hoofbeats seem to come from out of nowhere, and resonate through the night. Suddenly, two figures riding gaunt black horses with smoking hooves seem to melt through the wall, as if the wall was not even there. The figures are shrouded in black, and their eyes glow a hungry red.

Without a word of warning, the figures raise their scythes and spur their mounts to attack. They accept no quarter, and they will give no quarter. They are emissaries of

the Lower Planes, come to claim the lives of the PCs for their intrusions in the workings of evil.

Quick Stats: Wraiths (2): MV 12, Fl 24; AC 4; HD 5 + 3; hp 43, 40; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks
Nightmares (2): MV 15, Fl 36; AC -4; HD 6 + 6; hp 52, 50; THAC0 15; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks

The nightmares can set any combustible material on fire with their hooves. They can also emit noxious vapors, which blind and choke all those within 10 feet. Victims of the cloud must save vs. paralyzation or suffer -2 to their attack and damage rolls until they are free of the cloud.

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Fire and Ice

Area: This encounter takes place in the middle of an arctic wasteland.

Situation: The party is traveling across a snow covered plain, with nothing but ice and snow for miles around, when they see a slight but rapid shifting in the snow and ice about 30 yards in front of them, approaching rapidly. Two rounds later the ice-blue form of a remorhaz rears out of the snowy ground 20 feet in front of the party. The polar worm glows redly and steam rises from the ice and snow surrounding it.

The remorhaz is hungry and will bellow its hunger in a huge roar as it begins to attack. With its first attack, the remorhaz will attempt to swallow a PC or pack ani-

mal (DM's choice) whole. The remorhaz only succeeds on a natural 20; otherwise it does normal damage.

The remorhaz will continue to attack until either it dies or the party can escape. The remorhaz is only hit by magical weapons, and its back is so hot that any PC touching it will take 10-100 points of damage.

If the PCs manage to kill the remorhaz, they can follow its icy trail back to its lair some 5 miles distant. The lair is 50 feet long and contains the remorhaz' treasure: 1,200 gp, three diamonds (worth 300 gp each), and a *ring of warmth*.

Quick Stats: Remorhaz: MV 12; AC 0/2 (head)/4 (underbelly); HD 9; hp 71; THAC0 11; #Att 1; Dmg 5-30; MR 75%; Special attacks and defenses

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Seascape

Area: This encounter can be resolved anywhere that a painting of a seascape would likely hang—in the home of the captain of a ship, within a dragon's hoard, or on the wall of a sea wizard's tower.

Situation: As the PCs enter the room where the encounter occurs, their eyes are instantly drawn to the illustration hanging crookedly on the wall. It is a seascape, a rolling sea on which a doomed ship pitches into the next great swell. The painting is excellently rendered, the waves done so well that it seems that they might burst free of the confinement of the frame at any time. The picture's hook must have slipped, for the painting hangs at a 45 degree angle from true, leaving a lighter patch on the

wall, showing how it was intended to be hung. The painting radiates magic if anyone attempts to *detect magic*.

If the PCs right the painting, the water breaks free of the frame, spilling out at an incredible rate into the room where the PCs stand. The force of the water is inflicts 3d6 points of damage on whoever righted the painting, knocking the hapless person across the room. Once the painting is straightened, the water continues to pour through until the painting is pushed back to its 45 degree list again. This feat requires a combined Strength of 30, and two people, for the pressure of the water pouring through is intense. Once the painting is made crooked again, the water flow ceases. The scene then shows a placid ocean, with a ship sailing gaily across it.

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The Bigger They Are . . . Tainted Water, 1 of 2

Area: This is an idyllic village located high in the mountains, where the air is fresh and the trees are tall. As the PCs round a bend on the trail, they see that the trees are not the only tall things.

Situation: The alpine village the PCs enter seems completely normal . . . except for the fact that everything, including the people and the houses, is twice as large as it should be. The stream running through town is of a "normal" size, at least relative to the PCs. When the villagers spot the PCs, they look extremely surprised. Most of them rush over and ask "the halflings" what they are doing in the mountains. The villagers do not recognize the fact that they are the

ones who are too tall. The DM might suggest that the PCs shrank when they entered the town—though a quick glance outside the village's bounds reveals that the trees outside are of normal height. The truth of the matter is that there is a mage living in a cave higher up the crag. The run-off from his lab has created this effect. If the PCs drink the water from the stream for 2 days in a row, they must save vs. spell at -4 or become *enlarged*. This can be easily *dispelled* on individuals, though it will return the whole village to normal height if cast on the water, for which the villagers would be very grateful.

Quick Stats: Villagers (35): MV 12; AC 10; Fl 1; hp 7 each; THAC0 20; #Att 1; Dmg 1-8 (x2); MR Nil The villagers multiply all damage by two because of their great size.

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A Draining Experience

Area: This encounter takes place on a hazy moor. The cracked road meanders between large rocks and low barrow mounds, rising from the rough terrain.

Situation: As the PCs make their way down the road, they may notice that even the sparse vegetation in this district does not grow on the barrow mounds. All is silence, except for the sighing wind that blows away some of the mist, revealing two wights, crawling from the barrow mound to attack the PCs.

These two wights are controlled by a third, inside the mound. They will fight viciously until turned or destroyed. The PCs need magical or silver weapons, or holy water to hit the wights.

If the PCs destroy the first two wights they can enter the barrow mound. However, the third wight waits just inside, ready to attack the first PC entering. This wight will also attack fiercely, but it will flee if it is reduced to 8 hit points or less.

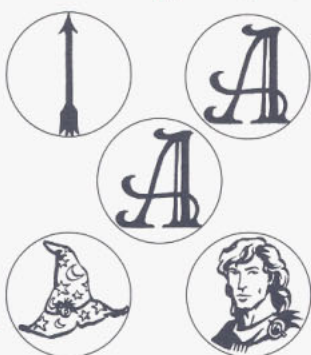
The wights' treasure consists of 3,500 cp, 800 sp, 275 gp, two amber pendants (worth 75 gp each), a golden circlet (200 gp), and a suit of *chain mail*, +2.

Quick Stats: Wights (3): MV 12; AC 5; HD 4+3; hp 18, 22, 31; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

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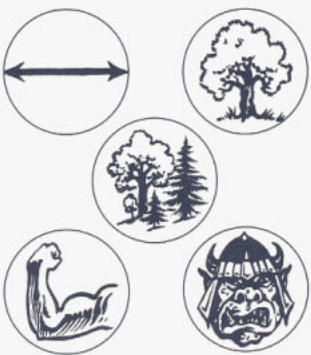
Wishful Thinking

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: **PHB**, pg. 197
XP Value: 5,000 if the PCs discover where their items have gone



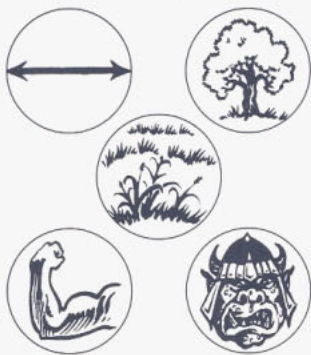
The Forest's Bliss

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



The Unwelcome Guest

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



Rival Colors

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 2,000



Boarish Behavior

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,600 (650 each)



Wishful Thinking

Area: This encounter can occur any place, at any time.

Situation: The PCs are busy doing whatever they are doing when they notice that some of their most valuable possessions are missing (this is a good opportunity for the DM to get rid of various magical items). No amount of searching will discover the items, for they have disappeared to another part of the world. If the PCs perform divinatory magic to discover the whereabouts of their goods, they discover that their items are now in the possession of someone who specifically *wished* for an item like the PCs', and who resides roughly 2,000 miles away. The PCs must now decide if their missing items are worth traveling the

world to retrieve. Items, in fact, which they have no proof they have ever owned. They could simply kill the new owner, they may try to reason with him or her (assuming they ever find the wisher), or they can forget about it and chalk it up to experience.

The experience point bonus on this card is given if the PCs discover what has happened to their things and role-playing the recovery. If they do not role-play it well, within the previously established dictates of character and alignment, they should not receive the bonus.

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The Forest's Bliss

Area: This is an extremely beautiful part of the forest, with sunlight filtering gently through the leaves. The birds chirp brightly and cheerfully, though a bit sleepily, for it is getting on toward evening. There are few insects out right now, and the air seems possessed of a golden quality. Everything seems peaceful and still.

Situation: The PCs are moving through the forest when they hear the faint sounds of a lute and two women singing. If they investigate, they see two beautiful women (who are actually wolfweres) sitting in a glade, playing a lute and singing along. They seem unaware of the PCs' presence, and continue to sing blissfully. Their song has no words; it is apparently just a vocal

exercise.

If the PCs intrude into the glade, the women start with surprise, their song jangling off abruptly. Once the women see that the PCs mean them no harm, they begin to sing again and encourage the PCs to do so as well. However, this song forces the PCs to save vs. spell or be *slowed* for 5-8 rounds. Once even a single PC is affected, the women assume their wolf-human forms and attack the rest of the party, concentrating on the *slowed* individual.

If the PCs defeat the wolfweres, they can sell the lute for 150 gp.

Quick Stats: Wolfweres (2): MV 15; AC 3; HD 5 + 1; hp 33 each; THAC0 15; #Att 1 or 2; Dmg 2-12 + weapon; MR 10%

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The Unwelcome Guest

Area: The encounter takes place on a well-traveled road, near an underground complex.

Situation: On the way to a major center of trade, the party encounters a poorly-guarded caravan. At first, the merchant appears nervous, for as yet he does not know whether the party wishes to greet him or rob him. His scant few guards seem equally ill at ease, eyeing the party with care.

During the exchange with the cautious jeweler, the party may notice a slight tremor beneath them (i.e., if they successfully make a surprise roll). One round later, a Xorn, ravenous for a meal of precious minerals, shoots through the ground from the

caverns below. Ignoring the blows from the guards, the xorn concentrates entirely on procuring its feast.

Only if the party members begin to damage it will the xorn turn from the wagons and attack, targeting first the characters who have inflicted the most damage.

If the party successfully defends the caravan, the merchant will reward each member with a gem or piece of jewelry valued from 500-1,000gp.

Quick Stats: Xorn: MV 9; AC -2; HD 7+7; hp 46; THAC0 13; #Att 4; Dmg 1-3(x3)/6-24; MR Nil

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Rival Colors

Area: This encounter is set in a remote bordertown.

Situation: While staying in small town, the party hears rumors about recent difficulties with a new member of the community. A new half-elven priest by the name of Krolar wishes to establish a second temple, a temple of Isis (or another suitable deity), in the town.

If the party offers to drive Krolar from the town, they will be paid handsomely enough in gold—3,500 gp. However, if the party takes the time to speak with Krolar, he will explain that his presence is no threat to the local religion. He has no intention of proselytizing, he simply wishes to offer the townspeople another religious option.

In fact, Krolar makes a counter offer: if the party will assist him to find a place in the community, he will perform services and spells for them as if they were members of his temple. If there are priests of other deities in the party, Krolar will assure them that he will make no requests that will conflict with their beliefs.

If he is attacked, Krolar will first use *hold person* spells to incapacitate his foes and then escape by casting *sanctuary*, using his *mace* +2 only as a last resort.

Quick Stats: Krolar: MV 12; AC 3; HD 8; hp 36; #Att 1; Dmg By weapon; MR Nil

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The Inheritance

Area: This dungeon encounter is set near any small town.

Situation: While resting in the commons area of a popular tavern, the party is approached by the heir of a wealthy miser.

Apparently, the young man explains, his ancestors were so greedy that they refused to have their wealth distributed to their offspring, even after their deaths. The man explains that he would never violate the sanctity of his parents' resting place were it not for his starving family.

In exchange for one-half the treasure, the youth is willing to direct the party to the tomb and let them keep the other half of his inheritance.

Following his directions, the party locates

the tomb and breaks into the final resting chamber of the young man's parents. Uncovering a grand coffin, built for two, the party discovers the family wealth. However, no sooner do they move to collect the ornate coffers and sacks of coins than the lid opens and two mummies climb out. In addition, four more mummies, servants of the miserly parents, step out from behind the nooks and crannies of the room and join their masters.

The entire treasure consists of 8,000 gp, 600 pp, and a gold anklet worth 500 gp.

Quick Stats: Mummies (6): MV 6; AC 3; HD 6+3; hp 36; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks and defenses

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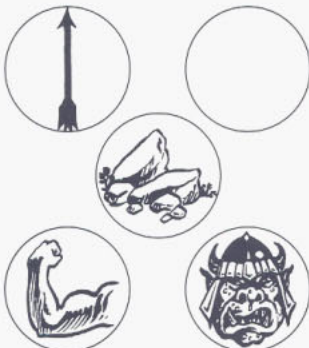
The Dark Secret

Danger: Medium
Climate: Tropical
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



The Assassination

Danger: High
Climate: Baator
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 36,500



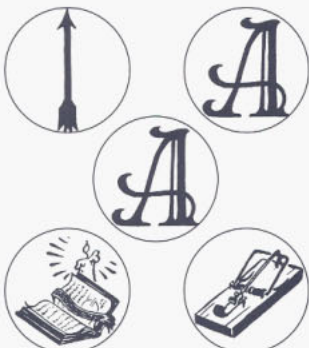
In the Clutches

Danger: Medium
Climate: Sub-tropical
Terrain: Desert
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 500 per character for avoiding combat, 8,400 total for killing the thri-kreen (1,400 each)



Wishing Well, Version 2

Danger: High
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: PHB, pg. 197
XP Value: Varies



Aiding the Unknown

Danger: High
Climate: Temperate, Tropical
Terrain: Mountains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



The Dark Secret

Area: This encounter takes place in a temple, deep within the jungle.

Situation: In the interior of a dense jungle lies a temple dedicated to an ancient reptilian elder god. Four devout worshippers, yuan-ti abominations (two with human heads, two with human hands), live here and maintain the temple.

If the party is camped nearby, three of the yuan-ti slither out at night and attempt to kill the party in their sleep. They will fight with intelligence, first killing those party members who are on watch. The remaining yuan-ti stays at the temple, tending the flocks of wingless birds they use when food no longer wanders into the jungle.

The Assassination

Area: This encounter takes place anywhere near civilization.

Situation: On a well-traveled road, the party passes a small convoy transporting an extremely important, lawful good priestess to a local temple.

The convoy, in little hurry, stops to trade news and refreshments with the party. However, as the religious entourage prepares to depart, two cornugons *gate* in and attempt to slaughter the priestess.

The cornugons concentrate their entire energies on butchering their target, regardless of who intervenes. However, if the party becomes too much of a nuisance, the baatezu will attempt to *gate* in 2-12 barbazus or 2-16 abishai to distract the party

Shadow of Death

Area: This encounter is set high in the mountains.

Situation: As the party enters a valley set between two tall peaks, a giant shadow momentarily darkens the path. Glancing upward, the party sees a giant bird, a roc, circling off in the distance. Suddenly, from the other direction a second roc dives silently toward the party while the first begins its return.

If the party is using any beasts of burden, the rocs will try first to make off with them, clutching them in their great talons and flying to their nest. Otherwise, the rocs target the party members. If the rocs can, they will try to capture two human-sized prey in their claws at once, often

Wishing Well, Version 2

Area: The well may be placed in any location; however, there must be a sizeable community (of more than 20, but preferably less than 300) within 5 miles of the well for this encounter to work properly. It appears to be a typical well.

Situation: The PCs first see the well behind a framework of wood and stone, with signs all over it, proclaiming "Do not enter under penalty of law!" The PCs, being adventurers, are likely to ignore this stricture. If they penetrate the barrier (not an easy task), they may approach the well. There is a small, dingy sign hanging from the roof of the well: "Wishing Well."

If the PCs throw in a coin and make a

Aiding the Unknown

Area: The encounter is set on a high mountain plateau.

Situation: Atop a high plateau, the party discovers an elderly man who is near death. While the party bandages his wounds, he tells them that he has no memory of how he got to this location. But he would be grateful, he says, if the party were to escort him to his family in a nearby village.

In reality, the man is a wounded silver dragon, leading the party to his dragon children. The trip home is uneventful, for most of the intelligent life forms here already know who, or rather what, the old man is. However, just before reaching his young, he tests the party a final time by casting *spectral force*, creating the illusion

If the party investigates the temple, they will discover several large tomes that detail the origin of the yuan-ti "race" in revisionist form. The three books may be sold to sages for 100 gp each. If any yuan-ti encounter the party before the works are sold, there is a 50% chance that they know about the theft and they will attack on sight, fighting to the death unless the books are surrendered.

(If used in connection with **The Half-breeds** encounter, captured individuals will be taken to this temple for preparation as food and for breeding stock.)

Quick Stats: Yuan-ti Abominations (4): MV 9; AC 0; HD 9; hp 49; THAC0 11; #Att 2; Dmg Variable; MR 20%

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while they try to finish the job. Only after the priestess has fallen will the cornugon shift focus and attack the party, hoping to avenge the irritation the characters have caused.

Should the party defeat the baatezu and escort the entourage for the remainder of its two week journey, the temple will offer them its eternal gratitude and the promise of future assistance in the form of magical aid and spells.

Quick Stats: Baatezu—Greater—Cornugon MV 9, FI 18 (C); AC -2; HD 10; hp 55; THAC0 11; #Att 4 or 1+weapon; Dmg 1-4 (×2)/2-5/1-3 or 1-3 + weapon (+6); MR 50%

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choosing targets not based not on their power, but on their proximity to each other.

Once the rocs have been defeated, the party may attempt to find the nest. Atop one of the two peaks the bundle of trees used by the rocs can be found. There are two eggs in the nest, found amid a smattering of gold. Also in the nest are several pick axes that belonged to dwarves who failed to destroy the roc's young. If the party returns these to a nearby dwarven mining community, they will be rewarded 250 gp, providing they are willing to surrender the eggs.

Quick Stats: Rocs (2): MV 3, FI 30; AC 4; HD 18; hp 99; THAC0 5; #Att 2 or 1; Dmg 3-18(×2) or 4-24; MR Nil

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wish, the object of their desire appears before them—provided that it can be found within 5 miles. The well simply transports the object from its resting place to the character making the wish. However, wishes for things outside that radius have no effect. A PC wishing to be transported outside the area will be taken to the limits of the well's effectiveness.

The catch to the well is that the people of the area have grown tired of having to trudge the 5 miles to the well every time something valuable turns up missing. When the PCs make their wishes, the peasants have had enough. Even worse, many are retired adventurers, familiar with the arts of battle. The 10 of them are of a level comparable to the PCs.

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of a hostile mob. If the party does not continue to protect him, the old man reverts to his normal form, commands the party to depart, and then returns to his young. If the group works to discourage the mob, however, the man leads them to his home, reverting to his true form only when he is reunited with his children.

Once safely returned to his offspring, the silver dragon rewards the party with gold and jewelry.

Quick Stats: Dragon, Silver: MV 9, FI 30 (C); AC -7; HD 19; hp 133; THAC0 3; #Att 3; Dmg 1-8(×2)/5-30; MR Variable; Special attacks

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End of the World

Danger: High
Climate: Sub-tropical
Terrain: Mountains, Plains
Attribute: Charisma, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 20,000 if they slay the dragons,
7,500 if they negotiate an escape



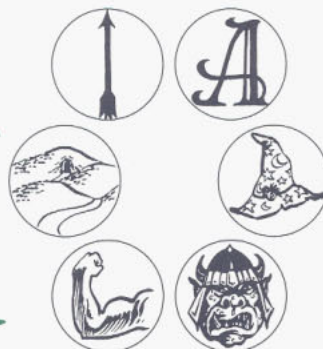
Guano Caravan

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000 for defeating the vampire,
1,000 for solving the mystery



Moebius Loop

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM; PHB, pg. 167
XP Value: 20,000



The Cloak of Evil

Danger: High
Climate: Tropical
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



The Lord of Carrion

Danger: High
Climate: Temperate
Terrain: Plains, Mountains
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



End of the World

Area: This encounter takes place at the far edge of a savannah that extends to the horizon. The plain here suddenly ends in an enormous cliff, the bottom of which cannot be seen because of the thick clouds more than 2000 feet below. The plain extends to the north and the south as far as the eye can see, in a virtually straight line. It looks like the end of the world, like the earth has come to a sudden stop. There is no far side that the PCs can see.

Situation: As the PCs gaze at this spectacle, they are distracted by the sound of flapping wings. Below them are two small red shapes, silhouetted against the white clouds. The shapes quickly grow in size until the PCs realize that the small shapes

Guano Caravan

Area: This is a rural area that has recently been plagued by many mages throwing *fireballs*. There is hardly a square acre that has not been singed or burnt. A rural farming town, it is also a favorite hang-out of fire wizards and others who attend mage-fairs, and practice for them here.

Situation: A vampire has recently decided to settle down here. However, as all know, vampires tend to hate the roaring flame of *fireballs* being cast at random. Thus, to prevent any more of that, in what he has come to think of as his territory, the vampire Willis V. has instituted sanctions against all bat guano, a prime ingredient of *fireballs*. First, using his ability to control animals, he drove away all the bats in the area

are actually very large red dragons. The dragons fly toward the PCs at an incredible speed; the PCs have exactly 3 rounds to prepare themselves before the dragons reach them. The two dragons are a mated pair, and in need of food for their hatchlings. They attempt a snatch-and-grab on the weakest looking member of the party, and take the party member to their cave, located just above the cloud cover. They return in several rounds to bargain for the return of the PC—they require five head of cattle before they will even consider the release of the PC, and they may not release the PC even then.

Quick Stats: Dragon, Red; age category 5 (2): MV 9, FI 30; AC -4; HD 14; hp 98 each; THAC0 2; #Att 3 + special; Dmg 1-10/1-10/3-30 + special; MR 30%

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and sent the rats into the bats' caves to ensure that the guano was consumed (after harvesting all the guano he needed, of course). Then, when local mages tried to have guano sent in by caravan, he caused mists to descend, and set his wolves against the caravaneers. Now, any caravan even rumored to carry guano will not enter this town or even approach within 50 miles. Any mage who manages to acquire the stuff, loses it mysteriously on a misty night. The PCs should put the clues together fairly easily: bats, rats, wolves, and mist tend to spell vampire. The hard part is finding its lair.

Quick Stats: Willis V. (Vampire): MV 12, FI 18; AC 1; HD 8 + 3; hp 63; THAC0 13; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

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Moebius Loop

Area: This encounter takes place in an underground passageway, which should ideally be near a spellcaster's lair. If the being the PCs are seeking has access to scrolls and can read them, so much the better. The hall is approximately 100 feet long, appearing as a standard, featureless dungeon hallway. There is a door on either end of the hallway: one through which the PCs enter the hall, the other at the far end. There are no secret doors here.

Situation: The hallway that the PCs have entered is being guarded by two elementals who have been used in the creation of a unique version of a *distance distortion* spell. These two elementals have combined to make a moebius loop of the hall-

way. For the next 20 turns (that is when the spell expires), anyone traversing the hallway is stuck in the loop. The PCs will think they are making progress, until they reach the mid-point of the hall, when suddenly, no matter how fast they run, they can neither retreat nor advance. Both ends of the hallway are simply inaccessible until the spell expires.

If the PCs cast *dispel magic* on the hallway, they can release the elementals from their bondage. If the PCs reach for their weapons, the elementals attack. If not, the elementals will return to their own plane.

Quick Stats: Elementals, Earth (2): MV 6; AC 2; HD 16; hp 105; THAC0 7; #Att 1; Dmg 4-32; MR Nil

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The Cloak of Evil

Area: This encounter occurs deep in an underwater maze.

Situation: While the party is near an unsettled cove, an aquatic elf beckons to them to approach him. If the party rushes up with weapons drawn, the elf will change his mind and dive underwater.

However, if the party approaches with caution, or with open arms, the elf will smile and begin to speak. Deep beneath the waves, he says, his people are being slaughtered by the evil race of rays known as *ixitxachtli*. He has been empowered by his queen to offer the party 3,000 gp and a *trident of warning* if they will find a way to defeat the dreaded rays.

If the adventurers agree, he will give

each of them a small, slimy piece of purple-colored seaweed that he directs them to eat when they are ready. Doing so conveys effects identical to those of a *potion of water breathing*, and last for 18 turns.

The entire horde of *ixitxachtli* numbers considerably more than six dozen. However, the party will need only to slay several hunting parties to encourage the *ixitxachtli* to withdraw, rather than killing the entire clan of hundreds.

Remember that most spells and weapons operate differently underwater than they do on land.

Quick Stats: Ixitxachtli (72): MV Sw 12; AC 6; HD 2+2; hp 14; THAC0 19; #Att 1; Dmg 3-12; MR Nil

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The Lord of Carrion

Area: This encounter is set on an ancient battlefield.

Situation: While crossing a great plain, the party notices a vast number of bodies, recently dead, littered about the land. Off in the distance is a creature with the obvious gait of a zombie, lumbering toward the group.

Even farther off is another figure standing in the distance, gesturing. Just as the first zombie is upon the party, another one rises before the hands of a gesturing zombie lord. The battle is joined.

The zombie lord will not wait for its followers to fall before it enters combat, moving toward the party as quickly as its new minion begins to move. As the zombie

lord comes within 30 yards of the party, it will select its targets based upon each adventurer's reaction to its odor. It will first attack those suffering from *contagion* or bent over retching, and then move to face the others. Any character who becomes a zombie will rise in 1-4 rounds and fight for its new lord.

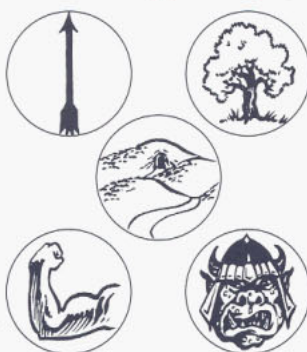
If the party slays the foul undead creature, they will find clutched in its hand a dirty silver scepter worth 100 gp.

Quick Stats: Zombie Lord: MV 6; AC 6; HD 6; hp 33; THAC0 15; #Att 2; Dmg 2-4 (x2); MR Nil; Special attacks
Zombie: MV 6; AC 8; HD 2; hp 11; THAC0 19; #Att 1; 1-8; MR Variable

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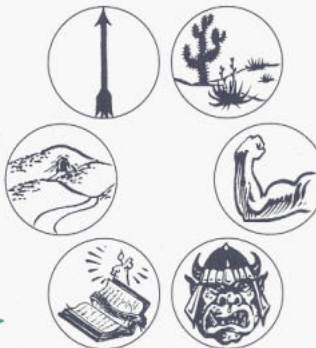
War Party

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,125



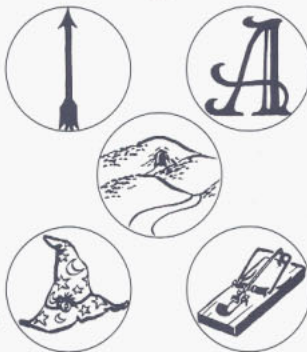
The Inheritance

Danger: High
Climate: Desert
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



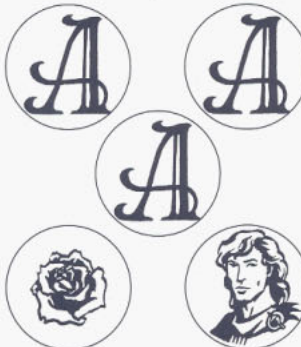
The Waters of Immortality

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 2,000 for not drinking,
6,000 for drinking and
escaping,
0 for drinking and not
escaping



Information Sink

Danger: Any
Climate: Any
Terrain: Any
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 2,000 if the PCs can get
Schlade to reveal the
information



Shadow of Death

Danger: High
Climate: Sub-tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 9,000



War Party

Area: The PCs are wandering in the underdark, in search of lost treasure or adventure. Danger finds them first, in the shape of a kuo-toa war party.

Situation: To the PCs definite misfortune, they've gotten themselves caught in the opening sallies of a revived drow/kuo-toa war. This band of kuo-toa is scouting the area in search of drow, trying to find a potential battle site. When they encounter the PCs, the kuo-toa take it as a sign of their eventual victory and try to capture the characters as religious sacrifices.

The kuo-toas' many abilities and familiarity with the surrounding area should make this a very tough battle for the characters. If they manage to kill the fish crea-

tures or escape, the smartest thing would be for them to retreat to the surface and stay out of the situation entirely. If they stay in the underdark, they will not only have to fight off hordes of the fish creatures but probably drow scouting parties as well.

This encounter may serve as a jumping-off point for a campaign, as the PCs, and anyone else they can convince of the danger, try to keep the underground war from erupting onto the surface world.

Quick Stats: Kuo-Toa (28): MV 9, Sw 6; AC 4; HD 2, 3, 5, or 6; hp 7, 17, 27, 35; THAC0 19 or better; #Att 1 or 2; Dmg 2-5 or by weapon type; MR special. The kuo-toa war party consist of: 20 normal fighters, 5 3rd-level fighters, 2 5th-level fighters, and 1 6th-level cleric/thief, the party leader.

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The Inheritance

Area: This dungeon encounter is set near any small town.

Situation: While resting in the commons area of a popular tavern, the party is approached by the heir of a wealthy miser.

Apparently, the young man explains, his ancestors were so greedy that they refused to have their wealth distributed to their offspring, even after their deaths. The man explains that he would never violate the sanctity of his parents' resting place were it not for his starving family.

In exchange for one-half the treasure, the youth is willing to direct the party to the tomb and let them keep the other half of his inheritance.

Following his directions, the party locates

the tomb and breaks into the final resting chamber of the young man's parents. Uncovering a grand coffin, built for two, the party discovers the family wealth. However, no sooner do they move to collect the ornate coffers and sacks of coins than the lid opens and two mummies climb out. In addition, four more mummies, servants of the miserly parents, step out from behind the nooks and crannies of the room and join their masters.

The entire treasure consists of 8,000 gp, 600 pp, and a gold anklet worth 500 gp.

Quick Stats: Mummies (6): MV 6; AC 3; HD 6+3; hp 36; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks and defenses

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The Waters of Immortality

Area: This encounter takes place in any dungeon with suitable passageways.

Situation: As the PCs move down the dungeon passageway, they must each make a Wisdom check. If successful, they hear the sound of burbling water from behind one of the walls. If the PCs investigate, they find that it is quite easy to break through the wall.

Behind the wall, they see a large natural cavern, about 100 yards in diameter. There is a spring streaming off into a dark crack. There is also a wooden sign dangling from the ceiling, suspended by a thin, rusty chain. The sign points to the spring, and contains one simple word: "Immortality."

The water radiates strong alteration

magic. If any PCs drink any of the water, even just a drop, they find it to be a sweet but fiery liquid that quickly spreads through their veins. In addition, they see that the wall has closed up behind them. Those who have not tasted the water can still see the exit, and may leave at any time they like. If they have tasted the water, they find that there are no exits. The walls suddenly become impenetrable to anything the party attempts. There is no way out of the room for the PCs short of a *wish*. The benefit of the water is that it effectively renders the drinkers immortal. Drinkers can not be killed, though pain still remains real. Nothing changes except for the fact that the PC is trapped. If they escape using a *wish*, they become mortal again. The water has no effect if taken from the area.

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Information Sink

Area: This encounter can take place anywhere, but is best suited for the end of a long trek. A hermit's cave in the mountains, a small house on stilts in the middle of an alligator-infested swamp, and other such places are all ideal.

Situation: The next time the PCs are searching for information, they are directed to the hermit known only as Schlade. Schlade lives in an area decided upon by the DM, at a distance of not less than 50 miles from the PCs' current location. The directions to Schlade's place are tortured and convoluted, but will eventually lead the PCs to his location.

When they arrive, Schlade greets them at his door with a scowl. He is a tall, red-

haired man who wears leathers that smell as if they have not been cured, and he favors one leg. His hair is unkempt, his beard scraggly. He turns away from the door, leaving it open for the PCs to enter or not, as they choose. Unless there is a woman in the group with a Charisma of 17 or higher, Schlade will not willingly talk to the PCs. He is unafraid of death, and wears an *amulet of proof against detection and location* to keep the PCs from prying information from his head. This particular amulet also prevents psionics. If the PCs badger him for longer than six hours, he breaks down and tells them what they need to know, but not before.

Quick Stats: Schlade the Hermit: MV 9; AC 10; F4; hp 35; THAC0 17; #Att 1; Dmg 1-8 + 2; MR Nil

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Shadow of Death

Area: This encounter is set high in the mountains.

Situation: As the party enters a valley set between two tall peaks, a giant shadow momentarily darkens the path. Glancing upward, the party sees a giant bird, a roc, circling off in the distance. Suddenly, from the other direction a second roc dives silently toward the party while the first begins its return.

If the party is using any beasts of burden, the rocs will try first to make off with them, clutching them in their great talons and flying to their nest. Otherwise, the rocs target the party members. If the rocs can, they will try to capture two human-sized prey in their claws at once, often

choosing targets not based not on their power, but on their proximity to each other.

Once the rocs have been defeated, the party may attempt to find the nest. Atop one of the two peaks the bundle of trees used by the rocs can be found. There are two eggs in the nest, found amid a smattering of gold. Also in the nest are several pick axes that belonged to dwarves who failed to destroy the roc's young. If the party returns these to a nearby dwarven mining community, they will be rewarded 250 gp, providing they are willing to surrender the eggs.

Quick Stats: Rocs (2): MV 3, Fl 30; AC 4; HD 18; hp 99; THAC0 5; #Att 2 or 1; Dmg 3-18(x2) or 4-24; MR Nil

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Provincials Avatar Series, 3 of 3

Danger: High
Climate: Any
Terrain: Urban, Plains
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: *Legends & Lore*
XP Value: 35,000



Fool's Luck

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for accepting
Nylie into the party



Provincials

Avatar Series, 3 of 3

Area: The area is a large, isolated city, one that is totally self-contained. The walls stretch around the fields, so that no one can speak with the inhabitants unless they enter the walls of the city. The walls are well-patrolled by cadres of guards—a sensible precaution, given the possibilities of raiders in this area.

Situation: No matter how the PCs approach the city, whether by air, tunneling, walking, or whatever other method they may devise, they encounter a glowing, humanoid being as soon as they approach within 500 yards of the city.

The being identifies itself as the avatar of a neutral lesser deity (DM's choice). It

explains that this is the only city left in which the god is still worshipped, and the god has gone to great lengths to ensure that these believers remain believers. The city is a theocracy, regulating the word of the god. For these people, there is but one god, this one and no others. For that reason, the avatar and the city officials (read: priests) do not allow the priests of other gods to enter the city. Any PC priests and paladins must remain outside the walls; if they insist on entry, the avatar will do its best to rid itself of them, either by killing them or transporting them. Also, all of the PCs are carefully watched within the walls to make sure they do not speak of other gods to the populace.

Quick Stats: The avatar takes the statistics given the god in *Legends & Lore*.

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Fool's Luck

Area: This encounter can take place in any city.

Situation: When the PCs get ready to leave the city, Nylie, the local fool, approaches them, begging to be taken along on their quest. If the PCs hesitate at all, the fool pleads with them to reconsider. He tells them that he will perform any test they ask, no matter how outrageous. If the PCs are slow in suggesting anything, Nylie suggests that he can run to the corner a fair distance off and back in under 15 seconds. Before the PCs can object, Nylie is off and running . . . the wrong way. However, when he reaches the halfway point, he slips in a puddle and lands in the roadway. As he stands, a speeding wagon catches him in

its traces and carries him to the correct corner. He manages to disentangle himself and fall to the ground. He stands up just in time to be clipped by another speeding wagon, which knocks him through the air to land at the PCs' feet before the 15-second time span is up. Any other tests they devise have similar results: Nylie begins in the wrong way, is knocked back somehow, and just when disaster seems certain, he completes the job. If the PCs take him along, they will find that their decision was the correct one. Nylie will serve as a fine means for the DM to get the PCs out of sticky situations, as well as a means to inject humor into the game. Nylie's true nature is up to the DM.

Quick Stats: Nylie: MV 12; AC 10; F1; hp 8; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Checklist, Part 5 of 6

- 289: Youth Gang
- 290: Two for the Road
- 291: No Rest for the Wicked
- 292: The Bigger They Are (Tainted Water)
- 293: Don't Tread on Me (Tainted Water)
- 294: Subterranean Stalker
- 295: A Friend in Need
- 296: Honor Bound
- 297: Native Earth
- 298: The Forest's Bliss
- 299: What Gullible Eyes You Have!
- 300: Thieves in the Night
- 301: The Moonlit Village
- 302: Unexpected Guests, Part 1 of 2
- 303: Unexpected Guests, Part 2 of 2
- 304: Boarish Behavior
- 305: In the Path of Battle

- 306: Avid Reader
- 307: Guess Who's Dinner
- 308: Food Fight
- 309: Save Your Elves
- 310: In the Clutches
- 311: Bumping in the Night
- 312: Awakened Ancestors
- 313: Terror in the Tar
- 314: The Sacred Censer
- 315: The Willing Sacrifice
- 316: A Draining Experience
- 317: Evil on Ice
- 318: Wight Warren
- 319: Triple Threat
- 320: Youthful Indiscretion
- 321: Chained Fury
- 322: The Unwelcome Guest
- 323: Full Metal Dinner
- 324: A Dangerous Game

Deck of Encounters Icons

Terrain: Plains, Scrub, Swamp, Hills, Mountains



The Golden Ring

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 100



Buzzed

Danger: Low
Climate: Sub-tropical
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,940



Catfood

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 500 for feeding and befriending the cats, 1,300 for killing them (though this is not encouraged)



Checklist, 5 of 6

325: The Freak Show
326: The First Wave
327: The Halfbreeds
328: The Dark Secret
329: Invasion Force
330: Feeding Time
331: . . . In a Handbasket
332: Explosion
333: Wishing Well, Version 1
334: Wishing Well, Version 2
335: Surge
336: Goodbye, Blue Sky
337: Inversion
338: Knight Song
339: Wishing Well, Version 3
340: Wishful Thinking
341: Wild Magic
342: Cursed Friend
343: Orga the Barbarian
344: Rualla Kunnadye
345: The Queen of Thieves
346: Rival Colors

347: Tentacles of the Deep
348: Meteor Shower
349: Errand Boy
350: The Exchange
351: Collection Day
352: The Assassination
353: Deserters
354: The Six Horrors
355: Like Little Insects
356: The Mission
357: Trespassing
358: Aiding the Unknown
359: A Trusty Hound
360: The Sight of Vengeance

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Deck of Encounters, Icons

Terrain: Forest, Rough, Aquatic, Desert, Dungeon, Urban



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The Golden Ring

Area: This encounter takes place in a quiet city by-way, where the passers-by are common but not plentiful. There are several twisting alleys nearby, but none are so shadowed that they hold any danger. The streets are relatively clean, and the boardwalk has been freshly swept.

Situation: As the PCs move down the boardwalk, the sun glints off a golden ring wedged into one of the cracks between the planks. If one of the PCs bends down to pick it up, another hand appears in his field of vision, and the shabbily dressed individual who owns the hand cries out, "Aha! There it is! I've been looking for this for hours!"

If the PCs ask him about the ring, he will

claim that he was on his way to pawn it, for he needs the money to feed his wife and children. Should the PCs want to keep it, he will gladly sell it to them for not less than 20 gp; he does, after all, have a family to care for and this is a treasured heirloom. If they try to give it back to him, he desperately offers to sell it to them, claiming that such noble adventurers like those of the party could surely offer him a better price than a pawnshop. He seems genuinely heartbroken if the PCs refuse.

The ring, beautifully etched, is really a copper ring with a thin plating of gold to make it look valuable. Connor is a con man, and he has made 100 gp from this trick today.

Quick Stats: Connor: MV 12; AC 8; T2; hp 9; THAC0 20; #Att 1; Dmg 1-4

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Buzzed

Area: The sound of angry buzzing fills the PCs' ears as they walk through a section of the forest. Before they can react, a group of giant wasps swoops down on the characters, determined to paralyze and serve them to their young for dinner.

Situation: This encounter is designed for cockier PCs who believe that no "normal" monster could possibly hurt them. The wasps attack unmercifully, and carry paralyzed opponents back to their hive to be devoured. Smoke and fire are the only weapons that deter the insects, and even those only keep them at bay.

If the PCs destroy the wasps without even one of their number being paralyzed by the poison stings, the DM should have

more wasps attack. This encounter should force them to go into the wasp's hive to rescue at least one of their number. The hive will contain at least 3 more giant wasps, regardless of how many the PCs have already faced. Furthermore, this experience will teach them the folly of regarding natural threats as unchallenging.

The nest contains 27 transparent gems (amber) hidden in the walls and floor. Each amber is worth 50 or 100 gp each.

Quick Stats: Giant wasps (7+): MV 6, Fl 21 (B); AC 4; HD 4; hp 27, 24, 23, 20, 19, 18, 14; THAC0 17; #Att 2; Dmg 2-8/1-4; MR Nil; Special attack

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Catfood

Area: This encounter takes place in the deep forest, well away from human habitation. The forest is all old-growth, with very little undergrowth because of the shading of the canopy. It is a beautiful area of the woods.

Situation: This area of the woods is also the home of two elven cats, who have made a comfortable nest for themselves here. As the PCs pass through this area, the cats decide to see if the PCs will feed them. One of them uses its *tree* ability, seeming to meld into the branches. The other cat approaches the PCs, meowing hungrily. It uses its *ESP* on the PCs to determine if they are friendly and if their intentions are good. If the PCs produce

food for the cat, it sniffs at it, eating half of it if it is palatable. It then turns and walks around the tree where its mate lies hidden. The first cat *tree*s itself, while the second one hops down from the tree to finish off the food. The cats will then guide the PCs through the forest to their destination, keeping them away from the danger spots. If the PCs leave food for the cats with the intention of capturing them, one of the cats takes the bait. The other lies unseen, waiting for the PCs to come grab at the cat. Once they reach for it, both cats use *enlarge* and attack. All the woodland creatures in this forest will ever thereafter react negatively to the PCs.

Quick Stats: Elven Cats (2): MV 18; AC 4; HD 3 + 6; hp 29, 23; THAC0 17; #Att 3; Dmg 1-2/1-2/1-3; MR 20%

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Disciple

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Strength, Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 400



Orcs on the Rise, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Forest, Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 100



Hobbies, Part 1 of 2

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 175 for killing the
undead,
350 for investigating
the cause



Blinded, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 270 for ogre



On the Warpath

Danger: Low
Climate: Temperate
Terrain: Forest, Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 90



Disciple

Area: This encounter takes place in any city.

Situation: There are three parts to this encounter: **THE SHADOWING**—When the PCs enter the city, they are observed by a wererat named Wylkin. Wylkin follows the PCs for several blocks, until he selects the most ratlike of the PCs as his target. This will usually be the thief of the party; otherwise, he chooses the smallest human possible. The PCs may not notice him, since he is in rat form. **THE HUNT**—When Wylkin has selected his target, he will stalk his target for three days, observing his prey in action. The PC being hunted has a chance of noticing that Wylkin is following him. Each day, the PC has a 25% of notic-

ing, though it requires a Wisdom -6 check to determine the source. If Wylkin is detected, he flees. **THE GAME**—Finally, Wylkin makes his move. While the PC is sleeping, Wylkin sneaks into the area in rat form. Changing to his half-human form, he automatically gnaws on the PC for 6 points in the first round. He will continue to attack as long as the battle goes his way, but flees if it begins to go badly. The PC has a 1% chance per point of damage of becoming a wererat. If the transformation does occur, Wylkin approaches the PC, saying he senses a kindred spirit. He offers to teach the PC how to use his or her new abilities.

Quick Stats: Wylkin the Wererat: MV 12; AC 6; HD 3 + 1; hp 23; THAC0 17; #Att 1; Dmg by weapon; MR Nil

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Orcs on the Rise, Part 1 of 2

Area: The forest in this area is deceptively pleasant, although there is a faint aura of menace emanating from the thick undergrowth. The trail here is too narrow for passage by more than two abreast, or single file, if mounted. The trail winds between two bluffs, rising so gradually from the rest of the forest that the PCs will barely notice that they are in a defile 100 feet deep until it is too late. Trees rise up both sides of the bluffs, but do not impede either movement or vision.

Situation: When the party ventures about 200 yards into this 400-yard-long ravine, a huge orc rises up on the left hand bluff and calls out in crudely accented Common.

"Adventurers! Throw down your weap-

ons and valuables, step back from them exactly 20 paces, and lie face down on the ground! If you do exactly as I say, no harm will befall you! If you try anything, I may be persuaded to change my mind!" If the party looks as if it is complying, the orc will begin down the hill. As he does so, another orc, this one armed with a long-bow, takes the other's place on the bluff. The PCs will hear a noise behind them, and if they look, they see two more orcs similarly armed. If the party complies, the orc will be as good as his word; none of the party will be harmed. Any who resist are fair game, and the archers will not hesitate to shoot.

Quick Stats: Orcs (7): MV 12; AC 5; HD 1+1; hp 9, 8, 7, 7, 6, 5, 4; THAC0 20; #Att 1 or 2; Dmg 1-8/1-6; MR Nil

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Hobbies, Part 1 of 2

Area: Any small urban setting will do. The townsfolk are friendly but nervous, especially as nighttime approaches.

Situation: Something has been digging up graves in a small village. The villagers are understandably unnerved by this, and ask all wandering adventurers to check it out. The villagers are poor and cannot promise a reward, but anyone who helps them will be heralded as a hero and have friends for life in this area. If the PCs agree to investigate the graveyard, they will see a single ghoulish methodically and purposely digging up the graves.

If the PCs attack, they will, without doubt, kill the creature. A short time later a zombie approaches the graveyard obvi-

ously looking for the ghoulish. If the PCs kill the zombie, no further undead appear.

If they follow either creature when it leaves at dawn, however, they will discover more. The creature brings the corpses it digs up to a small, modest home on the outskirts of the village. From the holy symbol (to a neutral deity) displayed in the window, the PCs should realize that this is the home of the village priest. Further surveillance will reveal the presence of a few more zombies, crawling into fresh graves at the back of the house as daytime approaches.

Quick Stats: Ghoul: MV 9; AC 6; HD 2; hp 12; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

Zombie: MV 6; AC 8; HD 2; hp 6; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Blinded, Part 2 of 2

Area: The nymph's woods are bright and cheerful, and birdsongs fill the air. PCs can see small sprites and other faerie folk peering at them from behind the trees.

Situation: The nymph lives up to her promise, and leads the PCs to a small forest cave. She tells them that the treasure is buried deep in the back of the cave, but they must first deal with the very large, and aggressive ogre that lives in the cavern. She, of course, will wait outside.

The ogre is a horrid specimen, a foul, nearly unthinking beast. It is large and powerful, but it is also very stupid, and PCs should quickly dispose of it.

When the PCs search the cave, they find

orc bones, a pile of filthy leather armor, and four gleaming short swords. In the PCs' hands, they are normal weapons, but in the hands of an orc the swords are +2 weapons, truly a great treasure—for orcs. The nymph honestly didn't know that the treasure is useless for the characters, but giggles anyway at the irony of the situation and disappears into the forest. As the PCs leave the wood, a tiny sprite comes to them bearing a large gem (500 gp value) and says it is a gift from the nymph, who wishes to make amends.

Quick Stats: Nymph: MV 12; AC 9; HD 3; hp 12; THAC0 17; #Att Nil; Dmg Nil; MR 50%; Special attacks and defense

Ogre: MV 9; AC 5; HD 4+1; hp 29; THAC0 17; #Att 1; Dmg 1-10 (or by weapon +6); MR Nil

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On the Warpath

Area: The area is forested and covered with gently rolling hills. The hills are about 30 feet above a stream that winds between them. The trees are mostly tall and thin, affording little cover. They grow close enough together that visibility is limited to a few hundred feet, but they are not so thick as to provide a hiding place.

Situation: As the PCs proceed to their next adventure, they must make a Wisdom check at +3. If they succeed, they hear the sound of marching, the drumming of booted feet coming toward them over the nearby hill. If they choose to investigate, the PCs see a large force of approximately 20 goblins double timing through the woods. They are abnormally quiet for gob-

lins, though the snap of leaves and twigs and the rustling of the underbrush attests to their reality. Their faces are grim and painted for war. Each is armed with a brutal, short sword, a short bow, and a quiver of wickedly barbed arrows.

The party has the option to avoid the goblins or to engage them in combat. If they avoid the goblins, the goblins will not notice them. If they choose to engage the goblins, the monsters will fight in orderly fashion, with half of them providing arrow fire to defend those fighting with swords in the front ranks. They have no treasure on them except their weapons.

Quick Stats: Goblins (20): MV 6; AC 6; HD 1-1; hp 7 (x4), 4 (x16); THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Southbound Express

Danger: Low
Climate: Temperate to Sub-
Arctic
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 120



Heretics

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Dexterity
Encounter: NPC
Add'l Info: None
XP Value: 300



Invasion

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,720



Wrapped Around Your Finger

Danger: Low
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 10



The Night of the Knife

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for detaining
Jack until the guards
pass by,
0 for allowing him to
escape



Southbound Express

Area: This is a zone of foothills, though they are more rock than earth. Jagged pieces of rock lie scattered about the river-cut ravines. The hills vary widely in height, some little more than molehills, while others reach as high as 100 feet.

Situation: As the PCs pick their way through the hills, they hear the sound of pounding feet echoing through the ravines. Because of the strange acoustics of the area, the PCs cannot determine where the noise originates until a running figure breaks around a bend in the northern part of the ravine.

It is a hobgoblin chieftain, running at full tilt, headed south. He carries two long swords, crossed over his back, and holds a

bow in his right hand. A nearly empty quiver of arrows bounces at his left side. He has obviously been running for some time, based on the sweat and grime caked on his boots and leggings, but he does not appear to be winded.

If the PCs do nothing to stop him, the hobgoblin vanishes out of the southern end of the ravine. He will not respond to any hails. If any obstacles appear in his path (like the PCs), he will either go around them or hack at them with both swords. He looks very strong.

If the PCs kill him, they can take both of the *long swords* +1 he carries over his back.

Quick Stats: Hobgoblin Chief: MV 12; AC 2; HD 4; hp 22; THAC0 17 (+1); #Att 2; Dmg 1-8 + 4/ 1-8 + 4; MR Nil

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Heretics

Area: The encounter takes place at night, within a city. If the PCs venture beyond the boundaries of the higher-class district in town, this encounter may be used. The area is a lower-class neighborhood, where the streets are narrow and not well patrolled. The streets are mostly deserted, and passers-by hurry on, intent on errands of their own.

Situation: As the PCs move through the area, they see flickering lights as if from candles flickering around the corners of a poorly drawn curtain. If the PCs investigate, they find that they cannot see anything significant through the folds of cloth. Once they draw this close to the building, they clearly hear the sounds of low chant-

ing, building toward a climax. If the PCs try the door near the window, they find it unlocked. The acolyte on the other side appears to be very surprised as the PCs open the door. Inside, there are 10 robed figures gathered around an altar of the district's foremost, illegal, evil god, led by a hooded priest. After a moment of stunned silence, they rise as one and charge the PCs, howling death threats. They pursue through the streets if necessary, but try to avoid the city watch. The PCs now have an enemy looking for them, in the form of a fanatical, underground religious organization.

Quick Stats: Adherents (10): MV 12; AC 8; P1; hp 5 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Invasion

Area: A village on the edge of a great sea has been targeted for invasion by a renegade group of sahuagin. The attack falls on the night the PCs decide to stay in town.

Situation: These renegade sahuagin are tired of waiting for the priestesses of their race to determine when to mount a full-scale attack on surface dwellers. They have decided that by raiding a village on their own, without the priestess's approval, they may be able to convince the rest of their folk that the time for invasion is now.

Their attack on the village comes at night. The PCs must defend and drive the fishermen back into the sea, or watch the town be destroyed by the ruthless creatures. They will be aided in part by the

townspeople (mostly 0-level fishermen and perhaps a handful of 1st-level fighters), but the bulk of the town's defenses will fall upon the PCs.

The sahuagin are led by one lieutenant; if he is killed, a morale check is required. Otherwise, the creatures will continue attacking until it becomes clear that the PCs have the advantage.

The sahuagin leader wears a pearl-encrusted necklace, worth 300 gold pieces. They have no other treasure.

Quick Stats: Sahuagin (15): MV 12, Sw 24; AC 5; HD 2+2 (3+3); hp 11 (22); THAC0 16; #Att 1 or 5; Dmg by weapon or 1-2/1-2/1-4/1-4/1-4; MR Nil

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Wrapped Around Your Finger

Area: The encounter may take place on any heavily traveled road. There are drainage ditches running along the side of the road, currently dry. Drivers and carts pass frequently along the road in both directions.

Situation: As the PCs move along the road, they catch a glint of something in the drainage ditch to their right. If they investigate, they find a ring, which appears to be gold, lying in the ditch. The ring is actually copper plated with a thin veneer of gold to make it look valuable. It will not radiate magic, but the PCs might believe that they can make some money by selling it. If one of the PCs chooses to wear the ring, the gold plating will wear off within a few hours, and the copper ring leaves a

green band around the PC's finger.

If the PCs wish to sell it, no self-respecting jeweler will touch it. However, they might be able to get rid of it by selling it to someone else on the road, preferably a self-important merchant. This should prove to be no problem, as there are many pompous peddlers along this road; the main problem the PCs should have is one of conscience. If the PCs are of good alignment, they receive no experience points for this solution.

Quick Stats: The ring has no redeeming characteristics, it is perfectly ordinary and quite worthless.

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The Night of the Knife

Area: This encounter takes place in a dismal part of a large town, in a district of refineries and mills. There is a thick fog rolling in tonight, blanketing the town. The light from swinging street lanterns bathes the streets in an eerie glow, penetrating the fog just enough to give the impression that the fogbank gives off a dull gleam. The streets are mostly deserted.

Situation: As the PCs pass through the fog, they can hear a faint scuffle on the cobblestones ahead of them, followed by a dull thump. A muttered curse issues out of the fog ahead, followed by staccato footsteps, as if someone is striding toward them. Moments later, a tall figure looms out of the fog in front of the PCs.

"Evening," the man mutters, tipping his cap. He continues his brisk stride past the PCs, disappearing into the thick fog as quickly as he came. Unless the PCs detain him now, they have no chance of catching him, though they have little grounds for this action. If he is detained, the man is of impeccable breeding and manners, and is utterly charming. His hat and hood hide his face, and he will not reveal it to the PCs if he can help it. If the PCs continue onward, they stumble across the mutilated body of a man. His blood still steams in the fog, splattered in a spreading pool around his body. One solitary, bloody footprint leads away from the body in the direction from which the PCs came.

Quick Stats: Jack: MV 12; AC 7; T10; hp 50; THAC0 16; #Att 1; Dmg 1-6; MR Nil

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A Bone in the Throat

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 100



The Near-Sighted Paladin

Danger: Low
Climate: Temperate
Terrain: Any, near a major city
Attribute: Charisma
Encounter: NPC
Add'l Info: PHB, pg. 27
XP Value: 150



Mistaken Identity, Version 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for above-average role-playing



Swimming Hole

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 270



The Fishing Dispute

Danger: Low
Climate: Temperate
Terrain: Aquatic, Forest
Attribute: Wisdom
Encounter: NPC
Add'l Info: PHB, pgs. 131, 132, 142; DMG, 145
XP Value: 500



A Bone in the Throat

Area: This encounter takes place in a dungeon passageway roughly 100 feet long. A skeleton is attached to a series of light chains outside of a heavy door. The chains are attached, with some slack, to each of the skeleton's limbs, giving it the appearance of a giant, skeletal marionette. The hallway is only 5 feet wide, making it necessary to pass the skeleton closely to get to the door.

Situation: As soon as the PCs close to within 30 feet of the skeleton, it jerks to life. A red glow lights in its eyes, and it stomps around its confined area, trying to approach the PCs. It can only advance 5 feet, however, before the chains jerk it to a halt. It looks very much like a giant pup-

pet, animated by a clever puppeteer. If the PCs continue to advance, it stops jerking and raises one arm, points two fingers, and fires two knuckles at the lead character. The knuckles fly unerringly to their targets, striking for 1d4+1 points of damage. It will continue to fire two per round, until it has fired 20, or until the PCs move to within 5 feet of it, at which time it will attack with the remainder of its fingers. The skeleton has been here for some time, imbued with a powerful magic that has not weakened. The skeleton can be turned as a wraith, but since it has nowhere to flee, it will continue to attack. Once the PCs defeat it, they can proceed.

Quick Stats: Enchanted Skeleton: MV 12; AC 5; HD 4; hp 30; THAC0 17; #Att 2; Dmg 1-6/1-6; MR 15%

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The Near-Sighted Paladin

Area: This encounter may take place near any habitable area the PCs have just left. The encounter occurs as soon as the PCs have traveled about 10 miles from the city.

Situation: The party is moving along at a good pace when they hear the thunder of hooves behind them. It sounds almost as if an entire regiment of cavalry is bearing down on them at an incredible rate of speed. If they move off the road, they see a knight in full armor galloping past them at an astonishingly fast clip. They will find him waiting quietly near some trees later on; when he senses their presence, he will leap up, bastard sword in hand, and proceed to question them.

If the PCs remain on the road, the knight

reins up and demands their unconditional surrender. He introduces himself as "The famous paladin Kelvran Orcsbane," and produces a warrant for the arrest of a gang of bandits who are supposed to work for the Witch Queen. The warrant describes the brigands, who vaguely resemble the PCs.

With some quick talking, the PCs should be able to extricate themselves. The paladin is aware of his bad eyesight (although he is not ready to admit to it), and will let the PCs go if their explanation is convincing enough. He can later provide a useful NPC contact, if the DM desires.

Quick Stats: Kelvran Orcsbane: MV 12 (24 on warhorse); AC 1; Level 7; hp 65; THAC0 14 (10); #Att 3/2; Dmg 1-8 +4; MR Nil

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Mistaken Identity, Version 3

Area: This is a small village, one in which all the locals seem to know one another, but stare at strangers. The PCs are walking down a wide and dusty street, the street radiating the heat of the sun that shines down upon it.

Situation: As the PCs enter town, a small fellow walks up to the burliest human PC and hands him a sack containing 100 gp, and says, "Here you go. Sorry it took me so long to get it back to you." He walks away quickly before anything else can be said. If the PCs enter a tavern or restaurant, the manager hurries over and guides the PCs to the best table in the house, and asks the same PC, "Would you like the usual, sir?" If the PC declines, the manager

looks a little surprised, but complies. If the PC takes the usual, the manager brings him his favorite food. The manager is deferential to the PC's friends, as though they were important because of the company they keep. As the PCs leave, a stunningly beautiful woman rushes up to the PC, plants a firm kiss on his lips, and says, "Darling! Come home, dear. . . it's been so long, and I've missed you so!" She guides the PC to a fine house, and as she ushers him in, the PC sees a man who looks exactly like him, dressed in similar clothing, coming down the stairs. How the encounter is resolved is up to the DM: it can be a doppelganger, a long lost twin brother, or anything else. Whatever the case, it is sure to be amusing.

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Swimming Hole

Area: The PCs are approaching a temperate, freshwater lake. The DM should emphasize that the area is peaceful and serene, with no dangers anywhere apparent.

Situation: As the characters approach, the nixies of the pool combine their magic and attempt to *charm* four of the PCs. If the spell fails on all four, the nixies curse their luck and withdraw back into the water without any further confrontations with the characters. If the PCs spot the faeries and are foolish enough to go into the water after them, the nixies will defend their territory to the full extent of their abilities. The PCs will be in very unfamiliar territory, and the nixies have no compunction about defending themselves with all of

their magical abilities.

Charmed characters move toward the water, and unless they are saved by *dispel magic* or are physically restrained, they will be the nixies' servants for one year. PCs may attempt to rescue their *charmed* comrades, of course, but again the nixies will have full advantage.

If characters are *charmed* and end up as nixie slaves, they still may be retrieved by party members in return for favors or tasks assigned by the nixies. The DM is encouraged to be devious in creating other favors and tasks.

Quick Stats: Nixies (40): MV 6, Sw 12; AC 7; HD 1/2; hp 2 or 4; THAC0 20; #Att 1; Dmg by weapon; MR 25%; Special attacks and defenses

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The Fishing Dispute

Area: The location is a formerly idyllic little village sitting next to a peaceful lake. The lake, in contrast to the village nearby, is clear and serene. The village appears to be dilapidated and worn. There is evidence of a recent fire, and it looks as though the village has been abandoned just recently.

Situation: Two of the local residents, Rakas and Lorud, once fast friends, have become involved in a fishing contest of sorts. Where once they would fish together peacefully, they soon began competing with each other to see who could catch more fish. As the contest wore on, they became less and less friendly to each other. Then they started sabotaging each other's gear, boats, and even their personal lives.

It finally escalated into an all out war between the two fishermen, with the rest of the town being used as pawns of one side or the other.

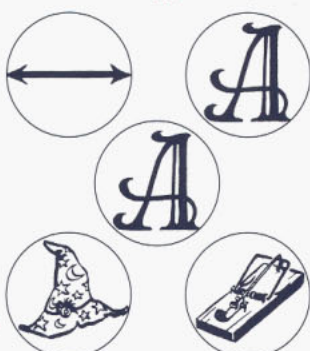
When the PCs enter the town, one or the other will approach them and accuse them of being the hirelings of the other. He will demand that they leave town at once. If the PCs do not, the man jumps up and down, screaming, and then run through the town shouting, "Cheater!" Soon after, the other shows up and performs the same routine. The PCs can try to talk to the two combatants, but there is little chance that they will see reason.

Quick Stats: Lorud: MV 12; AC 8; F1; hp 5; THAC0 20; #Att 1; Dmg 1-6
Rakas: MV 12; AC 8; F1; hp 7; THAC0 20; #Att 1; Dmg 1-6

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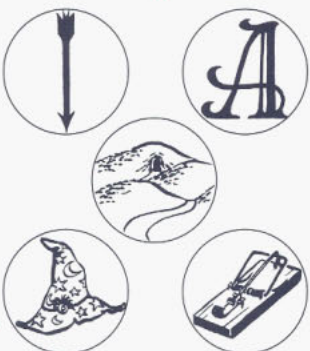
Dispelling Doubts

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pg. 148
XP Value: None



The Repulsive Ring

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pgs. 165 and 209
XP Value: 100 for gaining the ring,
0 for allowing it to escape



Charlatan

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: **PHB**, pg. 153
XP Value: 1,000 for discovering the truth



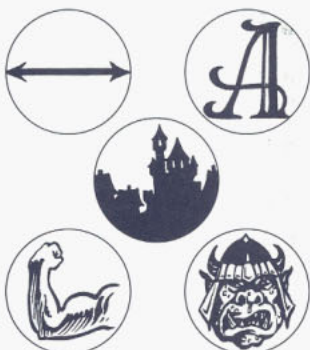
Arcane Knowledge

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 3,000



Looks Can Kill, Part 2 of 2

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 975



Dispelling Doubts

Area: This encounter can take place in any area the DM deems effective, for it is a random event, rather than an encounter that requires planning.

Situation: As the PCs move through the adventure area, they step into an area that has somehow been made into a *dispel magic* zone. This field dispels all magic for the period of 1 hour. However, all items are allowed a save, as detailed in the spell description of *dispel magic*. This effect also prevents mages from using spells for 1d6 rounds.

This is an ideal card to play directly outside the main villain's door. It is sure to brighten the players' days when they learn that their favorite magic is gone. The actual

workings of how the zone came to be there are up to the DM. Perhaps a mage (maybe even the villain) has been experimenting with the creation of such zones and stumbled across this method by accident. The result might be unreproducible, though the wizard has been looking for ways to spread it throughout strategic points in his lair.

Likewise, this might simply be the result of magical energies combining in a certain nexus, or the residue of repeated *dispel magic* spells cast in the area.

The zone could also be an anomaly, a natural phenomenon caused by a unique magnetic field fluctuation. Regardless of the explanation, the PCs will have no small difficulty dealing with this.

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The Repulsive Ring

Area: This encounter takes place in a small chamber. There is a square table in the center of the 10 x 10-foot room, and an open window at the opposite end of the room. Sitting on the center of the table is a glowing ring.

Situation: The ring has had both *continual light* and *avoidance* spells cast upon it. If a PC reaches for it, it bounces off the table and hovers in the air (it is actually sitting on an *invisible* plank that leads out of the window). Unless the PCs can cast *dispel magic* on the ring, they will never be able to reach it. If they cast this spell, both the *avoidance* spell and *continual light* will be lost; the ring is worth only 5 sp without these spells.

If the PCs continue to approach the ring, it skitters out the window and is lost. If they somehow manage to force it off the plank and into a corner, they will not be able to pick it up; their hands will be turned aside a foot away from the ring. If they somehow force the ring into a bag, the bag will hover 1 foot away from their bodies.

Quick Stats: The ring is useless except for the *continual light* spell. It can only be used for a light source, because its poor workmanship is not of sufficient quality to allow this ring to hold a spell of any real power.

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Charlatan

Area: This can occur in any small town in where the villagers are superstitious.

Situation: A local thief has been cursed with a *babble* spell, the reverse of the wizard spell *tongues*. Unfortunately for the thief, the wizard who cast the spell also cast a *permanency*, to avenge himself for the loss of his valuable treasures and spell components. He then released the thief back into her home town, where she walked the streets babbling indecipherably until someone decided that she was touched by the gods. From that moment on, she was free to do whatever she liked, and she was more than happy to play this roll to the hilt. Free room and board, who could ask more? She can get away with

anything in this town. If she gets caught stealing, the person simply takes back the item she took, and says nothing more of it. Because of this, she has gotten very sloppy. When she attempts to pick the pocket of a PC, she has a 35% chance of success. If she misses by more than 20%, the PC will notice. However, if the PCs do anything to her, the villagers angrily converge on the PCs to drive them out of town. They are likewise irritated if the PCs remove the spell, thinking that this means that the gods no longer smile upon them.

Quick Stats: **Jhana:** MV 12; AC 4; T7; hp 33; THAC0 17; #Att 1; Dmg 1-6 +3; MR Nil
Villagers: MV 12; AC 10; 0-level humans; hp 4 each; THAC0 20; #Att 1; Dmg 1-6 (club); MR Nil

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Arcane Knowledge

Area: As the PCs relax in a large city, the word goes out through the grapevine that a strange "blue-skinned giant" is looking to hire a small group of adventurers as his personal entourage and to be his guardians during his stay in the city.

Situation: This scenario works best if the characters have not encountered spelljamming craft or creatures before, and are ignorant of wildspace and the spheres.

An arcane's spelljamming ship crash-landed on the PCs' planet. The ship is in need of many repairs, and the arcane has come to the city to find the equipment he needs. He seeks to hire the PCs to accompany him in the city as bodyguards and servitors while he searches for the rare

equipment he requires to fix his ship.

The arcane will not haggle with the party over the price of their hire; he offers a price, more than fair, for their service, and expects an immediate answer. He will not answer any of their questions about what he is looking for or where he came from.

When the arcane has completed its business, if the PCs have performed their duties adequately, the arcane will ask them if they wish to extend their service further by acting as bodyguards on the way back to his ship. The DM should play up the wonder of first encountering the idea of spelljamming, and this is an ideal hook by which to launch a spelljamming campaign.

Quick Stats: **Arcane:** MV 12; AC 5 (3); HD 10; hp 38; THAC0 11; #Att 1; Dmg by weapon; MR 40%

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Looks Can Kill, Part 2 of 2

Area: Any medium to large city will do.

Situation: If the PCs participated in the previous encounter, they are summoned only to learn that his pet basilisk has escaped. He pleads with them to find it and kill it quickly and quietly, before anyone finds out it was his. He'll offer them a substantial reward if they carry out this task. If they try to tell anyone else about the noble's ownership of the creature, he'll countercharge and say that they brought the thing into the city to kill him and take his estate.

Finding the basilisk should be fairly simple: the PCs just follow the trail of new statues of animals and a few unfortunate

people. Capturing or killing it is more difficult, given the danger involved. The PCs have one advantage: because the noble fed the creature so well, it is fat and slow, allowing the PCs to gain initiative in each round of combat. If the PCs are clever, they can get a hold of mirrored shields to deal with the creature at close range; otherwise, they are better off using spells and arrows from a distance.

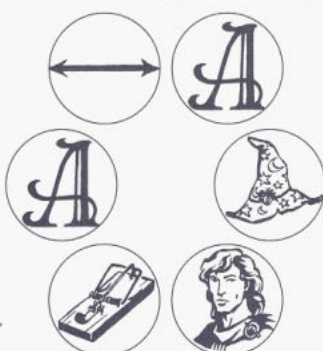
Once the creature is killed, the PCs have an additional opportunity to make a profit by selling the creature's body to interested mages or alchemists, for the creation of spells and potions.

Quick Stats: **Lesser Basilisk:** MV 3; AC 4; HD 6+1; hp 25; THAC0 15; #Att 1; Dmg 1-10; MR Nil; Special attack

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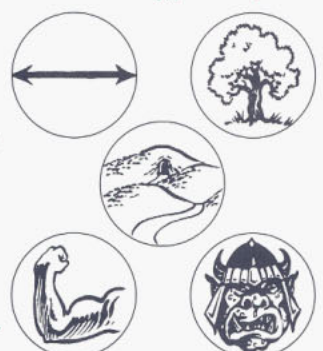
The Invisible Woman The Irritated Wizard, 2 of 2

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device, NPC
Add'l Info: PHB, pg. 142
XP Value: 1,000



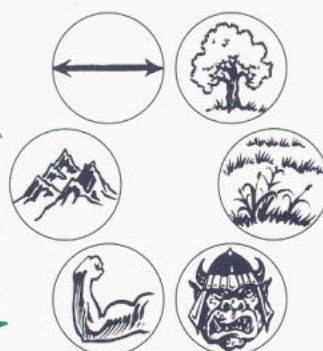
Hook Family

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Look to the Skies!

Danger: Medium
Climate: Temperate
Terrain: Mountains, Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



The Giant's Baby

Danger: Medium
Climate: Temperate
Terrain: Mountains, Plains
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Sly Jackal

Danger: Medium
Climate: Sub-tropical
Terrain: Desert
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,680



The Invisible Woman The Irritated Wizard, 2 of 2

Area: This encounter should take place soon after the previous one. Like **The Stench**, the encounter can take place wherever low-level characters are likely to be found.

Situation: As PCs go about their business, they feel a tap on their shoulders. If they have the ability to see invisible things, they have no trouble discerning a helpless-looking young woman standing beside them. Otherwise, there is no easy explanation, until a disembodied female voice speaks.

"I've heard you gentlefolk are experienced in removing the curses of the local wizard. I too, as you can see, or rather as you cannot see, am in dire need of your

services. I, too, irritated the wizard, and was given permanent invisibility as payment for angering him. The worst thing is, I merely spurned his advances, for he is a disgusting little old toad."

If they desire to help the young woman, the PCs will have to figure out some way to remove the curse on her necklace, which is the item that keeps her permanently invisible. If they remove this curse as well, the PCs might draw the attention of the wizard, who will not be happy that so many of his curses are being dispelled by the PCs. To show his esteem for their abilities, he might very well send them an item that will put them in the same boat as the NPCs with whom he has been dealing.

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Hook Family

Area: This encounter occurs in a natural cavern. It is damp, dark, and dank with chilly air.

Situation: The PCs find the cave a comfortable place to rest in for the night. Little do they know a family of hook horrors lives here.

Searching the cave will reveal only that there are many holes in the walls, high above their heads, near the ceiling. It is unlikely that anything could climb out of those holes and make it safely to the floor. Otherwise, the cave is empty.

The hook horrors are asleep when the PCs enter, but when they awaken (in 1d6 hours or when the PCs make a loud noise) they will try to scare the PCs away by rub-

bing their bony arms together, making a loud rasping noise.

If the PCs are sufficiently intimidated, the hook horrors will climb down from their holes to attack them, retreating back up the wall when things get tough.

There are eight hook horrors in all, but one, the dominant female, will not fight. All others will crawl out of their holes and down the walls to attack. They will climb down the walls quietly but they will be very loud when attacking because they want to scare the PCs away from their lair and the dominant female.

Quick Stats: Hook Horrors (7): MV 9; AC 3; HD 5; hp 28; THAC0 15; #Att 3; Dmg 1-8/1-8/2-12; MR Nil

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Look to the Skies!

Area: The area is a wide, grassy plain located near some craggy mountains. The time is late afternoon. The clouds in the sky have begun to take on a menacing cast. It looks as though the PCs might get wet before the day is out.

Situation: If the PCs have been watching the clouds, determining the weather, they will see a shape winging away from the mountain. If they continue to watch, they see the shape heading directly toward them. It rapidly closes the distance, and the three heads of the chimera become evident.

The PCs should be at least 200 yards away from cover when this encounter begins. If they begin to run for cover when

they see the chimera, they can make only 150 yards—50 yards short of the covering woods.

The chimera has no formulated attack plan except to swoop down on the PCs and kill them for food and treasure. It will fight to its best ability until it has suffered more than 50% of its hit points, until a PC is dead, or until the PCs make it to cover. It knows that it is at a disadvantage in the woods, and it will not follow the PCs into the forest. Instead, it will use dragon flames to create a forest fire, trying to drive the PCs out in the open where it can get at them. Dead PCs are taken to its lair in the mountain and consumed.

Quick Stats: Chimera: MV 9, Fl 18; AC 6/5/2; HD 9; hp 63; THAC0 11; #Att 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; MR Nil

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The Giant's Baby

Area: Craggy blue mountains, their tops in the clouds, rise high above the sunlit plains of the valleys below.

Situation: While the PCs are in the mountains, a thick fog descends on them, seemingly from out of nowhere, which reduces their visibility to about 10 feet. As the PCs adjust to the fog, they notice a pair of giant feet standing motionless in a few feet away. Looking up, it becomes apparent that the feet belong to someone who is easily 20 feet tall. The fog lifts as quickly as it came, revealing the stern face of a cloud giant. The giant bends down and asks, "Have any of you seen my child?" The giant goes on to tell them that his child has wandered away and he would be happy to

pay the PCs 10,000 gp in worked silver jewelry for her safe return. The giant points the PCs in the direction where he last saw the child. The young giant has wandered down into the plains, leaving a swath of devastation behind her, as children are wont to do. Her trail is not hard to follow, but persuading her to return is more difficult. The child is having too much fun to go home now. The PCs must convince the child to return with them.

Quick Stats: Cloud Giant: MV 15; AC 0; HD 16; hp 118; THAC0 3; #Att 1; Dmg 1-10 or by weapon (6-24 + 11); MR Nil
Cloud Giant Baby: MV 9; AC 0; HD 10; hp 42; THAC0 7; #Att 1; Dmg 1d6; MR Nil

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Sly Jackal

Area: Jackalweres attack anywhere in the deep desert; this encounter takes place on a cool, dark night.

Situation: Four jackalweres are hunting when they see the PCs crossing the desert. Two of them change to human form, and their two pack mates gnaw on them a little for effect. The two gnawed "humans" charge into the PCs' camp screaming about jackals chasing them, trying to eat them.

The other two jackalweres chase them, but they retreat before the PCs can engage them in combat. Once the human form jackalweres get into the PCs' camp, they attempt to use their natural gaze ability to put as many PCs to sleep as possible.

Once most of the PCs are asleep, or if the

jackalweres' true nature is discovered, they will attack, changing into jackal form and howling to the rest of the small pack to join them.

PCs can become suspicious (and immune to the jackalwere's *sleep gaze*) by realizing that jackals usually hunt in packs larger than pairs. They may also find it strange that two men are out in the middle of the desert with no equipment, being pursued by only two jackals.

The jackalweres have 300 cp, 50 sp, and 2 gems worth 50 gp apiece stashed in a rocky cave nearby.

Quick Stats: Jackalwere (4): MV 12; AC 4; HD 4; hp 20; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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Double Image

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 975



First Flight

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



Hungry Fish

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,300



Look, It's Talking

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: of ring



Dead Justice

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Double Image

Area: Any city where the PCs have been in town for a some time; at least long enough to establish themselves and to be known to a few of the more important locals.

Situation: One of the PCs is being imitated by a doppelganger. The creature has been studying the PC for a while, and starts using the PC's appearance to buy things with counterfeit coins, run up bar tabs, pick up items purchased by the character (e.g., a fighter who's having a new sword made, or a wizard who commissioned a piece of jewelry for later enchantment), and making the PC's life miserable.

Eventually someone will confront the PC—about bar tabs, bills for services, counterfeit coins, or any number of other

possibilities. Depending on the severity of the doppelganger's actions, the PC might even be arrested and thrown in jail. The other members of the party will have to solve the mystery—fairly simple, since the doppelganger has been careless and has left a lot of clues behind. Either the PCs can catch and kill it, or the DM may choose to have the doppelganger leave town when the PCs start making inquiries, only to cause more trouble in the next city, and using the same face.

Quick Stats: Doppelganger: MV 9; AC 5; HD 4; hp 20; THAC0 15; #Att 1; Dmg 1-12; MR Special

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First Flight

Area: These events occur in wooded hills with high trees and steep, rocky slopes.

Situation: A young griffon has decided it is time he learn how to fly. He flapped out of the nest, flying as far as 100 yards before he became entangled in the tree tops and came crashing back to the ground, breaking his left wing. He now lies on the forest floor, mewling pitifully (AC 8, hp 4).

The PCs will remember that young griffons can be trained as mounts. The young griffon is too confused and hurt to put up any kind of a fight, though it will make half-hearted attempts to snap at fingers or chomp at a nose (1-2 hp).

Soon the creature's mother will notice that it is missing; within 1d6 melee rounds

after the PCs find the baby, the mother will start looking. PCs may see her swooping overhead. If they don't hold his beak closed, the baby will screech when it sees its mother fly by and she will come down to investigate, attacking anyone who is anywhere near her baby. She will screech while attacking, calling 1d6 adult griffons in 2d6 rounds.

If the PCs make off with the baby, they can heal it and let it go again, or they can train it as a mount.

Quick Stats: Griffon: MV 12, Fl 30; AC 3; HD 7; hp 42; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

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Hungry Fish

Area: The locathah will appear along a rocky coast with a white, frothing ocean.

Situation: A group of locathah have moved to a new territory, having just finished a long journey. They have found a suitable location (a cave) but are very low on food. When the PCs pass by (in a boat or on foot), the locathah will approach them and ask for a toll in food.

If the PCs attack, the locathah will defend themselves, of course, but will not press a battle unless they are really winning. They are interested only in getting food, not starting a war with the local humanoids.

If the PCs turn the locathah down, the locathah will come back later that night to steal all of the PCs' food, overpowering

sentries if necessary, though they will not kill without need.

The locathah will eat about anything but they prefer fish. If the PCs can provide them with a lot of fish, they will warn the PCs of any dangers that may lie ahead on their journey. If the PCs provide them with surface food (fruits, bread, etc.) the locathah will depart, their toll paid.

There are 20 locathah in all. Each has coral jewelry worth 2d10 gp each.

Quick Stats: Locathah (20): MV 1, Sw 12; AC 6; HD 2; hp 12; THAC0 16; #Att 1; Dmg 1-6; MR Nil

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Look, It's Talking

Area: A small, pleasant clearing with a clear, running stream invites the characters to relax and do some fishing.

Situation: Though at first nothing disturbs the PCs, they eventually have a most unusual experience. The characters catch what seems to be a talking fish. Although indistinguishable from any other fish the characters may have caught, this fish hangs limply at the end of the hook, saying things like "Hey! Put me down!" and "I'm gonna tell my master on you." It will not say anything else, regardless of what the PCs say to it. If the PCs think to inspect the fish, they discover that it is quite dead and that the voice is coming from inside.

When they cut it open, they discover

that the fish had swallowed a ring with a permanent *magic mouth* spell on it. The mouth continues to speak to the characters without stopping. If they look, a command word for the ring is engraved on the inside of the ring. The spell may be "reprogrammed" to say anything the PCs wish, giving them a small but potentially useful magical item.

Quick Stats: Dead Fish: (good eatin'!); ring with a reprogrammable permanent *magic mouth*

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Dead Justice

Area: This event occurs at a roadside, the ground is soaked in blood and there are signs of a recent small, fierce battle.

Situation: A bounty-hunter seeking a dangerous bandit has been ambushed and left to die at the side of the road. This bandit led the bounty-hunter on a terrible chase across three kingdoms and he is not about to give up now.

When the PCs approach, they see a horse standing over a fallen man, his body pricked with arrows. The man is dead, and there are tracks from several horses and men.

The bounty-hunter has become a haunt and will rise out of his body when somebody checks to see if he is dead. The haunt

will attack this person, though the target realizes that the haunt is a good creature and has no antagonistic intentions.

Once the haunt has possessed a PC, he will explain that his other comrades were cowards. He arrogantly tells the other PCs to ride with him in search of the Red Bandit, an evil killer.

The bandit is only a few hours down the road, riding slowly, thinking he is safe. Once the Red Bandit is caught, the haunt will leave, letting the PCs deal with the bandit as they choose.

Quick Stats: Haunt: MV 6; AC 0; HD 5; hp 30; THAC0 15; #Att 1; Dmg special; MR Nil

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Divine Intervention

Danger: Medium
Climate: Temperate to sub-arctic
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 1,000 if they realize the cause of their minor troubles



Sadieville

Danger: Medium
Climate: Temperate to sub-tropical
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 3,000



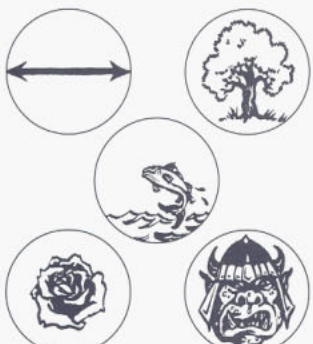
Big Birds

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 840



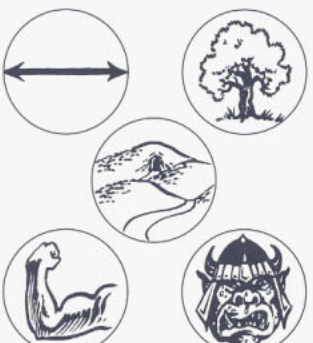
Accused at Sea

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 120 per PC for avoiding combat



Cornered Flayer

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



Divine Intervention

Area: This takes place in a dour little mountain town. There are no taverns in town; the inns provide bland meals, and they do not serve spirits. The town seems to close down only a few hours after sunset, and rises a couple hours before the dawn. The people of the town are impersonal and suspicious, keeping their mouths shut unless are spoken to. When someone speaks to them, they answer in curt, clipped tones, revealing no more than they have to. They all wear the same religious emblem on a necklace.

Situation: The people of the town are devoutly religious. They founded the town to advance their religion, and prayed to their lawful-good god to send a sign of his

favor, to make their lives more as he would wish them. Their prayer was granted.

Now, anytime anyone in the town does something even remotely not lawful good, something goes awry. If the PCs tell even a little white lie, a window near them breaks. Shopkeepers come out to yell at the PCs, saying, "You broke my window!" If the PCs deny this, another window breaks. The shopkeeper becomes more and more furious. Bootstraps, belts, backpacks, and other items are also good targets for breaking when the PCs behave in a non-lawful good way. The more serious the infraction, the greater the god's warning. The DM is encouraged to be inventive; however, no PC should be stricken dead without using an NPC as an example first.

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Sadieville

Area: This appears, at first glance, to be a typical small farming town, far from other civilization. There are farmers toiling in the distant fields as the PCs enter the town, though they are not as burly as farmers in other areas. Carts driven predominantly by women pass the PCs (or are passed by the PCs) on the road into town, and females lounge in front of the stores, waiting for something exciting to happen.

Situation: This town is completely dominated by women. The men are in subservient positions, tending to the nursing and care of children, sewing, doing the housework, and in general staying at home and maintaining the quality of life for the women.

The women in this town are very tough, and they know it. Indeed, if there are any males in the PCs' party, some of the local hoods come to rough them up. Since they have only rarely seen males who are willing to stand up to them, they assume that these males are no exception. They whistle at the men, calling out derogatory comments about their appearance. If the men show any sign of resistance, the women come out to fight, which they will do until the sheriff breaks it up. The sheriff will only break up a brawl if she thinks someone is going to be killed. The sheriff is a 10th-level fighter and very competent.

Quick Stats: Local Hoods (6): MV 12; AC 5; F6; hp 48 each; THAC0 15; #Att 3/2; Dmg 1-4 or 1-8; MR Nil

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Big Birds

Area: These owlbears may be encountered in any dark forest.

Situation: Two mated owlbears have quite a nest of eggs this year. Both of them have gone out to hunt for the food the chicks will be crying for when they awaken. At this moment they are dragging back a large buck they brought down in the woods.

The PCs happen upon the nest of eggs and wonder what they are. There are five eggs, each about the size of a watermelon. The nest is really just a pile of twigs on the ground and there are many bones littered around the nest from rabbits and larger animals.

While the PCs are wondering at the eggs and discussing what kind of carnivorous

bird laid them, the owlbears come back with their prey. They are not pleased to find intruders at the nest and thus attack without mercy. Their improved THAC0s represent their frenzy when protecting their young.

The owlbears have killed at least one other person in the past because there is a belt pouch here with 36 gp, a silver elven sword, and a suit of elven chain mail.

Quick Stats: Owlbears (2): MV 12; AC 5; HD 5+2; hp 30; THAC0 15 (14 because of frenzy); #Att 3; Dmg 1-6/1-6/2-12; MR Nil

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Accused at Sea

Area: The party is on a boat traveling across a sea or large lake. The encounter occurs at least one mile from land.

Situation: Some adventurers recently killed two young selkies and kidnapped two more. The other selkies only caught a glimpse of the murderers and are searching for them when the selkies come across the PCs. The selkies surround the party's boat and tell the PCs to put down their weapons so they can search for their missing companions. The selkies will be hostile, asking the PCs if they are the "foul murderers."

If the PCs cooperate, allowing the selkies to search the boat (the selkies will let them keep their weapons if the PCs are polite),

then the selkies will apologize. However, if the party is belligerent, the selkies may attack by either holing or overturning their boat, plunging PCs into the cold water. At this point the PCs only hope is the selkie from the **Pick-Up Line** encounter card. Elkrye will defend the party and can save their lives as long as the PCs do not kill any selkies. If more than six selkies are killed, the rest will flee the area.

If the PCs can avoid combat, the selkies will give the party a small medallion allowing the them to ask for aid or shelter from any selkie community.

Quick Stats: Selkies (12): MV 12, Sw 36; AC 5; HD 3+3; hp 12, 13, 14, 16, 16, 17, 17, 17, 19, 19, 20, 25; THAC0 17; #Att 1; Dmg 1-6; MR Nil

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Cornered Flayer

Area: The mind flayer can be found in very deep, strange, and awful caves.

Situation: A mind flayer has gotten lost in the vast underground labyrinth that extends under the whole world. Mind flayers usually do not leave the telepathic range of the elder-brain of their city, for without it the mind flayer is reduced to ordinary senses, a new experience entirely.

The creature is currently using *ESP* in a desperate attempt to find its way home. It has been drawn to the PCs, temporarily mistaking them for other mind flayers or, more likely, drow.

Once the mind flayer gets close enough, it realizes that the PCs are from the surface world. Their thoughts are strange, and

they take comfort from light that burns the eyes. Afraid for its life alone, without protection or comrades, the mind flayer lays an ambush.

The mind flayer will hide in a little nook in the wall and wait until the PCs are close enough to fall within the zone of its mind blast (and too close to cast large area-effect spells). The mind flayer has a *potion of extra-healing*, a *potion of invisibility* (that it will consume in a pinch) and a scroll with two 5th-level wizard spells (determine randomly).

Quick Stats: Mind Flayer: MV 12; AC 5; HD 8+4; hp 48; THAC0 11; #Att 4; Dmg special; MR 90%; Special attacks.

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Troubled Waters

Danger: Medium
Climate: Temperate
Terrain: Aquatic, Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2475 total
1 HD 35
2 HD 65
3 HD 120
4 HD 420



Kiss of Death

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



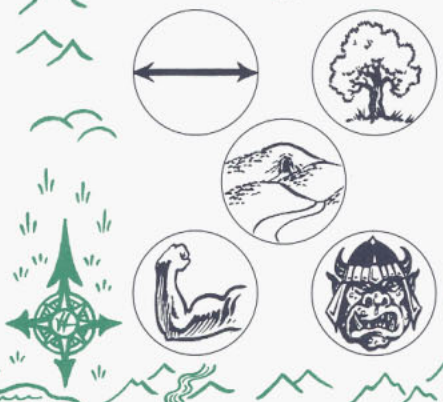
Below Decks

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Moss Grows Fast

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 360 (120 per slime)



Antic Ambush

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 970 (35 each and 270 for the chieftain)



Troubled Waters

Area: The encounter takes place on an underground river or lake. The cavern is very damp and the roof of the cavern is covered by stalactites large and small.

Situation: The party is traveling by boat when the encounter begins. The 18 piercers in this cavern will attempt to drop onto the PCs as they pass beneath. If the encounter takes place on a small river, it will be very difficult for the PCs to avoid the attack even if they are alert to the potential danger.

If a piercer misses its target, there is a 50% chance it will hit the PC's boat. If the piercer strikes the boat it will knock a hole in the bottom. Small boats (rowboats) will sink in 1-4 rounds, medium boats (sail-

boats) 2-8 rounds unless the party manages to stop the leak. Piercers are mollusks and have no trouble existing underwater. If a PC in a small boat is hit by a piercer he must make a saving throw vs. petrification or fall overboard.

If the PCs can examine the bottom of the water below the piercers, the party will discover a total of 1,000 gp in gems, 400 gp, 500 sp, and a flask containing a *potion of healing*. These are the only remains of other unfortunate boaters.

Quick Stats: Piercers (18): MV 1; AC 3; HD 1 (x3), 2 (x6), 3 (x6), 4 (x3); hp 3, 5, 5, 8, 8, 10, 10, 11, 14, 15, 17, 17, 18, 20, 22, 23, 25, 28; THAC0 19 (1-2 HD), 17 (3-4 HD); #Att 1; Dmg 1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 2-24 (4 HD); MR Nil

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Kiss of Death

Area: The encounter occurs in a ruined keep or castle, far from any habitation.

Situation: In the center of some ruins the party finds a spiral staircase descending more than 30 feet into darkness. If the PCs descend they find a large room strewn with rotted silk and satin garments. A box containing several pieces of jewelry and a porcelain doll lies open on a table.

If the PCs approach the box the spectre will attack. This spectre was once the mistress of the keep, and jealously guards her possessions against all living beings. She will begin her attack by attempting to glide behind the last PC, and then kissing the PC on the cheek. The touch of the spectre (if successful) drains two life energy

levels. She will fight until the party leaves the chamber or until she is turned or destroyed. The PCs need magical weapons to hit the spectre. Holy water does 2-8 points of damage and a *raise dead* spell will destroy the monster.

If the PCs manage to defeat the spectre they may approach the box containing her worldly treasures: eight gems (worth 100 gp each), a *philter of love*, and a *dagger +2, longtooth*. The doll and jewelry are worthless, but if the spectre is still alive she will pursue anyone who takes these items that remind her of life among the living.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 44; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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Below Decks

Area: This may occur on any ship in a major port that has just come from a mysterious, desert land.

Situation: The captain of a trading vessel has transported the contents of a tomb for an explorer. Neither the explorer nor the captain realized that a mummy slept in the gold sarcophagus. They could not open it, so they assumed it must be solid or empty.

When they arrived in port the explorer went below decks to check his cargo. There was a terrified scream, the sound of breaking bones, then silence. The sailors abandoned ship immediately and now she sits at dockside with a curious crowd of spectators gathering on the pier.

The captain of the ship has offered a free

trip to anywhere if someone will just go fetch the cargo out of the hold. So far there have been no takers. The mummy cannot be heard from the docks or the deck of the ship, and nobody is exactly sure what is below. The captain is afraid that if he tells them his suspicions, nobody will dare to go below to recover the cargo.

The treasure consists of several gold statues worth 2,000 gp and a great golden sarcophagus worth 3,000 gp, inset with 500 gp in gems. The captain regards all this as his.

Quick Stats: Mummy: MV 6; AC 3; HD 6; hp 40; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks

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Moss Grows Fast

Area: This encounter takes place in any mossy, damp underground cavern or chamber.

Situation: On the ceiling of the moss-covered area are three young green slimes. The slimes have just regenerated after having been burned away years ago. It will be very difficult for the party to spot the slimes, and they may only do so if PCs specifically state that they are examining the mosses above them. PCs examining the ceiling may notice a ring of bare stone and earth about two inches wide around three particularly bright green mosses (the green slimes).

Green slimes are immobile and have no particular tactics, save that as soon as a PC

moves beneath a slime, it will drop on the character. The green slime quickly eats through metal and attaches itself to living flesh, turning the victim into green slime in 1-4 rounds. Only freezing, scraping, burning, or a *cure disease* spell will stop this process and kill the slime.

The green slimes have no treasure, but the DM may wish to place the slimes between the PCs and something they have been searching for. (Eager PCs may forget to check their surroundings!)

Quick Stats: Green Slimes (3): MV 0; AC 9; HD 2; hp 7, 9, 12; THAC0 19; #Att Nil, Dmg Nil; MR Nil; Special attack

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Antic Ambush

Area: This encounter occurs along a trail in the deep jungle.

Situation: A war party of tasloi is out searching for humans and elves to capture, to bring home and eat. The group consists of 20 warriors and their chieftain, Hoogot. The tasloi are hiding above the trail on which the party travels. When the PCs are in the midst of the ambush Hoogot gives the signal to drop the nets. Even if PCs are scanning the trees they only have a 25% chance of noticing the tasloi. The party also has a -4 surprise modifier when attacked.

The tasloi drop two 10-foot-diameter nets on the party. Anyone hit by a net is entangled. Those with a Strength of 15 or

greater can rip the net with a successful open doors roll. After dropping the nets, the tasloi will swarm out of the trees, shrieking and attacking with clubs.

If Hoogot is killed, the remaining tasloi will flee in a panic. If over half the tasloi are killed, Hoogot will order a retreat. The tasloi will attempt to take any entangled PCs with them when they flee (climbing back into the trees).

The war band has a total of 15 tiny diamonds (worth 25 gp each) and Hoogot has a jade studded club (worth 50 gp).

Quick Stats: Tasloi (21): MV 9, CI 15; AC 5; HD 1 (chieftain 5); hp 3, 3, 4, 4, 4, 4, 5, 5, 5, 6, 6, 6, 7, 7, 7, 7, 8, 32; THAC0 19 (chieftain 15); #Att 2 or 1; Dmg 1-3/1-3 or 1-6 (club); MR Nil

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Tiger by the Tail

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Let Sleeping Dogs ...

Danger: Medium
Climate: Arctic
Terrain: Mountains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 500 per PC for
avoiding Remorhaz,
11,000 total for killing
it



A Most Attractive Painting

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence, Strength
Encounter: Device, NPC
Add'l Info: None
XP Value: 5,000



Don't Tread on Me Tainted Water, 2 of 2

Danger: Medium
Climate: Any
Terrain: Mountains
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pg. 133
XP Value: 3,000 for restoring the
village to its original
size



Evil on Ice

Danger: Medium
Climate: Sub-arctic
Terrain: Aquatic, Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,900 (975 each)



Tiger by the Tail

Area: This occurs in any civilized area.

Situation: A powerful evil wizard has summoned and captured a nightmare steed and he has great plans. At the moment, the terrible creature is stabled next to the PCs' animals at an inn. It is held in place by a magical bridle.

PCs may recognize the creature for what it is by its glowing red eyes and smoldering hooves. The evil wizard who owns this steed is in the inn, having a drink and resting from his difficult and trying journey. The nightmare is dying to get free.

The PCs may realize that only an evil mage would summon an evil steed and that, at best, the mage cannot be up to any good. The best thing to do would be to kill

the creature and ride away before the mage discovers the action or merely to allow the creature to escape by removing the bridle and letting the nightmare take its own revenge on the evil wizard.

If the nightmare is released, it will ride away, wait until night, and then charge into the inn and kill the wizard while he sleeps. Then it will run away and return to the Lower Planes. If the PCs attack the nightmare in the stable it will defend itself, screaming for help from the wizard it despises.

Quick Stats: Nightmare: MV 15, FI 36; AC -4; HD 6+6; hp 40; THAC0 15; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks

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Let Sleeping Dogs . . .

Area: This encounter occurs in a high mountain pass. The footing on the glaciers is treacherous. There is only one narrow pass negotiable through the mountain range.

Situation: The party is working their way through a treacherous glacial pass in freezing cold weather. As they slowly make their way upwards they notice a deep blue form, 7 feet high, in the ice beside them. At this point the path is very steep and narrow. Turning a corner, the PCs find themselves 30 feet from the head and upper body of an enormous sleeping remorhaz (42 feet long). The remorhaz is blocking the PCs path and does not appear inclined to move.

The PCs can attempt a dangerous ice climb up and around the glaciers surrounding the remorhaz. A second possibility is to create some sort of distraction such as hiding and then getting a pack animal to clatter back down the path. The remorhaz will indeed notice and give chase. If the PCs have *levitation* magic, they may also be able to get around the monster.

If the PCs decide to fight the remorhaz, it will retaliate furiously. It can only be hit by magical weapons and any PC touching the enraged creature's back will take 10-100 points of heat damage.

Quick Stats: Remorhaz: MV 12; AC 0/2 (head)/4 (underbelly); HD 14; hp 95; THAC0 7; #Att 1; Dmg 6-36 (swallow whole on a natural 20); MR 75%

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A Most Attractive Painting

Area: This encounter may be used anywhere that a painting is likely to be found, though this painting would be best suited in a castle, preferably of a noble whose tastes tend more toward the evil side.

Situation: This is a huge, realistic-looking painting, easily 5 x 5 feet square. It depicts a unicorn hunt, with 10 evil-looking men bringing the noble beast down with long spears and bright swords. There are several human and demi-human bodies in the painting, apparently the defenders of the unicorn. Lying next to the bodies are a few of the hunters, slain by the defenders before being brought down. The painting has a special property—anyone who touches the painting anywhere except the frame is

drawn immediately into the painting, which then comes to life for the person who has entered. The painting shows the action that takes place upon the PC's arrival. The bandits attack anyone who appears, despite whatever friendly gestures the newcomer may make. Any number of PCs may enter the painting. The painting works until all the hunters are killed. At that point, all those who entered the painting are ejected, including the dead ones. The painting now shows the dead bodies of the bandits, and the unicorn standing triumphant.

Quick Stats: Bandits (10): MV 12; AC 5; F5; hp 30 each; THAC0 16; #Att 1; Dmg 1-8
Unicorn: MV 24; AC 2; HD 4+4; hp 36; THAC0 15; #Att 3; Dmg 1-6/1-6/1-12; MR Nil

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Don't Tread on Me Tainted Water, 2 of 2

Area: This encounter occurs farther up the same mountain as **The Bigger They Are . . .** The road leads to another village, this one a tiny replica of a normal village.

Situation: At first, the PCs might think that someone has built a small model of a village next to the stream flowing down the hill. Closer examination reveals that this is an actual functioning village, but one reduced in scale to about half normal. When the villagers see the PCs, they shriek and run in terror, for they think that giants have come to destroy them. If the PCs are careful and slow, they can communicate with the villagers. However, any hasty movement inside the village destroys

valuable property, which will not incline the villagers to listen to the PCs. If the PCs drink the water from the stream for 2 days in a row, they must save vs. spell at -4 or become *reduced*. This effect can be negated by an *enlarge* spell cast on the individual. For the whole village to be restored to its normal size, a *dispel magic* must be cast on the waters of the stream. However, the effect will return in a day or so because of the constant run-off from the wizard's experiments. The only way to stop it forever is to get the wizard to move or to cease his work here.

Quick Stats: Villagers (50): MV 12; AC 10; F1; hp 4 each; THAC0 20; #Att 1; Dmg 1-6 (÷2); MR Nil The villagers divide their damage by two because of their tiny size.

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Evil on Ice

Area: This encounter occurs on a snowy plain, by the shores of an icy lake.

Situation: The PCs are moving along a trail that skirts the edges of the icy lake. The ice is still thin and unsafe to walk on. As the party walks along the shore of the lake, four wights, lying just beneath the surface, rise up and attempt to pull PCs into the icy water. The lake is only 3 feet deep here, but any PC pulled into the water will begin losing one point of strength per round, due to the numbing cold. In addition, the water does 1-3 points of cold damage per round. The wights will attack until they each pull a PC to a watery doom or until destroyed (except for the strongest wight, which will flee under the

ice if in real danger). PCs need magical or silver weapons, or holy water to hit the wights. The PCs can flee, but the wights will pursue for miles.

The wights' treasure is stored with their ghastly "trophies," the corpses of several fighters lying just beneath the lake's surface. If the PCs look carefully, they will see the bodies. There are 3,500 gp in coins at the bottom of the lake (30 feet below), but this is probably unreachable. The bodies have two opals (250 gp each), a *short sword of speed*, an ivory torque (500 gp) and a *potion of super-heroism*.

Quick Stats: Wights (4): MV 12; AC 5; HD 4+3; hp 25, 29, 31, 37; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

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Wild Magic

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: **TOM**, pgs. 6-7
XP Value: 10,000



What Gullible Eyes You Have!

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: MM
Add'l Info: **MM**
XP Value: 4,000



Full Metal Dinner

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



Tentacles of the Deep

Danger: High
Climate: Temperate, Tropical
Terrain: Aquatic, Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,000



In the Path of Battle

Danger: Medium
Climate: Any
Terrain: Hills, Plains
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: None
XP Value: 35 per soldier killed,
1,000 for getting through the battle



Wild Magic

Area: This is an area of the town where the PCs' favorite hangout was. When they return to it after a hard adventure, a difficult day, or whatever, they find a smoking ruin. There are some thoroughly charred dead bodies littering the area, flung about in disarray. It looks as though a high-level mage dropped a *fireball* here.

Situation: In fact, a high-level mage did drop a *fireball* here, but not on purpose. He stands among the ruins of the building, talking and carrying on like nothing has happened. He is all by himself, but laughs appreciatively at a joke that no one but he can hear. The mage, Daglass Stuard, is a wild mage who has gone quite mad after dealing with denizens from the Outer

Planes. Though he is friendly, he is inadvertently dangerous, for he talks with expansive gestures from his hands, and every time he waves a hand, a random spell effect fires. *Remove curse* will not rid him of insanity.

Quick Stats: Daglass Stuard: MV 12; AC -4; Wiz 20 (wild mage); hp 60; THAC0 14; #Att 1; Dmg 1-6 + 5; MR 30%

Daglass does not need to memorize spells, for he can cast any spell he desires, as long as he has seen it before and has not cast more spells from that level than are available to a 20th-level mage (that is, he can cast 5 each of the 1st- to 5th-level spells, 4 of 6th-level, 3 of 7th- and 8th-level, and 2 of 9th-level, every 8 hours). There is a 20% chance that any spell he casts is disrupted by a wild surge.

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What Gullible Eyes You Have!

Area: The encounter begins on any road at the edge of a forest.

Situation: The party comes across a pretty woman with red hair and dark green eyes; she is sitting on a boulder and seems frightened. If the PCs are nice, she tells of her need to get to the village on the other side of the forest. She is afraid to walk alone. If the PCs say she can go with them, she will hesitantly agree.

Greta is one of a mated pair of wolfweres. They hope the PCs take Greta with them. If so, Greta will play her pan flutes while the PCs are in camp. The music causes *lethargy* (same as *slow* spell) if a save vs. spells is failed. Greta's mate is watching the camp and will attack while Greta

plays. Greta will wait one round, feigning fear, and then attack from behind, hoping for surprise.

If the party does not take Greta in, both wolfweres will follow the group and attack that evening in half-wolf form. If the wolfweres are obviously losing the battle they will retreat, but if one is killed the other will fight to the death.

The PCs need magical or cold iron weapons to hit the wolfweres. Any PC who states he is suspicious of Greta will not be surprised by her attack (unless *lethargic*). Greta has a scroll of *fly*, and *hold person*. Her mate, Ian, has a *potion of speed*.

Quick Stats: Wolfweres (2): MV 15; AC 3; HD 5+1; hp 32, 34; THAC0 15; #Att 1 or 2; Dmg 2-12 + weapon; MR 10%

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Full Metal Dinner

Area: The encounter is set in a small cave, close to a road.

Situation: Traveling along the road, the party spots a cave just as dusk begins to fall. The cave is fairly small, with a single large room bisected by a rock wall that creates two rooms out of the single chamber.

The cave just happens to be the temporary lair of a xorn who is there in search of food. If the party enters the cave, they hear burrowing sounds coming from around a rocky corner. Shortly after the party members begin their investigation, the xorn bursts into the room and proceeds to attack, having smelled any precious metal or minerals on the party.

If the party spends the night outside of

the cave, the xorn will come across their campsite in the middle of the night. Having little sense of tactics, the xorn will rush to the largest mass of precious metals and gems and attempt to take what it can. However, after it has sustained more than 30 hp of damage (or after it has gathered all that it can carry), the xorn will beat a hasty retreat back into its lair.

Should the PCs follow the xorn back into the cave, however, it will ferociously defend its lair and food.

Quick Stats: Xorn: MV 9; AC -2; HD 7+7; hp 46; THAC0 13; #Att 4; Dmg 1-3(x3)/6-24; MR Nil

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Tentacles of the Deep

Area: This encounter takes place in an underground lake.

Situation: In a large subterranean cavern, the party comes across a calm lake. Visible on the shore are unusual markings, and anyone who successfully makes a tracking proficiency check will realize that the markings are actually tentacle-like tracks that lead into the body of the lake. In addition, the tracks appear as if something has been dragged into the lake.

If any member of the party nears the shore, the party will meet the creature that created the tracks. When any individual approaches within 5 feet of the shore, an aboleth attacks, flinging its tentacles at the target. Then the aboleth will attempt to

enslave the target, commanding it to enter the water while it turns its tentacles on another victim.

If the party has not slain the creature within three rounds, 1-3 aboleth offspring will arrive to assist their parent.

Beneath the slime and muck of the cavern floor is buried a *wand of negation* with 14 charges remaining. In addition, the aboleth has enough slime to create several *potions of water breathing*, earning the party 500 gp, when sold to an interested alchemist.

Quick Stats: Aboleth: MV 3, Sw 18; AC 4; HD 8; hp 44; THAC0 12; #Att 4; Dmg 1-6 (x4); MR Nil; Special attacks

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In the Path of Battle

Area: The area is a grassy plain located between two gently sloping hills. The road that the PCs are traveling wanders between these hills for approximately two miles. The encounter takes place shortly before dawn. The crests of the hills are each about one-half mile away from the road.

Situation: As the PCs move along the road, they see the lights of what appears to be a couple of small cities on either hill. As they draw closer, they hear the sounds of camps waking, voices calling out to other voices. Soon, the whole area is bustling with activity. However, the PCs cannot make out details of the camps unless they approach one side or the other more closely.

The camps are the camps of two armies,

poised to strike at each other. The charge begins as soon as the PCs are halfway through the valley. Since the armies are so large, they can spread out all along the crests of the two hills, and there is no doubt that the PCs will be caught by at least some of the fighting. If the PCs continue walking when the bugle sounds, they will have to fight through at least 50 soldiers, more if they pause for a time. If they run, they will have to fight only 20. Both sides automatically assume that the PCs are on the other side, and will attack them.

Quick Stats: Soldiers: MV 12; AC 6; F1; hp 6 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Invasion Force

Danger: Medium
Climate: Temperate
Terrain: Dungeon, Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 120



Deserters

Danger: High
Climate: Sub-tropical
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 50,000 for avoiding the camp,
100,000 for fighting the "deserters"



Bumping in the Night

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 6,000



Surge

Danger: High
Climate: Any
Terrain: Any
Attribute: None
Encounter: Device
Add'l Info: TOM, pgs. 6-8
XP Value: 1,000 for good role-playing



A Trusty Hound

Danger: High
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000 for performing only good deeds around the dog



Invasion Force

Area: This encounter is set near a medium-sized mountain community.

Situation: For several months, bands of troglodytes have launched endless attacks upon the humans who populate a small mountain town. In an effort to end the bloody assaults, the townspeople have commissioned the party to lead a force against the loathsome reptiles.

The party may attempt a confrontation in two ways. The first tactic is to set up ambushes and interception teams to repel the troglodyte forces, which will cause the creatures to depart the region after three war-parties of 12 troglodytes each are defeated.

The second option is to enter the

troglodytes' lair, where the party must face the entire horde of 90.

Successfully eliminating the tribe will lead to the troglodytes' treasure trove, filled with 3,500 gp in silver, gold, and platinum pieces, pilfered during raids on the town. In addition, several personal items, such as portrait lockets and monogrammed bracelets, are present in the troglodyte coffers. The coins are impossible to trace, but if any party members are caught with the personal items, the entire party is run out of town with recompense for removing the troglodyte threat.

Quick Stats: Troglodytes (90): MV 12; AC 5; HD 2; hp 11; THAC0 19; #Att 3/1; Dmg 1-2(x2)/2-5 or 2-8 weapon; MR Nil; Special attack

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Deserters

Area: This an area where the air is so humid that it seems that each breath comes only with difficulty. The air is sluggish; the rolling hills are dotted with stands of trees, and lights shine through one particularly large stand.

Situation: The PCs see the lights as they cross the latest in a seemingly-endless series of hills. Though the lights were not visible in the half-light just before sunset a few minutes ago, the twilight now shows that a large number of lights fill the stand of trees. It looks like a small military encampment lies beneath the trees. Yet, there is not supposed to be an army for miles around, and there are no sentries posted. The PCs can walk right into the

camp without being challenged, which is even stranger. The men wear no uniforms, but they follow their routines with military precision. If questions are asked of them, they direct the PCs to the commander's tent. The commander offers the PCs 5,000 gp each to simply walk away and forget what they've seen, no questions asked. He is as good as his word, if the PCs leave camp. The camp is full of *shape-changed* alu-fiend tanar'ri, deserters from the Blood War who have found their way to the Prime Material Plain. They cannot wreak havoc and destruction, lest their masters detect them and take vengeance.

Quick Stats: Alu-Fiend Tanar'ri (20): MV 12, Fl 15 (D); AC 5 base; HD 5; hp 35 each; THAC0 15; #Att 1; Dmg by weapon; MR 50%

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Bumping in the Night

Area: This encounter takes place in a dank, cold dungeon passageway. The floor is encrusted with the muck of centuries, a slimy mixture of dust, water, and moss. The stone walls are cracked and stained, and look very unstable. A foul mist rises from the muck, reeking of dead things and decay.

Situation: There are two wraiths who make their homes beyond the crumbling stone wall. Their bricked-in tomb is the source of the stench of death. Once the PCs pass the tomb, the wraiths emerge silently from the cracks in the walls and attack the PCs from behind, cutting off the only avenue of escape. The wraiths appear as humanoid-shaped clouds of black vapor,

roiling constantly with some inner turmoil. They will flee if the party is obviously superior, but will otherwise stay and fight to actual death.

If the PCs investigate the walled in section the wraiths emerged from, they find two bodies stuffed in a tiny, securely-bricked room. The bodies carry 100 gp between them, as well as a *ring of protection* +3 and a *broad sword* +2. There is also tarnished silver jewelry on the bodies, which, if cleaned, can be sold for about 1,000 gp.

Quick Stats: Wraiths (2): MV 12, Fl 24; AC 4; HD 5 + 3; hp 37, 35; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks

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Surge

Area: This encounter may occur anywhere the PCs cast magic. It is most appropriate in areas where great magic has been cast before, or in areas of wild magic; however, due to the nature of wild magic, this encounter may occur at any time.

Situation: Unknown to the PCs, the district in which they are currently traveling contains threads of wild magic. When one of the spell-casting PCs attempts a spell, the magic contacts one of the wild threads. The results are determined on the table on pgs. 6-8 of the *Tome of Magic*.

The DM is encouraged to play up the uncertain aspects of the wild magic. While it is true that most mages cannot cast wild magic, even on purpose, the district in

which the PCs are currently located is an exception, an area of uncertain magical mechanics. The threads of magic in this zone have been imbued with an uncertainty factor, one which renders any magical work unpredictable. That is, spells, whether cast from memory or scrolls malfunction as described. Spell-like effects, such as those produced by magical items, do not produce the wild magic surge, even if activated within the wild magic zone.

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A Trusty Hound

Area: Any coastal town will do.

Situation: While the PCs move about the city, they pick up a canine companion. An Irish setter begins hounding them through town, panting at their heels and following them into every establishment they enter. The shopkeepers of these places look at the dog, who twitches an eyebrow or an ear and wags her tail at them—after which, they pay no further attention to her. If the PCs make a Wisdom check at -3, they see that other dogs avoid their new friend, and that other animals are evicted from businesses. If the PCs ask anyone the reason for this, the locals just tell them that "ole Filgranisha Long-ears there has earned a place in our hearts." They say this with a

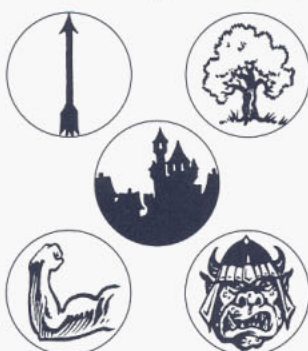
nod and wink at the dog, and say no more. The dog is actually a bronze dragon who has appointed herself protector of this town. She decided to investigate the PCs to make sure they cause no damage in her town. If the PCs are law-abiding and good-natured the day she spends with them, she leads them to a promontory outside of town where she reveals her true nature. She gives the PCs her blessing, and bids them come back to her village any time. If they are law-breakers or trouble-makers, she evicts them from the town.

Quick Stats: Filgranish Long-ears (Dragon, Bronze): MV 9, Fl 30, Sw 12; AC -6; HD 18; hp 120; THAC0 4 (+4); #Att 3 + special; Dmg 1-8/1-8/3-24 and 16d8 + 8; MR 35%; Special attacks

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Body-Snatching

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



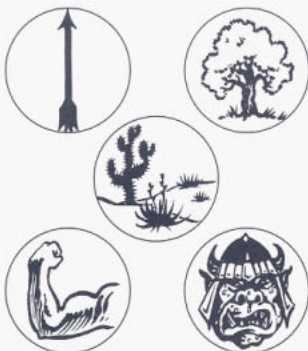
Master of the Night

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Fire Fight

Danger: High
Climate: Temperate
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000



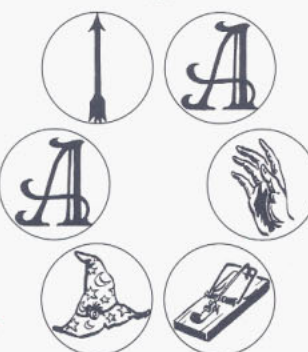
She-Beast

Danger: High
Climate: Temperate
Terrain: Desert, Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



A Childish Manner

Danger: High
Climate: Any
Terrain: Any
Attribute: Dexterity, Intelligence
Encounter: Device
Add'l Info: None
XP Value: 5,000



Body-Snatching

Area: This encounter is set in a small village near a cemetery.

Situation: The townspeople of a small community complain to the party of a recent rash of grave robberies. For all the gold the town can muster (1,000 gp), the party is asked to investigate the thefts.

Tracks and carelessly dropped body parts lead from the graveyard to the home of a wealthy, local eccentric. He is resistant to questioning and will refuse to let his house be searched. However, if anyone breaks in at night without getting caught, he will come across the eccentric's study, where a journal mentions the discovery of several scrolls that should help with an unnamed experiment.

A secret door behind the desk reveals a stairway leading down to a laboratory. Scattered about work tables are scrolls imbued with the power to create a flesh golem, not to mention an assortment of human and demi-human limbs and torsos. In the corner stands the eccentric, sewing fingers on to a corpse's hand.

If the party breaks into the laboratory on the first night, the eccentric still needs one more night to finish work on the final corpse. Otherwise the flesh golem will be complete and able to defend the eccentric upon command.

Quick Stats: Golem, Flesh: MV 8; AC 9; HD 9; hp 40; THAC0 11; #Att 2; Dmg 2-16 (x2); MR Nil

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Master of the Night

Area: This encounter may be located on any outdoor trail.

Situation: Just as dusk falls, the party happens across a dead body lying in the road. Upon closer inspection, the party learns that the cause for its pale skin is that it has been drained of blood. While the party inspects the body, some members have a 15% chance of noticing a dark mist forming in the shadows. Those who do see the gaseous cloud will then see the form becoming more dense and human-shaped. Shortly, a pale human male stands before the party.

As soon as it has formed, the vampire attempts to charm the nearest party member with its *gaze*, bidding the victim to

defend it. Afterwards, the vampire begins to attack, hoping to gain whatever advantage it can from its surprise entrance.

When the battle begins, the vampire summons 10-100 bats to confuse and blind the party, and then the vampire engages them, pummeling and biting its way throughout the fight. When the vampire is struck to 0 hp, it assumes *gaseous form* and floats to its nearby home and coffin. The vampire's coffin is well-hidden, but the party may loot its mansion as long as the vampire cannot attack.

Quick Stats: Vampire: MV 12, Fl 18 (C); AC 1; HD 8+3; hp 47; THAC0 13; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

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Fire Fight

Area: This encounter can take place in any dry, desert-like environment.

Situation: Traveling in the desert at night, the party comes across the site of a recent battle. Amid still burning brush and the smoldering bodies of dark clad desert raiders and their mounts lies a woman whose robes bear unusual markings. Characters who have the spellcraft non-weapon proficiency will recognize the robes as characteristic of certain sects of mages. From the tracks around the area it is easy to recreate the recent events: while traveling alone in the desert, the woman's carriage was beset by a horde of desert bandits intent on taking her worldly possessions, if not her life. While the group inves-

tigates the body of the dead woman, one of the fires, actually a fire elemental, begins to grow. When it reaches its full size of 16 feet, two rounds later, it begins to attack the party.

As expected, the fire elemental carries no treasure of any kind. In addition, the remains of the shattered carriage indicate it no longer holds anything of value either. However, found near the scene of the battle, on one of the woman's severed fingers, is a *ring of elemental command*.

Quick Stats: Elemental, Fire: MV 12; AC 2; HD 16; hp 88; THAC0 5; #Att 1; Dmg 3-24; MR Nil

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She-Beast

Area: This encounter is set in a desert wasteland.

Situation: As the party treks across a forsaken desert, they spy a half-beast, half-human female off in the distance.

As the party comes within 100 yards of the unusual creature, they become aware of a herd of stampeding beasts rushing them from behind. No matter where the party runs, the herd moves to direct the party toward the lamia. The herd is actually an illusion controlled by the lamia to maneuver the party where she wants them.

Once the group is at a closer range, the lamia uses *charm* and *suggestion* spells to divide the group into separate factions and attacks each at leisure.

At first, the lamia will concentrate her efforts on charming and controlling what she thinks are other spellcasters, hoping in turn to get them to control their allies. However, if the fight becomes desperate, the lamia will command any dominated fighters to defend against the others, while she attempts to drain the wisdom from them.

If the lamia is resisted and slain, her cache of gold and silver, worth 5,200 gp, can be found in the deserted ruins of an ancient city nearby.

Quick Stats: Lamia: MV 24; AC 3; HD 9; hp 49; THAC0 12; #Att 1; Dmg 1-4 (weapon); MR Nil; Special attack

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A Childish Manner

Area: This encounter may take place anywhere. The 20-foot-tall machine that sits in the place is a collection of gears and pipes protruding from the ground. The steel-gray exterior of the machine vibrates slightly, emitting a slight hum, too faint to be heard from more than 5 feet away. There is an obvious switch on the machine, located directly under a nozzle. The nozzle is 10 x 10 feet, and the angle of the switch is such that it is impossible to move the switch without being under the nozzle. Beneath the nozzle is only fresh, fertile earth.

Situation: If the PCs move the switch, a fine mist descends upon them from the nozzle. All of those under the nozzle must

make a save vs. spell at -4 or be turned into children again. PCs turned into children lose half their Strength, and are reduced to two-thirds of their original Dexterity. All other attributes remain the same. Their height and weight are likewise reduced to that of children.

Though this may not seem to be an insurmountable problem, it could present some interesting difficulties. Though they may still be strong, their leverage when swinging a sword will be poor, they will not be able to perform the feats they were accustomed to before, and their bodies will not be acclimated to the hardships they have endured. All things will come a little harder. The effect lasts for 1d6 days, after which it wears off suddenly. In that time, horrid things should happen to the PCs.

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Deadline

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 13,000 if they fight and defeat the lich, 5,000 if they avoid conflict



The Gauntlet

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Stubborn Weapon

Danger: High
Climate: Any
Terrain: Any
Attribute: Charisma
Encounter: Device
Add'l Info: DMG, pg. 187
XP Value: 5,000 for convincing the item to work again



Trigger Finger

Danger: Any
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 2,000 if the PCs make it out relatively unscathed



Choices

Danger: High
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Deadline

Area: The first part of the encounter takes place in any city. The second part takes place in a crumbling, old tower that rises above the moors like a decaying finger.

Situation: The encounter begins when a sage seeks out the PCs. Perhaps they have worked together in the past, or the sage has heard of the PCs' reputation. The sage, Firinis, finds them when they enter the city, and tells them that he has a message that must get to an important but reclusive wizard. He will give the PCs an emerald worth 10,000 gp if they accept, as well as an envelope and a map to the wizard's hermitage. The sage appears to be packed for a long journey. If the PCs open the unsealed envelope, they can read the mes-

sage inside: "Anakara: I'm running a little later than expected—about a year behind. Since I know your short temper, I have taken the liberty of fleeing. (signed) Firinis." When the PCs reach the wizard's tower, the door is opened by a lich, who cordially invites the PCs inside, having divined that they are from Firinis. When the PCs give him the envelope, he flies into a rage. He attacks the PCs only if they draw their weapons; otherwise, he stalks over to a *crystal ball*, waves his hands, and the scene of Firinis fleeing appears. A bolt of lightning strikes Firinis dead as the PCs watch. The lich thanks the PCs curtly and advises them to leave.

Quick Stats: Anakara the Brittle: MV 6; AC 0; HD 11+6; hp 80; THAC0 5; #Att 1; Dmg 1-10; MR Special; Special attacks

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The Gauntlet

Area: This encounter takes place in a subterranean complex.

Situation: While navigating through a maze of traps, the party gains the attention of the spirit naga who set them. The naga will wait for some time, as the party makes it way through the foils, hoping to size up the group and determine their strengths and weaknesses.

After it observes for some time, it will pick a time and a place when most of the party is preoccupied, or after they have avoided the traps, and then use its *charm gaze* to turn the party members against themselves. Finally the naga will cast *mirror image* and attack the few who are not affected by its gaze with poisonous bites

and *hold person* spells.

Just before the naga springs, the party has a 35% chance to detect the faint scent of rotting flesh.

If the naga falls below 5 hp, it will offer to exchange information for its life. Should the party agree, the naga will give them directions to its stash of treasure (or any other information the DM wants to provide). When the party arrives, they find 720 sp, an opal worth 1,000 gp, and a vial containing a dose of *gaseous form*, all covered by the remains of the naga's latest victims.

Quick Stats: Spirit Naga: MV 12; AC 4; HD 10; hp 55; THAC0 11; #Att 1; Dmg 1-3; MR Nil

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Stubborn Weapon

Area: This encounter may take place in any area, at any time, although it works best when the PCs face enemies.

Situation: The DM should choose a PC at random, preferably one with a weapon that could conceivably be intelligent. When the PCs are about to enter combat against a creature that is far inferior to them (such as orcs or other low-level monsters), the weapon suddenly speaks to its wielder by telepathy, saying, "I'm too good to be used against that creature. You will not use me to battle vermin."

If the PC persists in using the weapon, it becomes a negative bonus weapon. Whatever bonus it gave the user turns into a penalty (a +4 weapon becomes -4, and +2

becomes -2), because the weapon is actively resisting the wielder's efforts to use it in combat, and this resistance is clear to the wielder. If the weapon is immediately sheathed, it will function as normal against the next enemy. Otherwise, it sulks until the PC soothes it or wins the personality conflict. The personality conflict takes far more time than combat; the PC must do it when there is quite a bit of time. If the PC can not explain its use to the weapon, the penalty remains in effect.

Quick Stats: The statistics are those of the PC's weapon. The weapon's intelligence and ego should be determined by the DM, if necessary.

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Trigger Finger

Area: This encounter can take place anywhere the PCs have not yet been. Unexplored areas are ideal for this card, although it may also be used to make travel from here to there that much more exciting.

Situation: As the PCs go about their business, they step into a magical trigger zone. Rare in the extreme, the trigger activates every single item and spell the PCs have on them. PCs who memorized spells feel them begin to cast spontaneously, while those with magical items see them start to glow. The PCs have exactly 10 seconds to tell the DM what they intend to do. The DM should ask each of the PCs what they want to do. The spellcasters in the party

can direct their spells, but only to the maximum range of the shortest ranged spell. Though the spells are triggered, and are automatically cast without effort on the part of the caster (that is, the spells fire without verbal, somatic, or material components), they fire at the casting time of the longest spell. All the spells fire at once, so if a mage with *fireball*, *fog cloud*, *magic missile*, and *gust of wind* stepped into the area, all four spells would cast simultaneously at 3 segments, at a distance of 0 yards (since the range of *gust of wind* is 0). Effectively, the mage will be standing at ground zero when the *fireball* detonates. The caster can be jarred so that all spells vanish; otherwise, there is no defense. Magical items spend 1 charge per round, their effects directed at random.

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Choices

Area: This encounter is set in a temperate woodland glade.

Situation: Traversing a forest path, the party comes across a large, ram-headed creature, a criosphinx. Sensing the party, the sphinx makes an offer the party cannot refuse—sacrifice 100 gp per member, correctly answer a riddle, or face a violent death.

The criosphinx makes no bones about the fact that it would prefer the gold over either of the other two options, and in fact is willing to let the payment take other forms. However, if the party does not wish to part with their money, admits the sphinx, the riddle will suffice.

After a bit of throat-clearing, the sphinx

turns to the party and asks:

"I am the power of life, the source of all emotion, and yet I sit trapped in a cage of white. What am I?"

The sphinx gives the party three minutes to answer. It will not repeat the riddle (it will warn them of this ahead of time), nor will it offer any hints. If the party correctly responds, "a heart," the sphinx will not hide its disappointment. However, as promised, it will let the party pass unhindered.

Quick Stats: Criosphinx: MV 12, FI 24 (D); AC 0; HD 10; hp 55; THAC0 11; #Att 3; Dmg 2-8(x2)/3-18; MR Nil

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A Wizard and His Clone

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: PHB, pg. 189
XP Value: 16,000 (8,000 for the wizard, 8,000 for his clone)



The Keys to the City

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 500



A Wizard and His Clone

Area: This is a posh area of the city, the homes set back on well-maintained lawns, each separated by a tall fence. The rich folk of this neighborhood value their privacy, and though they are not nobles, they are wealthy enough to make sure they have their privileges as well.

Situation: The area is the setting for the battle between a powerful wizard and his clone. The wizard created the clone in the event he met with an untimely demise—he was having a dispute with the local assassins' guild at the time—and forgot to destroy the thing when the dispute was settled amicably. When the clone finally emerged from his hidden vault, he knew that his maker was still alive, and vowed

to destroy the wizard. He found some of the wizard's clothes, studied the spellbooks, and went to confront the original. The battle has been raging ever since, tearing this neighborhood apart. The local authorities have asked the PCs to stop the destruction.

Quick Stats: Redner the Thorough/Clone: MV 12; AC 0; Wiz 15; hp 45; THAC0 16; #Att 1; Dmg 1-6 + 3; MR Nil

SPELLS: 1st level: *Armor, chill touch, light, magic missile, shield*; 2nd level: *Deafness, bind, invisibility, scare, web*; 3rd level: *Blink, delude, fireball, fly, haste*; 4th level: *Confusion, fire shield, ice storm, minor globe, stone-skin*; 5th level: *Cloudkill, cone of cold, conjure elemental, feeblemind, teleport*; 6th level: *Death spell, disintegrate*; 7th level: *Delayed blast fireball*

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The Keys to the City

Area: This encounter can take place in any city or walled town where the PCs have performed a service that was vital to the welfare of the city. Whether it was clearing the sewers of monsters or preventing an attempt on the life of the mayor, the city now wishes to reward the PCs for their deeds.

Situation: The PCs are honored by a parade through the streets to the center of town. Cheering people line the streets, throwing confetti and small trinkets to the PCs. Though they might fear an attempt on their lives, none will occur. Finally, when the parade reaches the center of town, the parade ends. The mayor calls the PCs to the podium, and presents each of them with a

key to the city, and decrees them "Protectors of Our City, with all the attendant privileges and responsibilities pertaining thereunto." Each key is made of magically hardened gold, with runes carved all along the surfaces. Each PC should make a Wisdom -3 check before accepting the key. If they make it, they notice some of the people in the audience turning away in shame. The mayor, before giving away the keys, formally asks each PC if he or she is willing to accept the key and the responsibility. If the PCs accept, they are taking a *curse*d item. The key keeps them in the city, preventing them from traveling more than 10 miles from its walls. Only a *dispel magic* spell of the 10th level (or higher) will remove the curse, and no town mage will do that favor willingly.

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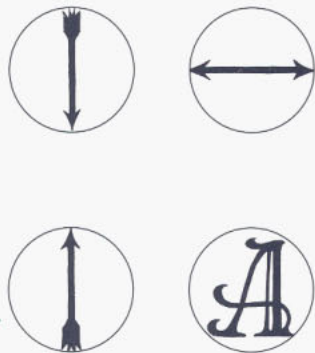
Checklist, Part 6 of 6

361: Gone Fishin'
362: Games Giants Play
363: Cloud Slaves
364: End of the World
365: Body-Snatching
366: Cold Revenge
367: The Sentinel
368: A Cry for Help
369: The Haggard Daughter
370: The Cloak of Evil
371: She-Beast
372: The Cries of Death
373: Hands of Darkness
374: Minds of Death
375: The Tomb
376: The Inheritance
377: The Gauntlet

378: Crashlanding
379: The Hunger
380: Deception
381: Amnesia
382: Shadow of Death
383: Choices
384: Estate Sale
385: The Hunter
386: Covenants
387: A Peace of Wood
388: Guano Caravan
389: Master of the Night
390: Turnabout
391: The Darklights
392: Bad Vibrations
393: Wounded Wyvern
394: The Lord of Carrion
395: A Childish Manner
396: The Old Switcheroo

Deck of Encounters Icons

Danger: Low, Medium, High,
Any



Prankster

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 650



Malevolent Watcher

Danger: Low
Climate: Any
Terrain: Rough
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Drunken Centaur

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 175 if the PCs merely
kill the centaur,
350 if they subdue him



Checklist, 6 of 6

397: The Old Campsite
398: Press Gang
399: Fallout
400: The Waters of Immortality
401: Stubborn Weapon
402: The Sacrificial Test
403: Sports Fans
404: Polling (Avatar Series)
405: Hear Our Prayers (Avatar Series)
406: Provincials (Avatar Series)
407: A Wizard and His Clone
408: The Dentist
409: First Contact
410: The Ravaging
411: Mated for Death
412: Moebius Loop
413: Fire Fight
414: Wind and Woe
415: The Heat of Revenge
416: Dark Raiders
417: Underworld Spies
418: War Party

419: Deadline
420: The Drunken Mage
421: Trapped
422: To Grandmother's House We Go
423: Witch Hunt
424: Information Sink
425: Trigger Finger
426: A Moral Dilemma
427: The Danger of Drink
428: The Plant
429: Daddy!
430: Fool's Luck
431: The Keys to the City
432: Handy NPCs

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Deck of Encounters, Icons

Type: Monster, Device, NPC



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Prankster

Area: This takes place in a wooded glade, hidden in the forest.

Situation: The PCs have unknowingly stumbled into a pixie's private glade. The pixie does not regard trespassers lightly, and wants to do everything in his power to ensure that the PCs leave as quickly as possible. Additionally, he knows that there is someone in the forest who has been harvesting pixie wings for use in *dust of disappearance*, and he suspects that the PCs are responsible for this atrocity. To play with the PCs, he hides several of the trees in the glade with illusions. PCs must make a Dexterity check at -4 to avoid running into one of the hidden trees, or suffer 1d3 points. This penalty goes to -8 if the PC is

running through the glade; the damage increases to 1d4 + 1. To ensure that PCs move more quickly, the pixie also creates an illusion of a swarm of angry bees (both audible and visible) coming to attack the PCs. If a PC runs into an invisible tree, the pixie giggles out loud—any PC can hear this with a Wisdom -3 check. What they make of it is up to them. The pixie will not actively attack the PCs until it has determined they are the pixie-wing harvesters. It can be reasoned with, and will give any PC it has injured a *potion of extra-healing*.

Quick Stats: Pixie: MV 6, FI 12; AC 5; HD 1/2; hp 4; THAC0 20; #Att 1; Dmg 1-4 + 1 (war arrow) or *forget* arrow; MR 25%.

The pixies is ordinarily *invisible*, so any attacks against it suffer a -4 penalty.

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Malevolent Watcher

Area: As the PCs travel through a desolate badlands area, they begin to feel that they are being watched. Perceptive characters will notice a large raven, eyeing the party hungrily.

Situation: The raven is a polymorphed imp. The imp's master died and the creature decided to use its newfound freedom to cause as much trouble as possible before it finds a new master. It spotted the PCs and decided that they were the perfect victims. If the PCs have any small, useful magical items (aside from weapons), the imp will be doubly motivated to cause the PCs trouble, in the hope that it can appropriate such items for its own use.

At first the imp will only watch the PCs

in raven form, observing their abilities. The imp knows that in face-to-face combat, it has little chance against an entire party of adventurers. Instead, it will play increasingly disruptive tricks on the party. In its spider form it will crawl into a character's sleeping bag, only to become *invisible* once the character reacts. The raven form will fly over the PCs' heads, cawing like an evil omen. Once the characters are on edge and paranoid, it will use *suggestion* to cause dissent among the members of the party. If that fails, the imp will sneak into the PCs' camp and steal whatever magical items they have.

Quick Stats: Imp: MV 6, FI 18 (A); AC 2; HD 2+2; hp 16; THAC0 19; #Att 1; Dmg 1-4; MR 25%; Special attacks and defenses

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Drunken Centaur

Area: A medium-sized village without a town watch or guard is the setting.

Situation: Whenever PCs enter a village or city, the first thing they do, usually without fail, is find a bar or tavern. This time, the sound of breaking furniture and loud bellowing draws them to a worn but comfortable inn called The Cracked Mug. As they approach, a middle-aged man wearing an apron rushes out into the street and spots the PCs. He runs up to them and says, "Please, he's destroying my bar! Can you help me?"

If the PCs enter the inn, they see a rowdy, drunken centaur adventurer yelling at a terrified barmaid to bring him more ale. The centaur is standing in the middle of

the bar, a splintered table spread out flat on the floor front of him. Several other patrons cower in the corners of the room, too afraid to move.

The centaur must be subdued, preferably without permanent damage. If the PCs manage the task, the innkeeper will offer them dinner, rooms, and breakfast—all free of charge—out of gratitude. In the morning, the centaur is highly embarrassed by his behavior the previous night and will apologize profusely to everyone involved, and especially to the PCs.

Quick Stats: Centaur: MV 18; AC 5; HD 4; hp 20; THAC0 17; #Att 3; Dmg 1-6/1-6/1-8 (long sword); MR Nil

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The Bridegroom

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 100



Orcs on the Rise, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Forest, Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 50



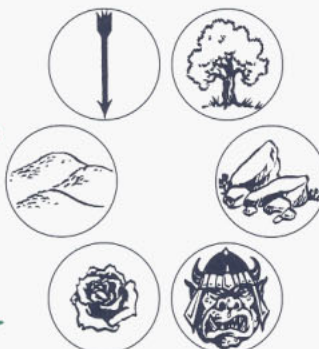
Hobbies, Part 2 of 2

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster, NPC
Add'l Info: MM
XP Value: 1,085 for killing the undead,
2,170 for talking to the cleric



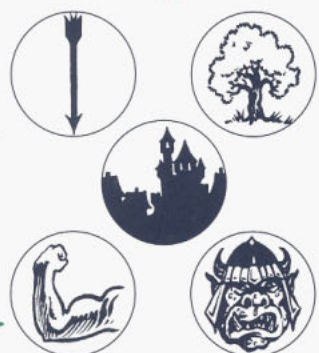
Ogre Bridge

Danger: Low
Climate: Temperate
Terrain: Hills, Rough
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 175



Kobold Raiding Party

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 250



The Bridegroom

Area: Initially, the characters should be on an ocean going vessel of some sort, after which, through no fault of their own, they are shipwrecked on a small, barren rock with no plant life.

Situation: As PCs begin the encounter, they are on a ship. The weather is stormy and the waves are choppy and dangerous. The air grows steadily darker, until it is nearly impossible to see more than 30 feet ahead. The ship continues to crash its way through the waves, driven forward by the strong wind. Even the strongest light is no good against the pounding rain. Each of the PCs must make a Dexterity check. If they fail, they are suddenly thrown 20 feet and take 1d6 points of damage, for the

ship has crashed onto a large, barren boulder. After the storm passes, several hours later, a merman sticks his head above the water, and addresses those aboard the ship. "Greetings, surface dwellers! My companions and I will aid you, if you will agree to have one of your number marry the daughter of our chieftain. A curse on our chieftain decrees that she must marry a surface dweller or die. You need not remain below the waves if you accept." If one of the PCs accepts, the mermen bring out the chieftain's daughter, and conclude the ceremony. The DM is encouraged to develop this encounter further.

Quick Stats: Subullus (Merman Patrol Leader): MV 1, Sw 18; AC 7; HD 2; hp 15; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Orcs on the Rise, Part 2 of 2

Area: This is in an area similar to that in **Orcs on the Rise, Part 1**. However, the bluff does not rise nearly as high, nor is it as steep as the first.

Situation: When the party ventures about 100 yards into this 300-yard-long ravine, an orc, looking sick, dressed in shabby leathers rises up on the left side bluff and calls out in crudely accented Common.

"Adventurers! Throw down your weapons and valuables, step back from them exactly 40 paces and lie face down on the ground! If you do exactly as I say, no harm will befall you! If you try anything, I may be persuaded to change my mind!"

Ideally, this encounter should be played sometime after the PCs have encountered

the first set of orcs. That is, they should be in the same area, but they should also have had a chance to reequip themselves.

If the party complies, the orc scampers down the bluff while another orc covers him with a longbow. The first orc collects the PCs' gear and runs back. He and his companion are loners, unable to attract followers for a band until they can equip them, they have stolen an idea from a more established group. He and his friend are not seriously malicious, and will grovel and whine for their lives if they must.

Quick Stats: Orcs (2): MV 12; AC 5; HD 1+1; hp 5, 4; THAC0 20; #Att 1 or 2; Dmg 1-8/1-6; MR Nil

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Hobbies, Part 2 of 2

Area: Any small urban setting will do. If the PCs played the previous encounter, they have tracked either the ghoul or a zombie to the home of the village priest. If used as a stand-alone encounter, the villagers tell them that they suspect the priest of meddling with "unholy forces" and ask the PCs to investigate.

Situation: When the PCs confront the priest, they find not an evil man, but a lonely, misguided neutral cleric who has taken up the hobby of necromancy out of boredom. He discovered the ghoul in the graveyard and, intrigued, placed the creature under his control. His interest led him to create a few "harmless" zombies.

The priest does not intend for his cre-

ations to do any harm to the village or its people. He truly did not intend to panic the people and promises to keep the undead under tighter rein. He does not wish to fight the PCs; if they threaten him unduly, however, or tell him they will expose his activities to the villagers or his superiors, the cleric will order his minions to attack and use spells against them out of sheer panic.

Quick Stats: Neutral Cleric: MV 12; AC 10; P5; hp 25; THAC0 18; #Att 1; Dmg 1-6 (staff); MR Nil; Special spell use

Ghoul: MV 9; AC 6; HD 2; hp 12; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

Zombies (4): MV 6; AC 8; HD 2; hp 10, 8, 6, 3; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Ogre Bridge

Area: The rough hills of this area have proven to be treacherous and steep. Finally, they give way to a ravine that is spanned only by a sturdy looking bridge. The ravine is well over 200 feet deep, and lined with sharp, jagged rocks all the way down. The ravine is at least 1 mile long, for it extends as far as the eye can see in this broken terrain.

Situation: Standing in front of the bridge is a single, immense ogre. Though most ogres are reputed to be tremendously stupid, this one seems calm and self assured, with none of the stupid miasma common to many ogres evident in his eyes.

If the PCs approach the bridge, the ogre calls out to them to stop and pay the toll.

He demands an exorbitant fee of 20 gp each to cross the 100 foot bridge. The price is non-negotiable. The ogre suggests that any who do not wish to pay the price can cross the ravine in any other way except by the bridge. Climbing, flying, or hiking 5 miles to get around it are the only viable options. He warns the PCs that casting spells will incur his wrath, and he will hurl a javelin at any spellcaster who seems ready to cast a spell on him. With that exception, he is a calm and reasoning ogre. He does not want a fight, though he will participate in one if the PCs provoke him. He is armed with a bastard sword.

Quick Stats: Ogre: MV 9; AC 3; HD 4 + 1; hp 35; THAC0 17; #Att 1; Dmg 1-10 + 6 (strength bonus); MR Nil

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Kobold Raiding Party

Area: This is a small farming community in the country. The center of the village is occupied by the homes of six families, pens for domestic animals (pigs, goats, and chickens), and a central meeting area around a public town well.

Situation: A party of kobolds has come to raid this community of anything of value—food, money, and livestock. The PCs arrive during the middle of the raid. The kobolds have already ransacked two homes, one of which is now in flames. The raiders are in the process of attacking a third when the PCs arrive.

The kobolds are surprisingly well organized and very well armed. Their party consist of six house raiders, four archers,

and two chiefs. One chief directs the house raiders, while the other commands the archers. The bodies of three farmers indicate that the archers and raiders deal harshly with any who oppose them.

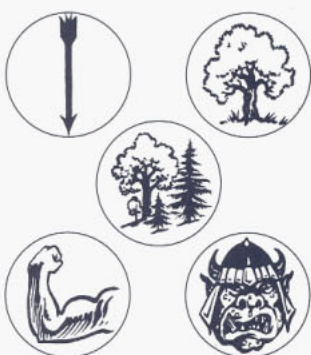
If the PCs try to attack the attackers, the kobolds turn from the farmers to deal with the newcomers. The farmfolk do not assist the PCs' attack, having learned first hand the folly of trying to resist these kobolds. Should the kobolds recognize that they are outmatched by a stronger force, the chiefs sound a retreat while still trying to grab as much loot as possible.

Quick Stats: Kobolds (12): MV 6; AC 7; HD 1/2; hp 4 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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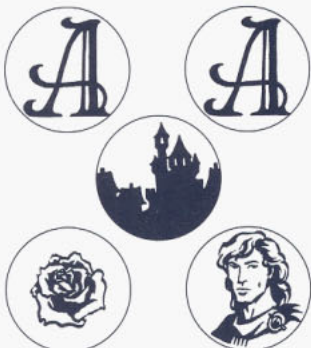
The Crystal Ball

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 130



Town Watch

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: None



Satyr, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



To Kiss a Frog, Version 1

Danger: Low
Climate: Temperate
Terrain: Swamp
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 150



The Haunted Tree

Danger: Medium
Climate: Any
Terrain: Forest, Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



The Crystal Ball

Area: Set well back in the forest is a woodland cave nearly impossible to see with a merely casual inspection. Shrubs cover the entrance, and the hobgoblin guards inside make sure that none get too close to the mouth of the cave.

Situation: Unfortunately, the hobgoblins do not cover their tracks very well. Anyone merely glancing at the ground can find a trail of many hobnailed boots leading back and forth from the cave to various points in the forest.

If the PCs follow this trail, they see that it leads to a brush-covered wall in a rocky hillside. The two sentries inside are not paying attention to the PCs, being intent on unlocking the secrets of a globe of mul-

tifaceted crystal they found in a raid on a nearby village. The PCs can enter the cave unobserved as long as they are careful not to rustle the brush too loudly (Dexterity check at -3). If the PCs enter the cave quietly, they automatically gain surprise over the hobgoblins, who will fight to the death to protect their prize.

The crystal they were staring at so seriously will fetch a price of 2,000 gp, so finely is it carved. However, the PCs will not be able to sell it in the nearby village, for it was a village symbol before the hobgoblins stole it, and the villagers want it back without having to pay for it. It is not magical.

Quick Stats: Hobgoblin Subchiefs (2): MV 12; AC 3; HD 3; hp 16; THAC0 17; #Att 1; Dmg 1-8 + 2; MR Nil

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Town Watch

Area: This encounter can take place anywhere in town, at any time the PCs are in dire need of assistance. Should disaster befall them on the city streets, this card may be used to extract them from the situation (if that is what the DM desires).

Situation: The DM can use this card to save the PCs when the party has gotten itself into too much trouble. Whether they are being chased by an angry mob, or have been involved in a bar fight with someone who intends to carry it further, this card indicates that the town watch has happened along at a fortuitous moment. The watch is comprised of 2-20 men, each armed with the prevailing weaponry of the district (spears, swords, maces, or

whatever weapon the folks around this town normally use).

If the PCs are clearly the wrongdoers in this situation, the watch will arrest them and drag them away from the scene. If there is no clear villain in the case, the watchmen make sure that everyone disperses, and they will deal harshly with those who resist their orders.

Quick Stats: Town Watch: MV 9; AC 5; F3, F1 (8); hp 22, 7 (x8); THAC0 18, 20; #Att 1; Dmg by weapon; MR Nil

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Satyr, Part 1 of 2

Area: A heavily forested region filled with mundane and magical creatures will do.

Situation: The PCs are drawn to a clearing in the forest by the sounds of piping and gay laughter. There they find a group of satyrs and woodland creatures having a frolic. If PCs wish to join in and offer a contribution of wine, good food, or music, the reveling creatures will make them welcome. Those who approach with violence on their minds will find themselves at the mercy of not only the satyrs, but nymphs, dryads, centaurs, and any other forest creatures the DM wishes to use to punish the players.

The satyrs draw the PCs right into the

celebration and are extremely interested in them, and they are especially attentive to female characters. They mean no harm to the PCs, and are very curious about them and their travels. They do require, however, that all weapons be left outside the clearing, away from the party. Those who can not or will not abide by this edict are asked to leave.

The party continues until dawn and the characters will be left exhausted and alone in the clearing come morning. As one they fall asleep, and the forest creatures slip away through the trees.

Quick Stats: Satyrs (6): MV 18; AC 5; HD 5; hp 24, 32, 21, 16, 20, 31; THAC0 15; #Att 1; Dmg 2-8 or by weapon type; MR 50%

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To Kiss a Frog, Version 1

Area: The encounter takes place on the edge of a swamp, one that the PCs are either just entering or just leaving. There is a stagnant pool to the east, choked with lily pads and reeds. Clouds of insects hover nearby. A large frog sits underneath one such cloud, ignoring the morsels overhead and staring fixedly at the PCs.

Situation: If the PCs notice the frog staring at them so intently (Wisdom check), and they stop to examine it, the frog will speak to them. "Good day, worthy ones. I am Estelle, child of Duke Ferdinos. I was transformed by a cruel curse into the frog form you see. If one of you could spare a kiss, I shall be returned to my rightful form. Otherwise, I shall be condemned to

this cruel existence for the rest of my life!" The frog shuts up, and looks at the PCs expectantly. The frog cannot promise any rewards but her gratitude and the praise of her father. Though her father is a duke, the duchy's coffers have been notoriously empty of late, and funds are very short. She must rely on the PCs' good hearts. Estelle is actually a peasant girl who angered a local witch. After failing to find compassion in the hearts of passers-by, she has made up this story about being the duke's daughter. If kissed, she transforms into a rather ordinary-looking woman dressed in humble clothes. She will admit to the deception after she has changed, but hopes the PCs will forgive her.

Quick Stats: Frog: MV 9; AC 8; HD 1/2; hp 2; THAC0 20; #Att 1; Dmg 1; MR Nil

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The Haunted Tree

Area: The encounter takes place on the border of a small rural community, far from the big cities. The locals are rustic and superstitious, easily given to fears of ghosts and witches.

Situation: When the PCs enter the town (whether they have made it their base for a while or are just passing through), a local approaches them and asks for their assistance in ridding his home of a great evil. He built his home around a tree, he says, for he admired its size and age. He offers them his grandfather's *flame tongue* +2 if they will rid his home of an evil that has crept into it, but without destroying the house. If the PCs accept, he leads them a small but well-constructed house at the

edge of town. The house is built around the tree, with a hole cut in the roof so that the tree may grow taller.

The man tells the PCs that the tree has been groaning at night, and that it has ripped apart pieces of the roof. He fears that the tree is haunted, but he does not want to move. When the PCs examine the tree, they quickly see that it is a slumbering treant, and should come to the realization that there is nothing they can do to salvage the house if the treant decides to leave. The man will not accept this, and demands that the PCs ensure that the treant never move. What the PCs choose to make of this is up to them.

Quick Stats: Old Treant: MV 12; AC 0; HD 12; hp 84; THAC0 9; #Att 2; Dmg 4-24; MR Nil

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A Skeleton in the Closet

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 260



The Little Runaways

Danger: Low
Climate: Temperate
Terrain: Any
Attribute: Wisdom
Encounter: NPC
Add'l Info: PHB, pg. 64
XP Value: 200 for returning the children safely



The Fugitive

Danger: Medium
Climate: Sub-arctic or Temperate
Terrain: Mountains
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for helping Amos, 1,000 for detaining him for the knights, 0 for accepting his story at face value



Intruders

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,890



The Highwayman

Danger: Low
Climate: Temperate
Terrain: Forest, Rough
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: PHB, pg. 32
XP Value: 350



A Skeleton in the Closet

Area: This encounter can take place in any unoccupied dungeon room large enough to hold four skeletons.

Situation: When the PCs enter the room, they are confronted by the sight of four skeletons standing around a single unadorned, wooden chest. The skeletons are all armed with broad swords, and stand inanimate. There is a ruby pendant dangling from the neck of each skeleton. If it were not for the fact that the skeletons have no visible means of support, they might be marionettes, so motionless do they stand. The skeletons do nothing when the PCs enter the room. They stand by the chest, one at each of its corners. If the PCs enter within 5 feet of the skeletons, or if

they attack, the skeletons fight back. However, the skeletons will not initiate hostilities, for their orders are simply to guard the chest. If someone in the party attempts to turn the skeletons, they find that the skeletons are far more difficult to turn than usual. These skeletons, due to the ruby-colored pendants they wear, are turned as wraiths. The pendants are engraved with the symbol of the major evil god of the territory, to ensure that the skeletons can stand and fight longer. The pendants are otherwise worthless. The chest contains 200 gp, 1 gem worth 100 gp, and a *dagger +1*, +2 vs. *tiny* or *small* creatures.

Quick Stats: Skeletons (4): MV 12; AC 7; HD 1; hp 4 each; THAC0 19; #Att 1; Dmg 1-6; MR Special

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The Little Runaways

Area: This adventure may take place in any rural town. The encounter can only take place at night.

Situation: As the PCs observe the town, they see a bustle of activity in the town square. The small town square is well-lit, and it looks like everyone from the village and surrounding farms is gathered there for some sort of late-night emergency. If the PCs approach the town square, the leader of the band steps forward, and asks the PCs if they have seen two small boys running around anywhere. If so, where, and if not, would the PCs be so good as to help look for them? If the PCs agree to help, the mayor sends them with another party to the north, which then splits up

into even smaller groups. The PCs are directed to search through the thickets to the north, to go about 10 miles, and to come back if they find nothing. About one hour later, after being scratched and torn by thorns, each of the PCs should make a Wisdom -2 check. If they succeed, they will hear the sounds of sniffing from a nearby ravine. If they investigate, they see a young child sitting next to the body of another. It looks like the second child has a broken leg and is unconscious. If the PCs heal the children and bring them back to town, they are hailed as heroes and given a celebratory feast.

Quick Stats: Raphael and Jaris: MV 12; AC 9; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-4 (sling) or 1-2; MR Nil

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The Fugitive

Area: The area is a high mountain pass, where the air is thin but clean of the taint of cities. A bracing breeze blows through a sharply-cut defile, fluttering the PCs' possessions and hair in every direction. The sky is clear and blue, with only a few clouds marring its perfection. As the PCs head through the pass, they see a cloud of galloping horses on a trail, on the plains far below. Immediately after this, they come upon an old man trying to repair a broken wheel on a rickety cart.

Situation: The old man, who introduces himself as Amos, is having some difficulty changing the wheel on the cart, for his mule keeps moving forward, just a little, each time he has the cart braced. If the PCs

could just hold the cart, and maybe put the wheel on themselves, since his muscles aren't what they once were. . . If the PCs help, Amos tells them that he is a famous artist who is just trying to get over the mountains before they are blocked by snow, and he's a little worried about the bandits behind him. He promises to paint valuable pictures of the PCs if they'll just guard him over the mountains. In reality, he will use *cantrips* to paint the pictures—and this is precisely why the knights (in the cloud of dust) are pursuing Amos—he is a fraud.

Quick Stats: Amos: MV 12; AC 9; W3; hp 8; THAC0 20; #Att 1; Dmg 1-4; MR Nil

Knights: MV 12 (21 mounted); AC 2; F5; hp 35 each; THAC0 16; #Att 3/2; Dmg 1-8 +2; MR Nil

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Intruders

Area: The PCs are aboard ship on an extended sea voyage when a great storm blows them far off course and into triton's territory.

Situation: Tritons are extremely protective of their territories and do not look kindly on "intruders." Within an hour after the storm ends, the PCs are confronted by a company of tritons riding hippocampi and giant sea horses. They are armed with tridents but they are not wearing armor, since they do not expect any trouble from the characters.

There is no firm, established leader for this group, and so they will take turns questioning the characters about their presence in these waters and their inten-

tions. The characters will need to exercise all of the charm and diplomatic skill they possess to avoid being stripped of all their possessions and set adrift, at the mercy of the sea.

The tritons are not looking for a fight, but if the characters make any aggressive moves the tritons will not hesitate to attack. If the fight goes against them, one triton will withdraw and summon allied sea creatures, using the tritons' magical conch shell.

Quick Stats: Tritons (7): MV Sw 15; AC 5; HD 3; hp 15, 9, 11, 21, 14, 17, 13; THAC0 17; #Att 1; Dmg by weapon; MR 90%

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The Highwayman

Area: This encounter takes place on a twisting road passing through an area of rocky piles and trees. The area is perfect for an ambush—it is extremely difficult to see ahead for any distance, the road winds its way between rocky mounds and hills so frequently that vision is severely impaired beyond 100 feet.

Situation: As the party travels through this area, a volley of about 20 arrows flies dangerously close to the PCs, but all shots miss and they pass harmlessly into the underbrush nearby. A green-clad man stands above the party and calls out, "Throw down your valuables and weapons, or my men and I will show that our arrows need not have missed you!"

If the PCs begin readying their weapons or begin to cast spells, the man gestures and a volley of arrows again sweeps past the PCs, all of them miraculously missing. If the PCs still offer violence, the man flees, leaving sheets of arrows raining down upon the PCs.

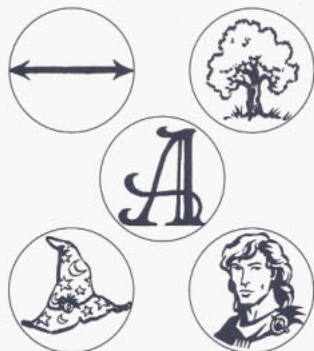
None of the arrows are real. The highwayman is an illusionist who is using his powers to steal the wealth of passers-by. He uses *audible glamor* to simulate the sounds of arrows, *change self* so that he can continue his life in town, and *improved phantasmal force* to create the flights of arrows. If necessary to flee from the PCs, he uses his *scroll of invisibility*.

Quick Stats: Highwayman/Illusionist: MV 12; AC 10; I3; hp 8; THAC0 20; #Att 1; Dmg 1-4 (dagger); MR Nil

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The Question Game

Danger: Medium
Climate: Temperate
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for getting the required information from the halfling, 1,000 for catching him stealing from him, or offering food before he steals from them



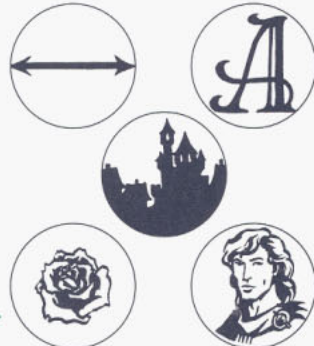
Buried Treasure

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence, Wisdom
Encounter: Device
Add'l Info: None
XP Value: 200



The Rumor Mill

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



The Guardian

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000 if the PCs take the treasure, 25,500 if they defeat the abashai



The Eye Tyrant

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



The Question Game

Area: This encounter can take place anywhere a halfling adventurer is likely to be found, though it will be in a temperate climate. It may be in a dungeon corridor, or it might be in a beautiful woodland.

Situation: The halfling is a thief who has been making his way around the world, trying to see as much of it as he can. He steals to supplement his food and income, and will attempt to poach from the PCs if he can (though he will not steal from fellow halflings, knowing that he can simply ask them for assistance). He has an 80% chance of successfully stealing food or water from the PCs, and perhaps some money as well.

Fawling is friendly and open, and he

will attempt to get as close to the PCs as possible, so that he can liberate their goods and coins. He will not steal from the PCs if he sees anyone watching him.

Even more irritating, he is currently playing "The Question Game." This game requires that when someone asks a question, the other participant must answer in a complete sentence, relevant to the question just asked. If the person asked does not have a return question within 10 seconds, the player loses a point. The worst thing about this game is that few non-halflings realize that the game is on, and so become quickly irritated by the halflings' habit of returning the question.

Quick Stats: **Fawling:** MV 12; AC 4; T7; hp 27; THAC0 17; #Att 1; Dmg 1-6 + 3; MR Nil

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Buried Treasure

Area: This encounter takes place at a rural crossroads. There are farms between each of the four corners of the crossroads, and a single, gnarled, lonely oak grows at the northeast side of the road. There is a large rock on the northwest side of the road.

Situation: Ideally, the PCs should have recently left a village where all the talk has been of a vampire that was slain and buried at a crossroads outside of town. At the very least, someone in the last town has reminded them that burying vampires at a crossroads is a certain way of ensuring that they do not rise again. When they reach the crossroads, the PCs see that the earth in the center of the crossroad has been recently disturbed. The roughened earth is a patch

approximately 6 feet long and 3 feet wide, and brings to mind the tales of the locals. This is not, in fact, the grave of a vampire. It is the plot of the miserly farmer Nathaniel, who lives to the west. He buried his chest under a traveler he murdered. He then spread the rumor that a vampire had been recently laid to rest in the center of the crossroads. If the PCs defy the legends, thinking that the "vampire" inside is dead, and dig down into the earth, they find a body staked through the heart, its head separated from its shoulders. The body has begun to mold, and bears numerous wounds. If the PCs continue digging, they find a chest with the word "Nathaniel" engraved on it.

Quick Stats: The chest contains 500 gp, 30 sp, and a single emerald worth 500 gp.

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The Rumor Mill

Area: This encounter should occur only in the PCs' home base, in the area to which they most often return after some grueling adventures.

Situation: While the PCs were in town, they managed to anger some people who knew how to use the gossip circuit to its best and most damaging effect. When the PCs return from their latest adventure, they find people giving them strange looks. The people who were once respectful to them are curt and brief, never meeting their eyes. The more outspoken townsfolk go so far as to cross the street when the PCs move by, and some spit in the PCs' direction, though never on them. A few might even hiss at them, while others

turn away with their noses in the air. Only the PCs' old friends offer any explanation, and then only after they are asked. Their friends explain, haltingly, some of the nasty rumors floating around town regarding them. Only after an intense campaign of do-gooding will the PCs' good names be restored. A full confession by their enemies (should the PCs discover them) will also suffice.

Rumors about the PCs may include the following, this is not an exhaustive list; the DM is encouraged to be inventive. The PCs worship an evil god, kill farmers, commit unspeakable acts with animals, have bad morals, breath, or the like.

Quick Stats: The statistics of the PCs' enemy (or their enemies) should be generated by the DM.

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The Guardian

Area: The scene is a small underground cavern, naturally sculpted by the forces of nature. There are stalactites littering the cavern, the air and ground are moist, and there is a small spring in the corner.

Situation: A large magical circle dominates the center of this room. In its center is a large chest and a red abishai, a baatezu resembling a gargoyle. The abishai is pacing the confines of the 20-foot-wide circle, occasionally throwing itself at the ground outside the circle. It constantly rebounds from the air over the boundary of the circle. It looks up expectantly as the PCs enter, and asks, "Have you come to give me my freedom?" The abishai was bound by a sorcerer 10 years ago, to serve as a

guardian for his treasure and to punish the abishai for attempting to attack the wizard. The abishai admits this freely, and offers to split the treasure with the PCs if they let it free. It is, of course, lying. If it thinks it can take the party, it will attack them if they manage to free it. If the party appears to be more powerful, it takes the treasure and vanishes back to its home plane. The treasure DM may design any treasure, but it should be large.

Quick Stats: **Abishai:** MV 9, FI 12; AC 1; HD 6 + 3; hp 45; THAC0 13; #Att 3; Dmg 1-4/1-4/2-5 and poison (save vs. poison or die); MR 30%; Special attacks and defenses. Because it is bound, the abishai cannot gate in lesser baatezu.

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The Eye Tyrant

Area: This encounter takes place in an underground cavern, preferably one fairly near a beholder lair, though this is not absolutely necessary. Only a nice, large cavern is required.

Situation: As the PCs round the final bend in the cavern passageway, they enter a large, gloomy cavern. Floating about 40 yards away, the PCs see 11 large, round creatures. Ten of these are gas spores (it is 90% likely that the PCs mistake them for beholders), while the 11th is a beholder playing with the spores. The beholder comes here to play with the spores and to pretend that it is a master orb, with the gas spores as its servants. It uses a *telekinesis* ray to move the spores around according

to its desires, and speaks to them as master to minion. This particular beholder's *telekinesis* ray is invisible, so it may appear to the party that this beholder is, in reality, the leader of the others. When the beholder spots the party, it maneuvers gas spores closer to the PCs, so that they are within the radius of effect when the spore explodes. The beholder is cautious not to come within 20 yards of the spores, knowing they are fragile.

Quick Stats: **Beholder:** MV FI 3; AC 0/2/7; HD 9; hp 49; THAC0 11; #Att 1; Dmg 2-8; MR Special. The beholder also has eye attacks, which it uses to its advantage. **Gas Spores (10):** MV FI 3; AC 9; hp 1; THAC0 20; #Att 1; Dmg 6d6 (save vs. wands for half), incurred only if the spore is within 20 feet when it is hit; MR Nil

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In the Phantom's Wake

Danger: Medium
Climate: Any
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



Truth

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 1000



A Tasty Snack

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: None
XP Value: 1,500



Warband Divided

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 560



A Dangerous Guide

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,520



In the Phantom's Wake

Area: The encounter takes place on a foggy night. The PCs are on the ocean, aboard a vessel of some sort, and there is no land in sight.

Situation: As the PCs' ship sails through the darkness, they see the fog thicken, until visibility is reduced to about 100 feet. The thick fog begins to take on an eerily luminescent glow ahead of them. If the PCs turn their ship, they notice that the glow always stays in front of them. The light becomes bigger and brighter, until they see that it emanates from a ghostly ship, crewed by undead, ghouls, and skeletons, and captained by a spectre. The ghouls of the ghost ship dive over the side and begin swimming toward the PCs' ves-

sel; the skeletons ready their grappling lines. Once the two ships are within 10 feet of each other, the grappling lines are cast, and the undead swarm up from the sea and over from the ghostly ship onto the PCs' vessel. The spectre itself will do nothing unless his ship is boarded. Once the spectre is dead, the ship disintegrates and sinks to the bottom of the sea.

Quick Stats: Skeletons (20): MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #Att 1; Dmg 1-6; MR Special

Lacedon Ghouls (10): MV Sw 9; AC 6; HD 2; hp 11 each; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6 and paralyzation; MR Nil

Spectre: MV 15, Fl 30; AC 2; HD 7 + 3; hp 46; THAC0 13; #Att 1; Dmg 1-8 and energy drain; MR Special

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Truth

Area: This is a small town on a dusty plains. A spring bubbles up from a makeshift fountain in the center of the town. A large crowd has gathered in the square.

Situation: As the PCs watch, a man clad in judicial robes thrusts a dagger into another man's stomach, then forces him to drink from the fountain. The stab wound in the stomach vanishes, as if it had never been, and the robbed man begins to question him. After the third question, the victim's wound reappears, and the bleeding man is dragged to the headsman's block, where he is summarily executed.

The spring in the center of town will heal all wounds; any villager who sees the

PCs' wounds will direct them to the spring. The spring also heals all diseases. However, the price one must pay for being healed is to speak the absolute truth for one hour per point cured. If the person who drinks from the spring knowingly tells a lie during that time period, all points healed by the spring and all curses, poisons, and diseases removed return full force. Water removed from the spring has no effect. Townsfolk use the spring to torture their prisoners, knowing that an innocent person will be healed. The PCs might stand accused of a crime sometime while they are in town, and be forced to undergo the truth-stabbing. If the PC is innocent and tells the truth, he is free to go. If he lies, the wound opens again, and the punishment begins.

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A Tasty Snack

Area: This encounter occurs in a jungle, in an area of choked vegetation and fallen trees. Vines hang from the trees, draped like fallen clothing. The area is thickly overgrown, and the canopy of trees is not dense enough to prevent the voracious growth of lush underbrush.

Situation: If the PCs hack away at the undergrowth of the jungle, they will attract the attention of two large dinosaurs. The dinosaurs are 17 feet long, they can move on four legs or two, and both have horns on their noses. A line of bony plates juts from their backs, running from the pair of semi-circular crests on their heads all the way to the tips of their tails.

The sound of chopping attracts these

two young male dinosaurs, who have been hunting all day long. Their lumbering gait brings them quickly through the forest. The only warning the PCs have of the impending arrival of this pair are the slight vibrations underfoot and the sudden hush of the indigenous insect and bird life.

The ceratosaurs will continue to attack until either they or two of the PCs are dead. If they kill the PCs, they each grab a body and make their way into the jungle to eat their kill. There may be more ceratosaurs in the area, but none are near enough to come after the PCs at the same time these two are near.

Quick Stats: Ceratosaurs (2): MV 15; AC 5; HD 8; hp 50 each; THAC0 13; #Att 3; Dmg 1-6/1-6/4-16; MR Nil

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Warband Divided

Area: The gnolls are in a clearing in the forest.

Situation: The PCs enter the clearing and see a gnoll chieftain lying dead on the ground next to the bodies of several orcs. Around him 16 gnolls are arguing.

It appears that there is a dispute over who should lead the warband and two distinct factions are forming up behind their respective candidates. Each blames the other for the chieftain's death. When the PCs enter the clearing, one of the would-be gnoll leaders points to the PCs and says that they are spies coming to make a deal with his rival who is obviously a cowardly human-lover.

If the PCs shout a greeting of friendship

(tone of voice can be enough if they don't speak gnoll) to the leader who made this accusation, there will be a great deal of confusion among the gnolls and they will start fighting with each other. The fight will last 1d6+6 melee rounds; both sides are equal in number. After the fight is done only a few wounded will be left, and they flee into the woods.

If the PCs do nothing, then the accusation will stick. One of the candidates for chieftain will be butchered in a single round by the entire warband, and the gnolls will attack the PCs.

Quick Stats: Gnolls (16): MV 9; AC 5; HD 2; hp 12; THAC0 19; #Att 1; Dmg 2-8; MR Nil

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A Dangerous Guide

Area: Jackalweres are drawn to cities with sinister or treacherous reputations.

Situation: The jackalwere in these cities approach strangers and people from out of town. They try to lure their victims into quiet locations and then *gaze* them to sleep. This done, they call their comrades to feast, looting whatever they can steal from their deceased dinner guest.

The PCs meet Kanda, a guide, who offers to take them on a tour of the city for a small fee; he is very persuasive and charming. Kanda is, of course, a jackalwere. He will show them the wonders of the city and keep them safe from thieves. If the PCs accept, they will be shown a few sites, inns and taverns mostly, and Kanda will

try to separate one of the PCs from the party. If he succeeds, he will take the PC into an alley—a "short cut" to a "really remarkable landmark."

If the jackalwere cannot separate individual PCs, he will try to put the strongest fighter to sleep before his pack attacks. The jackalweres will wait in the alley, and Kanda will conduct the PCs into the trap.

There are six jackalweres waiting in the ambush. Together they have 500 sp and several pieces of expensive jewelry worth a total of 1,000 gp. All the jewelry is stolen. Rewards for the missing items total 450 gp.

Quick Stats: Jackalwere (7): MV 12; AC 4; HD 4; hp 18; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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A Chilling Experience

Danger: Medium
Climate: Arctic
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Flock of Hunters

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 3,900



Bitter Lord

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



Life Quest, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



The Sleep of the Dead

Danger: Medium
Climate: Temperate
Terrain: Urban (Graveyard)
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



A Chilling Experience

Area: This is a wide open arctic plain, spotted with a few hillocks to distinguish one area from another. Otherwise, it is a featureless expanse, monotonous in its sameness.

Situation: One of these hillocks is actually a young adult white dragon, eager to prove itself to other dragons (and begin its hoard) by killing a party of adventurers. It saw the party a day before this encounter begins, and planted itself in their path. It has waited patiently throughout the night, waiting for its moment of glory.

When the PCs come within 25 feet of its hiding place, the dragon rises up with a bellow of rage and a noisy challenge. Snow obscures everything for a round as it flaps

its mighty wings to clear them; this is the only free shot the party gets at the dragon. In the round immediately following, the dragon lets fly with its breath weapon. Thereafter, it takes to the air to begin an aerial assault. It fights to the death, for it cannot bear the thought of the shame it would feel if it was routed by mere humans.

The dragon is a young adult, it has no hoard in its nearby lair. The PCs were to have been its first victims, and any treasure they possessed would begin its hoard.
Quick Stats: White Dragon: MV 12, Fl 40, Br 6, Sw 12; AC 0; HD 12; hp 75; THAC0 9 (+1); #Att 3 + special; Dmg 1-6/1-6/2-16 (breath weapon: 5d6 + 5); MR 5%

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Flock of Hunters

Area: The griffons swoop down on the party on or near high, craggy, mountains.

Situation: A pride of six griffons dives at the party and grabs one of their horses, with a hapless PC still in the saddle. The griffons attack from the sky and against the prevailing winds.

As soon as a horse is down, all the other griffons gather around to feed and all the PCs' horses scream in terror and flee, with or without their riders. If the PCs attack the griffons, the two largest will try to scare them away while the rest feed. Bothering them too much will cause them all to attack.

The PC who lost his horse is still in the middle of the griffons. If he tries to attack,

they will think he is trying to steal their food and decide to eat him. The only way for the PC to avoid being eaten is to very carefully dismount, then quietly and cautiously slip out of the middle of the griffon pride.

The griffons have no interest in humans, but panic in humans will excite them, and jumping up and running away will make them think that a running PC might be something good to eat. PCs could recover a few griffon feathers worth 1 gp each as curiosities.

Quick Stats: Griffons (6): MV 12, Fl 30; AC 3; HD 7; hp 50, 48, 44, 40, 40, 36; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

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Bitter Lord

Area: This encounter occurs in a jungle.

Situation: A solitary, male carnivorous ape was leader of the local pack just a few weeks ago when a younger male defeated him in combat and he was kicked out of the tribe. Since carnivorous apes usually do not hunt alone, this huge creature has gotten very hungry, hungry enough to attack a party of humans.

The ape will shadow the party from the trees until they camp for the night. Then it will try to get at the party's food, prowling through the camp, opening up packs, and rummaging through the contents.

If someone challenges the ape or pokes it with a sword or other weapon, the ape will retreat and return to attack later that

night, jumping out of a tree onto a sentry. Once it has overpowered a single person it will attempt to drag its victim off and have a nice, quiet dinner. It will not willingly abandon its prey, even if severely wounded, as it is very hungry.

If the PCs leave food out for the creature, it will eat the food and leave them alone, unless the PCs are in the area for several days. In that event, it will return to them every other day for more food.

Quick Stats: Carnivorous Ape: MV 12, 9 in tree; AC 6; HD 5; hp 36; THAC0 15; #Att 3; Dmg 1-4/1-4/1-8; MR Nil

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Life Quest, Part 1 of 2

Area: In a medium to large city, the PCs walk past an abandoned tower and notice an unusual gargoyle perched on the tower's overhanging roof. If they investigate, they discover that the creature has a forlorn expression and does not look evil, unlike most of its kind.

Situation: This gargoyle was crafted by an evil wizard to be the guardian of his tower, but the creature was flawed. Not only was it frozen in stone form except for a few hours, but it showed definite tendencies to good behavior. In disgust, the wizard left it in the city when he left.

The gargoyle is frozen in statue form and only becomes animate during the

hours the moon is at least half full. It is looking for the completion of the spell to make it live. It notices the PCs looking at it, and when it becomes animate it seeks them out to ask for help.

To complete the spell, the gargoyle needs to be gently brushed with the freshly-plucked feather of a pegasus. It rightly assumes that such a creature will have nothing to do with a "monster" such as it is, and asks the PCs if they will help it complete its quest to become real. If they agree, the PCs will gain an ally and a friend for life.

Quick Stats: Gargoyle: MV 9, Fl 15 (C); AC 5; HD 4+4; hp 27; THAC0 17; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

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The Sleep of the Dead

Area: This is a sleepy little town, a typical seacoast village. Its sloping hills lead up from the port, and quaint houses look out over cobblestone streets. There is a church with a graveyard on the hilltop.

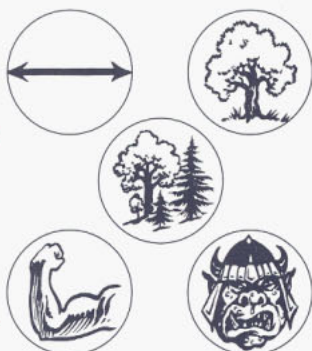
Situation: The people of the town approach the PCs to deal with a problem they have been having. The ghost of a dead seaman has been running from the port to the graveyard once a week at midnight. Those who witness this sight age supernaturally, and people now stay indoors with the windows shuttered when night comes. The villagers offer the PCs 5,000 gp in gems to rid the village of this menace. If the PCs accept, they must wait until the next night comes around. As the

time draws near, fog rolls in off the ocean. The PCs see a spectral glow emerge from the sea, at the water's edge, and the ghost surfaces from the water. The ghost sprints up the street, ignoring the PCs (though they must still make a save vs. spells to avoid aging). When the ghost reaches the church yard, its arms fall to the ground. The ghost looks at them in horror, then dissolves into the grave under its feet. If the PCs dig up the grave at night, they must fight the ghost. If they wait until the next day, they find that the ghost's coffin was too small; the arms were cut off to make the corpse fit. If the PCs rebury the body in a larger coffin, the ghost vanishes.
Quick Stats: Ghost: MV 9; AC 0 or 8; HD 10; hp 64; THAC0 11; #Att 1; Dmg special; MR Nil

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Flyn's Fear

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Snake's Revenge

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



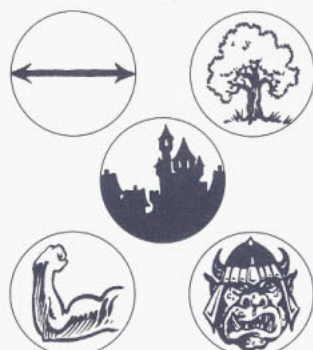
Captured Beauty

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 250 per PC for aiding the pegasus, 0 if the party kills the pegasus



A Party Shadowed

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,600 (650 each)



The Lottery

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for not entering the lottery, 1,000 for surviving the "win," 500 for not slaughtering the townsfolk



Flyn's Fear

Area: This occurs in a large, open wood.

Situation: Flyn Ironwood, a famous hunter, is encountered by the PCs in the wilderness. The man is extremely arrogant but wishes the PCs to help him in his latest hunt for a manticores. He knows one is in the area, and he will offer them a share in the bounty on the creature plus some of the cash to be made from selling parts of the creature to wizards and the curious.

The manticore will be discovered in a clearing, having just killed a small animal. However, it seems very dissatisfied with the kill and is looking about for something else. If the PCs watch a bit, they will see the creature's mate fly in. Otherwise, the other manticore will arrive 1d6 rounds

after combat begins.

Once combat starts, Flyn will run for his life, terribly afraid of the manticores. He has hunted bears and other terrible animals, but never anything like this; it makes his blood run like ice water. Once he is back in town, he will claim that he never knew the PCs and that he saw no manticores while out on his hunt.

The manticores have no treasure, but their hides are worth a great deal of status or 10,000 gp if intact and cured.

Quick Stats: Manticore (2): MV 12, Fl 18; AC 4; HD 6+3; hp 40, 35; THAC0 13; #Att 3; Dmg 1-3/1-3/1-8; MR Nil

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Snake's Revenge

Area: This encounter may occur in any lonely place away from help.

Situation: The PCs have slain a medusa, and its mate is out for revenge. The maedar looks like a large, bald human, so he can pass in human company and even follow the party into cities.

The creature will follow the party to a town and kill enough people to get sufficient money to purchase warrior's equipment. Then he will attempt to hire on with the party as a henchman or hireling. He is not fully aware of the value of a warrior's services and will ask for practically no money at all. This may cause the PCs to become suspicious.

If the PCs turn him down, the maedar

will follow them for some time, trying to convince them to let him join the party. If it becomes obvious that this will not work, he will sneak up on the party in some isolated place and do his best to kill as many of them as he can.

If he does get into the party, he will wait until they are fighting some terrible monster, and then attack the PCs, betraying them at the moment of their greatest need. He will try to kill any women in the party first, as his revenge for his lost wife.

Quick Stats: Maedar: MV 9; AC 5; HD 6; hp 34; THAC0 15; #Att 2; Dmg 2-8/2-8; MR Nil

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Captured Beauty

Area: This encounter may occur in any silent, green wood that would attract a creature of beauty.

Situation: A pegasus has landed next to a river to drink and is caught in a hunter's mechanical animal trap. The cruel iron jaws of the trap have closed around one of the creature's delicate legs and it looks badly hurt.

Worse still, the pegasus, not understanding what has trapped it, is flapping and struggling in the trap, trying to get airborne. All it is doing, however, is stretching the trap's chain tight, tearing even more of its own leg.

The PCs will have to slip in underneath the pegasus's frantically beating wings

and flailing legs to get at the trap and try to open its jaws. This would ordinarily be easy, but a pegasus's wings are very powerful and its hoofs can do serious damage.

When a PC goes after the trap, roll three attacks at the pegasus's THAC0. Clever maneuvering may reduce the chances of being struck by flying hooves and beating wings.

If the PCs manage to free the pegasus, it will remain grateful and may even come to their aid whenever they are within 10 miles of this location.

Quick Stats: Pegasus: MV 24, Fl 48; AC 6; HD 4; hp 18; THAC0 17; #Att 3; Dmg 1-8/1-8/1-3; MR Nil

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A Party Shadowed

Area: This encounter takes place at night in a rundown section of town.

Situation: The PCs are traveling through a dangerous section of the city late at night. A small graveyard lies within a few blocks of the party. One or two characters see occasional flickers of movement just outside the range of their lights. The PCs have only a 10% chance of actually catching sight of a shadow. After a few more minutes, one or two other PCs glimpse movement in front of the party, but again they see no one.

Four shadows are toying with the party. When the PCs appear to be losing their nerve (or the shadows tire of their nasty game) the shadows will attack the party.

The shadows will attempt to pull the PCs into the depths of an empty building or alleyway. The shadows will then use *chilling touch* to do damage and drain 1 point of Strength per hit. If a PC reaches 0 hp or Strength, he becomes a shadow. Magical weapons are needed to hit the undead shadows. The shadows are quite malevolent and will not flee unless turned.

The shadows keep their treasure in the ramshackle crypt of a nearby graveyard. The treasure consists of: 1,200 gp, a *potion of speed*, and a *periapt of health*.

Quick Stats: Shadows (6): MV 12; AC 7; HD 3+3; hp 16, 20, 21, 26; THAC0 17; #Att 1; Dmg 2-5; MR Nil; Special attacks and defenses

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The Lottery

Area: The PCs have just entered an unfamiliar town. A large crowd of townsfolk is gathered in the central square. It seems that the entire town is here, apparently awaiting a verdict.

Situation: As the PCs arrive, a child rushes up to them and asks, "Are you in the lottery? Are you going to get in? The prize is really neat!" If the PCs enter, they are in for a surprise. The mayor explains the rules: If you receive the slip of paper with the black dot, you are to come stand on the podium to receive the prize. The mayor passes out folded slips of paper, drawn randomly from a large barrel carried by two assistants, to everyone. One of the PCs finds the paper with the dot. When he goes

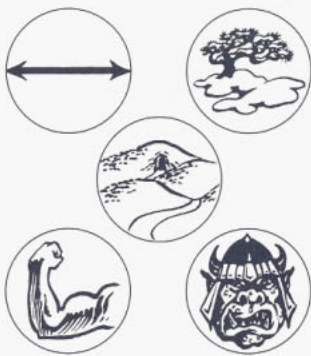
to the platform, the townsfolk begin throwing rocks at him. He must escape from town before he is stoned to death.

Quick Stats: Townsfolk (100): MV 12; AC 10; 0-level humans; hp 3 each; THAC0 20; #Att 2/1; Dmg 1-3; MR Nil. Because there are so many townsfolk, the DM should roll for their attacks in 10-person blocks. Each person in the block adds +1 to the attack roll, making the THAC0 for the entire group a 10. The number of rocks that hit the PC is determined by the number the DM rolls on the d20. For example, if the townsfolk are throwing stones at someone who is AC 5, they need a 5 to hit. If they roll a 7, 2 stones out of the 20 thrown hit the PC. If the target AC is -1 and the NPCs roll a 15, 4 of 20 hit the PC.

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Black on Black

Danger: Medium
Climate: Sub-Arctic
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Ghost of Honor

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



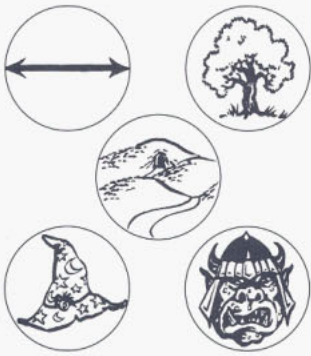
Ancient Wisdom

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



A Slimy Mess

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 120



The Natives' Drums

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Dexterity, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,175



Black on Black

Area: This encounter takes place in a dark, stone corridor. The temperature is at least freezing. Water seeps from small cracks in the walls and ceiling and ice coats sections of the walls and floor.

Situation: Due to the dark stone of the corridor the frozen pools of water all appear to be black. However, one of these "pools" is actually a large black pudding. The pudding lies along one side of the floor, it is currently 9 feet long and 4 feet wide.

As the PCs move past the pudding it will lash out at the character in the middle of the party, attempting to divide the group. If the party flees, the pudding will attempt to follow, however, it will stop its pursuit after killing one member. If the party fights,

the pudding will attempt to ooze around the characters, isolating them. Additionally, the PCs must make Dexterity checks when attacking. A failed check indicates the PC has slipped on the ice and will suffer a -2 penalty to his next attack.

If the fight does not go well for the pudding, it may attempt to ooze through a large crack in the wall that the pudding currently conceals.

If the party kills the pudding, they may explore the crevice. Inside are three small diamonds (600 gp) that would not dissolve in the pudding's acid.

Quick Stats: Black Pudding: MV 6; AC 6; HD 10; hp 62; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

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Ghost of Honor

Area: This encounter takes place in the sewers beneath any large city.

Situation: A spectre haunts the depths of the city's sewers, destroying any living beings that dare enter his underworld "kingdom." When the encounter starts, the party is either already in the sewers or they are walking on an ancient street that gives way under one or two party members, plunging them 20 feet (2-12 points of damage) into the sewers.

The spectre will attack with its touch (doing normal damage and draining two life energy levels from victims). This spectre is very interested in creating other spectres to serve in his underworld court, and will attempt to turn one or more PCs

into his spectral minions. However, the spectre will not leave the sewers even at night, for any reason.

If the party can escape the sewers they will be safe. Otherwise, magical weapons and holy water will affect the spectre. A *raise dead* spell will destroy it.

The spectre keeps his treasure beneath a heap of rotting vegetation in a small chamber 10 yards down the dank tunnel. If the PCs destroy the spectre and find this chamber they may take the following treasure: 12 amethysts (50 gp each), a *potion of healing*, a *potion of shadow control*, and 550 gp.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 41; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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Ancient Wisdom

Area: The naga can be encountered in any remote area, sleeping on a rock over a cave.

Situation: Guardian nagas are often set to guard areas of evil in order to contain the evil or to protect others from being corrupted by it. In this encounter, the PCs discover a place called the Endless Stair that leads deep into the earth. A naga guards the Stair and will not allow anyone to pass.

The naga will tell PCs what it guards, but it will not attack them unless they attack or try to force their way into the cave entrance. The naga is a great source of information and will gladly talk to good aligned PCs about anything they like. It may be able to identify old magical items

from its great store of ancient lore.

If PCs want to get to the Endless Stair they will have to convince the naga of their good intentions. This can only be done by telling the naga the tales of their journey and their heroic deeds. The naga is very good at sensing lies but it enjoys a good story, even if the PCs take a few "poetic liberties" with the truth.

The creature has no treasure but has a great knowledge of lore that the PCs might return to use from time to time.

Quick Stats: Guardian Naga: MV 15; AC 3; HD 11; hp 68; THAC0 9; #Att 2; Dmg 1-6/2-8; MR Nil; Special attacks

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A Slimy Mess

Area: The party is in a natural, but worked earthen chamber that was apparently never completed; small mounds of earth and a few tools are scattered about.

Situation: If the party examines the room, they will discover that one of the earthen mounds has a small, finely carved stone statue, partially buried in it. The statue is about two feet long and can easily be pulled free by any PC. The mound is made of earth and clay and has several other holes in it. A green slime also lives within the mound. It has been feeding on curious rodents for several months and now coats almost all of the tiny rodent tunnels within the mound.

If a PC attempts to pull the statue free,

he will have no difficulty. However, this will cause the green slime living within to spill outward onto the unfortunate PC. This is not a trap and cannot be detected by a thief. However, if the PC states he is standing to the side as he frees the statue, there is only a 25% chance the slime will touch the character. If the slime hits the PC, it will turn the character into green slime in 1-4 rounds. Only scraping, burning, freezing, or a *cure disease* spell will harm the slime.

The statue is of a young boy holding an urn. It weighs 20 lbs. and is very skillfully crafted. It is worth from 400-1200 gp, depending on where it is sold.

Quick Stats: Green Slime: MV 0; AC 9; HD 2; hp 12; THAC0 19; #Att Nil; Dmg Nil; MR Nil; Special attack

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The Natives' Drums

Area: This encounter occurs after the PCs have encountered a tough monster in its lair in the jungle. After leaving the lair, whether they leave in haste or in triumph, they see an easy path through the jungle, obviously a game trail of some sort. It is not wide enough for more than a single-file line.

Situation: The tasloi who live in this area have created a trap along this trail, knowing that adventurers fleeing from the monster's lair will generally take this trail to flee or to return to civilization. There is a trip wire made of vine stretched across the trail, which can be noticed and avoided with a successful Dexterity -3 check. Otherwise, it triggers a deadfall trap, hidden

carefully on the jungle hillside. All those within 15 feet of the trip wire area must save vs. paralyzation or suffer 2d12 points of damage; those who save leap aside to avoid damage. Those in the trap must make successful Strength -4 checks to break free of the logs.

Once the trap is sprung, 10 tasloi drop from the trees onto the downed PCs, or onto the backs of those who were not affected. Meanwhile, the tasloi air force comes buzzing in on giant wasps, intent on taking out those who are free.

Quick Stats: Tasloi (25): MV 9, CI 15; AC 5; HD 1; hp 6 each; THAC0 19; #Att 2 or 1; Dmg 1-3/1-3 or by weapon (1-6); MR Nil
Giant Wasps (15): MV 6, FI 21; AC 4; HD 4; hp 23 each; THAC0 17; #Att 2; Dmg 2-8/2-4 (paralysis); MR Nil

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Dividing the Spoils

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,250



A Sticky Situation

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Time Bomb

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity, Wisdom
Encounter: Device
Add'l Info: TOM, pg. 146
XP Value: 1,500



Subterranean Stalker

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Wight Warren

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,950 (975 each)



Dividing the Spoils

Area: This may take place in any wilderness area after an ogre attack on a human settlement.

Situation: Two groups of ogres are arguing over the ownership of six human captives. In the full heat of argument, they have not yet noticed the PCs.

The PCs can use this to gain a tactical surprise on the ogres who will immediately join forces to fight them off. They might also be able to use magic (like the *audible glamour* spell) to trick the ogres into fighting over the humans and killing each other instead of the PCs. Then, in the confusion, the slaves could be rescued and surviving ogres easily finished off.

There are four ogres on one side and

three on the other. They are arguing over what appears to be six peasants. In fact one of them is a poor noble who came to the fields today in his work clothes to see how things were faring with his crops. He was captured after putting up a brief, feeble fight.

When rescued, he will offer each of the PCs their pick of any horse in his stable. The ogres have 3d6 gp each. If the PCs do nothing, the ogres will finish the argument and eat the captives.

Quick Stats: Ogres (7): MV 9; AC 5; HD 4+1; hp 22; THAC0 17; #Att 1; Dmg 1-10; MR Nil

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A Sticky Situation

Area: This encounter occurs in any natural, rough stone cavern.

Situation: The PCs are in a natural cavern containing large boulders and strange rock formations. A small rockfall has blocked the party's way. It is easy enough to clear away except for the fact that one of the nearby boulders is actually a roper. The roper has created the rockfall and will complete its trap when the PCs are all in the cavern. Using one long strand, the roper will pull away a small boulder, causing rocks to fall and block the entrance, trapping the party in its cave. The following round the roper will attack the party.

The roper will use its strands to try to draw a PC to its large mouth. When hit by

a roper strand, PCs must save vs. poison or lose 50% of their strength. Once caught, a victim is drawn to the mouth at a rate of 10 feet per round. A successful open doors roll will free trapped PCs, as will severing the strands (requiring 6 points of damage). A PC drawn to the mouth is automatically hit for 5d4 points of damage.

The roper will clear a path for the PCs in an attempt to save itself if it loses 50 hit points or more.

If the party defeats and searches the roper they find the following treasure in the monster's gizzard: 5 pp and 2 large pieces of amber (worth 100 gp each).

Quick Stats: Roper: MV 3; AC 0; HD 11; hp 72; THAC0 9; #Att 1 strand + 1 bite; Dmg Special/5-20; MR 80%; Special attack

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Time Bomb

Area: This encounter takes place after the PCs retire to their rooms for the night. It can be used either at their home base or in their rooms.

Situation: As the PCs lie down to sleep in the evening (assuming they share a room; otherwise, the device is placed in a random PC's room), they may make a Wisdom check at -3. If successful, they see a small hourglass perched on the rafters above their beds. Even as they watch, the last few grains of sand begin to slip from the top to the bottom of the hourglass.

The players have exactly five seconds in which to respond. Count the time off, backwards from five. If they do not respond in that time, the bomb explodes (see

"Quick Stats" for information). If they want to try something to stop it, they will need to make a successful Dexterity check at -2. Any hit to the bomb will knock it from its perch, and it falls to the ground and shatters. Otherwise, the PCs' home or room may suffer some severe fire damage. There are no clues as to who placed the bomb, but if the PCs have cultivated enemies, these would naturally be the first suspects.

Quick Stats: Time Bomb: Explodes in a ball of flame, equal to a *fireball* cast at the 5th level, delivering 5d6 points of damage to everyone within 20 feet. PCs may save vs. spell for half damage.

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Subterranean Stalker

Area: This encounter takes place in any dungeon corridor.

Situation: The umber hulk is lying in wait at an intersection in the corridor, peering out through a narrow crack in the base of the wall. As the party reaches its hiding place, the monster will break through the weakened wall and attack the center of the party. PCs must roll surprise (-5 modifier) due to the nature of the attack. Any PC who looks into the umber hulk's horrific eyes must save vs. spells or be *confused* as per the spell.

The umber hulk will attempt to seize a party member in its giant pincers and drag the unfortunate character back into the monster's tunnel network. If it succeeds in

capturing a PC, the monster will toss him into a prepared pit 20 yards down the tunnel. (The pit is 15 feet deep and the PC will take 1-6 points of falling damage.) It will then return to the battle attempting to capture another character. If the umber hulk loses 45 hp it will retreat. If possible, it will take one or more captured PCs with it. If the PCs manage to kill the umber hulk they may be able to find the creature's lair. This requires two successful tracking rolls. The lair contains the following treasure: 1,000 gp, four large agates (150 gp each), and a *long sword +1, luck blade*.

Quick Stats: UMBER HULK: MV 6, Br 1-6; AC 2; HD 8+8; hp 61; THAC0 11; #Att 3; Dmg 3-12/3-12/1-10; MR Nil; Special attacks

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Wight Warren

Area: This encounter takes place in a corridor, near a series of catacombs running underneath a church or castle.

Situation: As the PCs explore the chamber where the catacombs begin, they hear a gristly crunching from above. If the PCs look up they will see a small wight gnawing on a giant rat. The wight will hurl the rat at the PCs, and then attack the party. The next round, a second wight will drop behind the party, attacking the smallest PC. The second wight is trying to create lesser wights to serve it and will attempt to turn the PCs into servants. If it is losing, the leader will order its minion to keep the PCs busy while he tries to escape. The PCs need magical or silver weapons or holy

water to hit the wights. If the PCs flee, the wights will not follow, returning to the catacombs instead. In order to find the wights' treasure, at least one PC will have to enter the catacombs. The tunnels are only 3 feet high, so human and elfen PCs will have to crawl down the slimy tunnels (-2 to hit). If a wight is still around, it will attack PCs in the catacombs.

It will take 2-8 rounds of searching to find the treasure which consists of: 500 sp, 400 gp, platinum bracers (800 gp), and an extremely dirty *cloak of the bat*.

Quick Stats: Wights (2): MV 12; AC 5; HD 4+3; hp 30, 34; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

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Cursed Friend

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength
Encounter: Device, NPC
Add'l Info: None
XP Value: 7,000



Thieves in the Night

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,160 (270 each)



A Dangerous Game

Danger: Medium
Climate: Arctic
Terrain: Hills, Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Meteor Shower

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Dexterity, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000 for avoiding the meteor,
115,000 for vanquishing the pit fiends



Avid Reader

Danger: Medium
Climate: Any
Terrain: Urban (Library)
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,000 if the PCs avoid being infested



Cursed Friend

Area: The encounter may take place in any area in which the PCs have a good reputation. It is likely that it takes place in the city, but the NPC could just as easily find the PCs camping out in the woods, explaining that he followed them.

Situation: The PCs have gained such a reputation that people begin coming to them, to travel with them and learn from them. One such would-be student is Fael Caine, a charming, young, dark-haired man. He is quick-witted and friendly, an excellent talent with his flaming sword, named *Cauterizer*. However, there is a brooding melancholy about his manner, one that is not easily dispelled by the light-hearted joking of comrades. He is drawn

into friendships only slowly, for he is reserved and will not, by conscious effort, make friends with anyone. His secret is that *Cauterizer* is an intelligent sword that sucks the life force out of anything in its reach. When in battle, Fael makes sure he is far from his comrades, for too often he has inadvertently swung and killed his friends, with no hope of *resurrection*. However, *Cauterizer* is bonded to his psyche, and he won't willingly surrender the sword.

Quick Stats: Fael Caine: MV 12; AC 2; F9; hp 71; THAC0 12; #Att 2/1; Dmg 1-8 + 8 MR Nil. *Cauterizer* is a *flametongue long sword* +4. When it hits an opponent, it draws two levels from them (save vs. spells for each level drained).

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Thieves in the Night

Area: The encounter occurs in the back streets of a poor section of town.

Situation: It is night and the PCs are just coming out of an inn or tavern. A PC hears a child cry out and sees a scruffy man holding a bundle scuttle across the road into an alley. A group of eight wererats are stealing small children in this area and the PCs have just caught them in the act. If the PCs pursue, they will reach the alley in time to see the wererat lower a squirming bundle into an open sewer grate and leap in after it. The PCs must pursue immediately to keep up with the wererats, but the wererats will know they are being followed.

The rats will imitate the cries of small

children coming from several directions, attempting to split up the PCs. If this does not work, the wererats will put a decoy bundle on a mound of refuse. If the PCs investigate, the rats will jump them from hiding places above.

The PCs need magical or silver weapons to hit the wererats. If three or more wererats are killed, the rest will flee, dropping the child in the process. The PCs will have to quickly rescue the child from the waters. The PCs may also become lost. If so, they will have to spend 1-3 turns finding their way out of the sewers.

Quick Stats: Wererats (8): MV 12; AC 6; HD 3+1; hp 10, 14, 15, 15, 16, 18, 19, 23; THAC0 17; #Att 1; Dmg 1-6 (short swords); MR Nil

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A Dangerous Game

Area: The Yeti appear in the mountains, not far from a small colony of miners.

Situation: A clan of five yeti are preying upon the miners, who themselves have depleted a large portion of yeti's native food source.

The miners will exchange gold for protection against these assailants, who remain unknown to them. If the party investigates the latest disappearance, their search in the snow will lead to a pile of shredded equipment and splotches of frozen blood, but no bodies. Should any party members possess skills or experience in the wilds of this climate, they will notice a distinct absence of game life in the district.

If any of the party members can track,

they can trace the yeti to their lair, where they will find the five yeti and the obviously eaten remains of several miners. Otherwise, they will have to bait the yeti with their own members, for the miners will refuse to risk any more lives.

Once yeti have been encountered, the party may either slay them or attempt to find a replacement food source. If the party locates new forms of sustenance, they will also have to warn the miners not to eliminate it or the yeti will return.

Quick Stats: Yeti (5): MV 15; AC 6; HD 4+4; hp 26; THAC0 15; #Att 2; Dmg 1-6/1-6; MR Nil; Special attacks and defenses

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Meteor Shower

Area: The PCs are on a hilly plain. There are no trees in this area, and the party has an unobstructed view of the stars. Suddenly, one of the stars flares to greater light and grows huge.

Situation: The PCs realize, after but a few seconds, that the reason the star is getting so large is that it is falling directly toward them, rushing at them at speeds beyond their imaginations.

The PCs have two rounds in which to react. They can *teleport*, fly, or move with great speed away from the plain. If the PCs begin sprinting as soon as they realize that the meteor is coming for them, they can get as far as 1,200 yards away. It is imperative that the DM keep careful track of the

time the PCs spend talking about what to do, so that those who stand for a moment before breaking into flight might be caught by the blast. Anyone within 1,000 yards at the time of the blast suffers 10d6 points of damage from the concussion as the meteor smashes into the earth. Those within 500 yards take 15d6, while those at impact take 30d6 points.

After impact, the meteor lies dormant at the bottom of the crater it has created for five rounds, its outer shell cracking in the cool air. At that point, the shell cracks open, and two pit fiends, sent from the Lower Planes, emerge to kill the PCs.

Quick Stats: Pit Fiends (2): MV 15, FI 24; AC -5; HD 13; hp 100 each; THAC0 7; #Att 6; Dmg 1-4/1-4/1-6/1-6/2-12/2-8 or weapon + 6; MR 50%; Special attacks

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Avid Reader

Area: This encounter can take place only if the PCs have reason to enter a library or some other place where there is vast knowledge stored in the form of scrolls and books. The place the PCs choose is musty, with that certain tang in the air which only a library of old books can produce. The air is dark and dusty, though light streams through the windows near the roof, illuminating the constant dust in the air.

Situation: The library has recently received a visit from a traveler who, unknowingly, brought unwelcome visitors into the building: bookworms. The worms have not yet made much of a dent on the huge volume of paper here, but they are diligently working on it.

Whatever section the PCs enter is the section in which the worms are most heavily concentrated. They are attracted by any scrolls or books the PCs might be carrying, and 1d4 will latch onto the paper while the PCs browse through the library. The affected PCs are 50% likely to hear at least one bookworm munching on their items each round. If attacked, the bookworms jump away, fleeing into the stacks to avoid further injury.

The library, of course, is ruined. The PCs might want to report this, or they might want to flee any possible blame that might be attached to them.

Quick Stats: Bookworms (20): MV 12, Br 3; AC 2; HD 1/4; hp 2; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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Feeding Time

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



The Six Horrors

Danger: High
Climate: Temperate, Tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Awakened Ancestors

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 9,000 total (3,000 each)



Goodbye, Blue Sky

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 5,000 for having the brains to realize attacking a peaceful dragon is stupid; *or* the value of the dragon



The Sight of Vengeance

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Feeding Time

Area: This encounter is set in a cemetery located near the outskirts of a small town.

Situation: While the party stops for the night at a local crossroads tavern, the townspeople report that strange sounds can be heard coming from the graveyards at night, and that the few daytime investigations they have been willing to conduct revealed that many of the graves have been ripped apart and desecrated.

The sounds heard by the townsfolk come from nine ghosts feeding on the corpses there. The ghosts are too stupid to cover their tracks, and they leave the bones and remains scattered around the ground after each night's meal. It should take the party little time to realize what is happening,

and they will encounter the ghosts if they visit or watch the cemetery at night.

Scared witless, the townsfolk, most of whom with relatives in the affected cemetery, are quite happy to reward the party for returning their loved ones to the peace of the graves, and offer them lodging, food, and 500 gp in silver and gems once the ghosts have been removed. In addition, the local priests begin the practice of blessing the dead, including any party members who fall in battle with the ghosts.

Quick Stats: Ghost (9): MV 15; AC 4; HD 4; hp 22; THAC0 17; #Att 3; Dmg 1-4(x2)/1-8; MR Nil; Special attack

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The Six Horrors

Area: This encounter is set in a high mountain range.

Situation: While the party is crossing through the mountains, they attract the attention of a pair of chimeras. At first, the creatures will just spy on the party, trying to ascertain the comparative strengths of each member. Finally, if they see food or treasure, the chimeras will find a suitable place for an ambush, such as a small glade, and attack. If the party seems particularly powerful, the beasts will wait until late at night, preferably when few of the party are still awake.

The pair will coordinate their attacks, one occupying the party's attention while the other tries to breathe fire from behind.

Should the party defeat these two, they may attempt to locate the chimeras' lair, which is located nearby. Though the chimeras were mated, there is no evidence of any offspring.

Inside the small cave are several large piles of copper, silver, and gold collected from previous victims. The chimeras apparently chose to sleep on this hoard. Buried beneath the smaller pile is a platinum-inlaid scroll tube which contains several blank sheets of vellum.

Quick Stats: Chimera (2): MV 9, Fl 18 (E); AC 6/5/2; HD 9; hp 50 each; THAC0 11; #Att 6; Dmg 1-3(x2)/1-4(x2)/2-8/3-12; MR Nil; Special attack

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Awakened Ancestors

Area: This encounter occurs in either the family chapel or the crypt of a ruined keep. Paintings of handsome, but cruel looking people line the walls.

Situation: The PCs arrive in either the old family crypt or chapel. Most of the furnishings are in decay, but several portraits are still in good shape. When the PCs near the portraits, the three wraiths haunting this ruin will pour out from behind the portraits to attack the party.

The wraiths were all part of the cruel family that once owned this manor. Even as wraiths they move slowly and haughtily. They will not flee unless turned. The PCs need magical or silver weapons to hit them. If the PCs flee the ruins, the wraiths

will not follow, but as long as they remain within the ruins they will have to deal with the undead family.

The paintings have no magical connection to the wraiths (although the PCs may believe they do), but their treasure is hidden between the ornate frames and canvases. If the PCs destroy a painting, gems and coins will spill out, but the wraiths will still attack.

The wraiths treasure consists of 1,200 gp, 450 pp, a diamond choker (3,000 gp), and a *cloak of protection* +2, folded around one of the many paintings.

Quick Stats: Wraiths (3): MV 12, Fl 24; AC 4; HD 5+3; hp 24, 33, 45; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks

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Goodbye, Blue Sky

Area: This encounter may occur anywhere the PCs happen to be, if that area is also likely to have a dragon. This includes most terrains and climates, but excludes the majority of ordinary dungeons.

Situation: The PCs are going from one place to another, minding their own business, when a huge shadow sweeps over them. Immediately thereafter, the sight of an enormous dragon swoops past, a mere 15 yards above the PCs' heads. If the PCs' levels are less than the dragon's Hit Dice, they must save vs. paralyzation or be stricken with fear. If the PCs are mounted, their mounts bolt for 4d6 minutes, unless they have been specifically trained for warfare. The dragon begins circling the

PCs. It does not swoop past again, having attained the desired effect. It circles at a height of about 100 yards, far enough that most spells will not reach it. It is not looking for a fight; but merely amusing itself, playing with the PCs.

Quick Stats: The DM must assign the dragon, based on the type of climate and terrain, with the following guidelines: the dragon is an adult, gaining a +2 to its Hit Die base, +6 to its combat modifier, and a *fear* radius of 20 yards, to which the PCs gain a save of +2 vs. petrification. If they fail this save, they fight with a -2 penalty.

If the PCs insist on attacking the dragon, it will use every means at its disposal to rid itself of the PCs. Should the attack go poorly, it has no problem fleeing, though it will remember the PCs for another day.

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The Sight of Vengeance

Area: This encounter takes place near a hillside laboratory.

Situation: While the party is retiring for the night, setting up camp not far from a small mansion, they witness a huge ball of flames explode and engulf the distant building in flames.

An attempt to trap an efreeti within an enchanted bottle has failed, and now that the fire genie has exacted his revenge upon the offending mage, he plans to continue with the countryside.

If the party should actually succeed in besting the efreeti, including eliminating any chances for escape, the genie will bargain with the party, offering to exchange a single wish for its life. Like most efreet,

this one will follow the phrasing of the wish as closely as possible, hoping to alter the recipient's desires.

If the party does not accept his initial offer, the efreeti will tell them that he is willing to take back his offer of a single wish for three wishes. If the party agrees to the new offer, the efreeti will demand three wishes from the party, chuckle deeply, and return to its home, the City of Brass.

The efreeti has no treasure, but the melted gold and platinum in the wizard's home totals 5,000 gp.

Quick Stats: Efreeti: MV 9, Fl 24; AC 2; HD 10; hp 65; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks

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Cold Revenge

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



Turnabout

Danger: High
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Wind and Woe

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 11,000



The Cries of Death

Danger: High
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



The Old Switcheroo

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 4,000 if well role-played



Cold Revenge

Area: This encounter takes place at an inn in a large town.

Situation: A wealthy, fast-talking wine merchant misleads a priest into parting with a clay golem by claiming he needs an escort for a shipment of supplies. Bent on righting what he considers to be a century-old wrong, he sends the creation to kill the descendants of his ancestor's nemesis. However, the blundering golem has difficulty finding the correct house. After wandering through the darkened streets and alleyways for several hours, it finally settles on a large inn as its target.

In the middle of the night, the party is awakened by the crashing sounds of splintering wood on the floor below, and, soon

after, by the noise of heavy footsteps making their way up the stairs. Finally, if the party has not yet moved into the hallway, the golem bursts through the doorway and into the room of one of the party members, attempting to fulfill the contract of revenge started by the wineseller.

Slaying the golem and confronting the merchant makes him confess and earns a 2,000 gp reward from the priest, in addition to any *raise dead* spells that may have been acquired during the encounter.

Quick Stats: Golem, Clay: MV 7; AC 7; HD 11; hp 50; THAC0 9; #Att 1; Dmg 3-30; MR Nil; Special attack

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Turnabout

Area: This encounter is set on the high seas.

Situation: While sailing in deep waters, the party encounters a whaling ship about 200 yards away in hot pursuit of a family of blue whales.

If they wish, the party may stop the whalers and attempt to dissuade them from their occupation. Since whale hunting is how these men make their living, the party will be forced to make some eloquent speeches or grand demonstrations of power to succeed.

If the whalers do not desist within the five rounds the party has to interrupt them, two parent blue whales surface and attack both the hunters' ship and the party's.

Naturally the party may assist the hunters in killing the two whales, but a safer solution involves trying to communicate with the sea mammals through magical or psionic means. If the party succeeds in conversing with the parents, they can strike an agreement that will lead the whales to cease their attacks if the whalers will agree to return to shore. Scared and amazed by the whales' intelligence, the whalers are more than willing to depart the area.

Quick Stats: Whale, Blue (2): MV Sw 18; AC 4; HD 18; hp 125; THAC0 5; #Att 1; Dmg Special; MR Nil

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Wind and Woe

Area: This encounter takes place on and above the parapets of a large old castle, precariously perched on a mountain side.

Situation: The party is flying (by whatever means) and passes near the castle. As they near the castle, the PCs notice the wind picking up and suddenly a whirlwind forms above the group. This is the initial attack of a guardian air elemental. Any being under 3 HD is killed by the 80-foot cone. All others take 2-16 points of damage. The cone will force the PCs downward, toward the castle.

After the whirlwind dies out (one round), the elemental will buffet the PCs with its wind attack. The winds sigh around the PCs, echoing the elemental's

frustration. The mage who bound it has been gone for years, but the elemental cannot break free. Embedded in the largest parapet is a huge glyph-inscribed quartz crystal (the magical control, cast at the 19th level). If a mage casts a successful *dispel magic* on the control, he will then control the elemental. If he fails, the elemental grows to 128 hp and attacks the mage.

The PCs need +2 or better weapons to hit the cloudy creature. The elemental will fight until the party flees, it is controlled by the party, or it is killed. It has no treasure (besides itself), although there may be some within the castle proper (DM's choice).

Quick Stats: Air Elemental: MV Fl 36; AC 2; HD 16; hp 99; THAC0 7; #Att 1; Dmg 2-20; MR Nil

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The Cries of Death

Area: This encounter takes place near a vertical cave in rocky terrain.

Situation: While climbing a hillside, the party detects the shouts of a man and a woman calling for help, and the cries of an infant. As they approach the source of the calls, the party hears a dark ravine.

The source of the cries is actually a pack of leucrotta, using their deceptive voices to trick the party into coming near them. Once the party members are close enough to see within the ravine, the three leucrotta spring out and attack the party with powerful jaws.

It has been some time since these leucrottas have eaten. As a result, once a victim falls, the leucrotta will concentrate on

getting it into their lair and feasting, instead of turning on additional trespassers.

When the party first enters the area, and if someone in the party has the ability to track, the party will notice three pairs of tracks indicating three stags entered the area earlier that day.

Within the ravine is the leucrottas' treasure: three small gems worth 50 gp each and a *potion of gaseous form*.

Quick Stats: Leucrotta: MV 18; AC 4; HD 6+1; hp 34; THAC0 13; #Att 1; Dmg 3-18; MR Nil

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The Old Switcheroo

Area: The magical device that is the center of this encounter can be located anywhere. Since it is a zone, rather than an actual machine, it can be found in the wilderness just as easily as in a wizard's hideaway or an underground catacomb.

Situation: This 10- x 10-foot zone marks all who enter it. Each person who passes through is branded with an invisible magical aura that is visible only through a *detect magic* spell. The consciousness of the next person who passes through the zone is transferred into the body of the one who passed through previously. Thus, a mighty fighter could find himself inside a female wizard's body, while a holy cleric could find herself residing inside the body of a

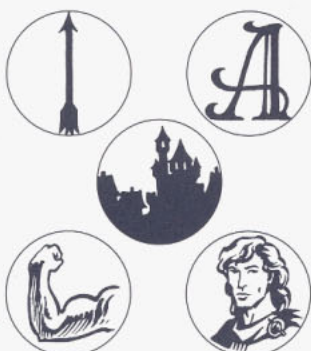
sneaky thief. Since it is only consciousness that transfers, none of the physical attributes of the PCs change. Thus, the reflexes and training that a PC has received do not transfer to the new body, though the knowledge of how to use them does. A mage in a fighter's body will not gain knowledge of the fighter's specialization, though he would still possess the bonuses to hit and for damage.

If the DM is feeling particularly nasty, he might want to decree that the last person who traveled through the zone is thousands of miles away, or that it was a beast of some sort that had wandered through. This could lead to endless complications for the PCs.

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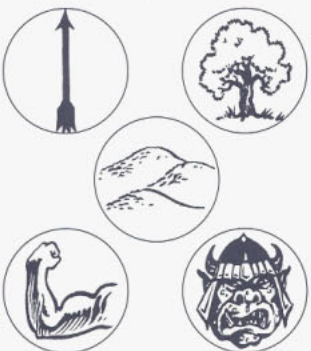
The Drunken Mage

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 15,000



Crashlanding

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 270



The Sacrificial Test

Danger: High
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 30,000 to fight or
sacrifice,
0 for running away



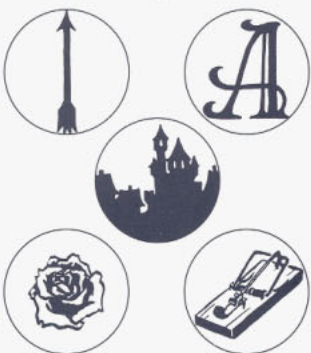
A Moral Dilemma

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: PHB, pgs. 46-49
XP Value: 500 for good role-
playing



Estate Sale

Danger: High
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: Device
Add'l Info: DMG, pgs. 133-188
XP Value: None



The Drunken Mage

Area: When the encounter begins, the PCs should be in a tavern of some sort, or in the district of a city most likely to house taverns and other nocturnal entertainments. The encounter takes place at night, when the district is the most crowded.

Situation: The PCs have been availing themselves of the pleasures of the city this fine, warm evening when darts of magic lance out from a corner and strike a pigeon nesting in the rafters. The pigeon falls to the ground, lifeless.

A short, skinny man dressed in black rises from the back corner, wavering unsteadily. He nearly pitches over onto someone's table, but rights himself and staggers out into the street. He is an angry and

drunken wizard, and unless the PCs stop him, he will cause serious damage to the town. When sober, he repents and repairs the damage, if he is still alive.

Quick Stats: *Nyulak the Dark and Mysterious:* MV 12; AC 1; W18; hp 46; THAC0 15; #Att 1; Dmg 1-6 + 4; MR Nil

SPELLS: 1st level: *Magic missile, color spray, shield, shocking grasp*; 2nd level: *Fog cloud, blindness, levitate, summon swarm, web*; 3rd level: *Fireball, blink, dispel magic, fly, lightning bolt*; 4th level: *Dimension door, fire shield, shout, polymorph other, polymorph self*; 5th level: *Chaos, cloudbreak, stone shape, telekinesis, teleport*; 6th level: *Geas, mislead, shades*; 7th level: *Duo-dimension, prismatic spray, spell turning*; 8th level: *Maze, demand*; 9th level: *Meteor swarm*

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Crashlanding

Area: This encounter takes place in hilly area near a small community.

Situation: While attempting a slave-gathering mission, a misdirected neogi Death-spider has crashed into the hills. The party, traveling through the wilds, witnesses the flaming object fall from the sky and strike the hillside.

When the adventurers arrive at the crash site, they discover an extremely unusual-looking structure consumed by flames. After the fire dies out, the party is able to explore the smoldering remains. As they search the ship, they find the smashed and burned bodies of a variety of creatures, including one type that they do recognize—the umber hulk servants.

However, five of neogi have survived and escaped the wreckage, returning while the party is inside the spelljammer. Despite having no way to get back into wildspace, the neogi are still hoping to acquire replacement umber hulks and new slaves, and they will attack the party as soon as they see them. Hoping to capture the adventurers alive, the neogi will use poisonous bites to slow the party and trap them in whatever slave cages are still intact.

The chests in the ship's hold are filled with 4,500 gp.

Quick Stats: Neogi (5): MV 6; AC 3; HD 5; hp 28; THAC0 15; #Att 3; Dmg 1-3(x2)/1-6; MR Nil

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The Sacrificial Test

Area: The location is a small village. As the PCs approach, they see the villagers gathered together in a single band in the town square. All of the villagers seem to be frozen with fear, but none of them gesture for the PCs to stay away.

Situation: This is a test for the party, or anyone else who may pass through this region, though the party may not realize it. The test is sponsored by good beings from the Outer Planes, to see how the Prime Material creatures react, and to reward those who act in the cause of good.

As the PCs enter the village, they are surrounded by a horde of fiends who appear, seemingly out of nowhere. Even if the PCs are familiar with all types of

fiends, they will never have seen these before. There are obviously too many of them for the PCs to completely defeat. The leader, a hugely muscled specimen, offers the PCs a choice: sacrifice one of their number, in exchange for the freedom of the villagers. The PCs have three options: Fight, flee, or surrender one of their members. If they fight or sacrifice, the beings reveal their true shapes and reward the PCs with a single *wish*.

Quick Stats: Fiends (25): MV 12, FI 18; AC -2; HD 10; hp 71 each; THAC0 10; #Att 2; Dmg 2-12 + 7; MR 35%. These are actually disguised beings from one of the good-aligned Outer Planes, and disappear to that plane when they are severely injured. To those who fight, it appears that the being has disintegrated in a flash of light.

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A Moral Dilemma

Area: This encounter occurs in a tavern, or some other place where the PCs take their rest. This encounter works only if they have an NPC henchman of some sort, or someone who travels with them and trusts their judgment.

Situation: While the PCs relax in a tavern, the NPC has gone and held up a miserly grocer who refused to issue credit to a starving woman and her family. He followed the woman to her home first, to determine where she lived, and returned to the grocer. He took no money, only food, and was smart enough to wear a hood to disguise himself. He did not hurt anyone in the hold-up. However, the town guard is now looking for the person who

held up the grocer, and the NPC wants the PCs' advice on how best to deal with the situation.

This could present interesting complications for good characters, especially those of lawful good alignment. The NPC is willing to abide by whatever decision the PCs come to, though armed robbery in this town is worth a public flogging and the loss of a hand. He has enough faith in the PCs' judgment that he is willing to take the chance that he may lose his hand.

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Estate Sale

Area: The encounter takes place at the modestly palatial home of a recently deceased adventurer. The grounds are immaculately kept and span more a square mile. The sale takes place on the expansive lawn in front of the mansion.

Situation: As the PCs pass through town, they see signs giving directions to the estate sale of a "deceased prominent member of the community (proceeds go to charity)." If the PCs follow the signs to the estate sale, they find that the grounds are packed with all sorts of adventuring types, including the obvious wizards, priests, fighters, and the more inconspicuous thieves. There are a few common folk here, but no more than 25% of the crowd look

like they work at a job for a living.

The auction begins soon after the PCs arrive. There are numerous magical items on sale (which the DM should choose) as well as more mundane works of art and fine crystal. The bidding on everything is exceptionally high, but even more so for the magical items. This is a fine opportunity for the PCs to acquire some magic without the danger involved in adventuring. Unfortunately, the rest of the crowd seems to think so as well. Unless the price on an item rises to a ridiculous level, any bid the PCs make is quickly outdone. The DM should use discretion on how much each item goes for, but should not make it easy on the PCs in any case.

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The Dentist

Danger: High
Climate: Any
Terrain: Urban
Attribute: Charisma, Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 10,000



Handy NPCs

Danger: Any
Climate: Any
Terrain: Any
Attribute: None
Encounter: NPC
Add'l Info: None
XP Value: None



The Dentist

Area: This encounter takes place in an outlying rural community, a place completely typical of small hamlets, with a small covered bridge crossing a ravine as the main entrance to town.

Situation: As the PCs near the town, they see a crowd of people gathered near the ravine. The crowd is obviously feeling rather murderous, evidenced by the tone of their raised voices and the random rock that flies through the air to hit an old man with a solid thud.

If the PCs do nothing, the crowd assaults the old man, driving him closer and closer to the edge of the ravine, until he falls in to die. On the other hand, if the PCs try to take his side, the crowd throws rocks at

them instead. Each round, 1d6 rocks are lobbed at random characters. Because of the sheer volume of rocks being thrown, they have a THAC0 of 10, and do 1d6 points of damage. The PCs will have to remove the old man to a place of safety; the villagers will not follow across the ravine.

When they are safe, the old man tells his story: He is a traveling dentist, and was working on the mayor of the town. He pulled out a rotten tooth, and the mayor screamed and fainted. Peasants rushed to the door and saw the dentist with bloody tools next to the old man and assumed the worst. The PCs can remedy the situation if they explain this to the villagers. The mayor backs up their story, and the dentist gives them 100 gp for saving his life.

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Handy NPCs

Area: This card is one that can be used at any time. It is, in effect, a card that will save the PCs if they happen to get themselves into too much trouble.

Situation: In nearly any situation, there will be NPCs who can happen by without stretching credibility too much. Are the PCs fighting in the forest? Rangers might hear the sounds of struggle and come to investigate. Is the party underground, drowning slowly in a locked room? A foolish goblin or another party of adventurers in the dungeon might open the doors to the room, allowing the PCs to escape.

This card does not mandate that NPCs come by to save the PCs from yet another stupid mistake. Instead, it will allow you

to pull a card, seemingly at random, that will save intelligent PCs who made but a single mistake. It is not necessary to have the NPCs stick around to adventure with the PCs; after all, if the party needed saving, what good would they do the NPCs? Still, these NPCs could make good contacts, later on in the PCs' adventuring careers.

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Checklist, Part 2 of 6

- 73: Hunted to Extinction
- 74: Rat Plague
- 75: Knotty Problem
- 76: Sea Food
- 77: Invasion
- 78: Satyr, Part 1 of 2
- 79: Satyr, Part 2 of 2
- 80: Local Taboos
- 81: The Talking Tree
- 82: The Follies of Youth
- 83: A Bone in the Throat
- 84: A Skeleton in the Closet
- 85: Bad to the Bone
- 86: Step Into My Parlor
- 87: Sword Strokes
- 88: Slumber Party
- 89: Swimming Hole

- 90: Intruders
- 91: A Light in the Darkness
- 92: Ambush
- 93: Zombie Zoo
- 94: Lost My Head
- 95: The Repulsive Ring
- 96: Buried Treasure
- 97: A Friend in Need
- 98: Dangerous Crossing
- 99: The Talking Well
- 100: The Marching Band
- 101: Wrapped Around Your Finger
- 102: To Kiss a Frog, Version 1
- 103: To Kiss a Frog, Version 2
- 104: Dwarven Nightmare
- 105: Paladin Trolls
- 106: Mistaken Identity, Version 2
- 107: The Near-Sighted Paladin
- 108: The Little Runaways

Using These Cards, 2 of 3

This side of the card breaks down the encounter into categories for quick reference and ease in using the deck.

Danger: The recommended levels for the encounter: Low is recommended for levels 1-4, Medium for 5-9, and High for 10 and above. Low-level characters will have a challenge defeating medium-level encounters, but it might be worthwhile to give them one every once in a while; high-level characters might find it refreshing to run into a low-level encounter, but boring if they have too many of them. When necessary, tailor the card to fit the party.

Climate: This is divided into arctic, sub-arctic, temperate, sub-tropical, and tropical.

Since the majority of AD&D® adventures take place in temperate climates, most of the Encounter Deck cards are set there as well.

Terrain: This is divided into Plains, Scrub, Swamp, Hills, Mountains, Forests, Rough, Aquatic, Desert, Urban, and Dungeon.

Attribute: Indicates how the encounter would best be resolved: Strength indicates combat, Charisma indicates negotiation, and so forth.

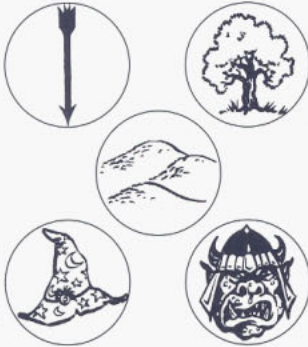
Encounter: Divides the encounter into Monster, Device, or NPC. Monster includes anything generally accepted as a monster, NPC is any human or demihuman race, and Device is anything not requiring a sentient force to guide it.

Add'l Info: Lets you know where to find additional information on the subject:

(OVER, PLEASE)

Rite of Passage

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 300 if they observe and understand the situation, 200 if they merely destroy the tribe



Grass Fire

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 200



Raiding Party

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 480-960



Checklist, 2 of 6

- 109: Frame
- 110: The Hit, Part 1 of 2
- 111: The Hit, Part 2 of 2
- 112: Birds of a Feather
- 113: The Fishing Dispute
- 114: The Highwayman
- 115: The Speedster
- 116: On the Wings of Eagles
- 117: The Contract
- 118: The Wild Hunt
- 119: Charlatan
- 120: The Rumor Mill
- 121: Bread and Fish
- 122: Posse
- 123: The Village
- 124: Springheel
- 125: The Night of the Knife
- 126: The Haunted Tree
- 127: The Pacifist
- 128: 'Orace and Wilbur
- 129: A Dragon and His Orc
- 130: Apprentices

- 131: Mistaken Identity, Version 3
- 132: The Fugitive
- 133: Hazardous Passage
- 134: April Fools
- 135: Hostages
- 136: The Hunter
- 137: Dispelling Doubts
- 138: The Question Game
- 139: Birthday Party
- 140: The Failed Paladin (Tavern Series)
- 141: The Voiceless Bard (Tavern Series)
- 142: The Man in Black (Tavern Series)
- 143: Arcane Knowledge
- 144: The Guardian

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Using These Cards, 2 of 3

(cont.)

the *Player's Handbook (PHB)*, the *DUNGEON MASTER™ Guide (DMG)*, the *Tome of Magic (TOM)*, the *Monstrous Manual (MM)*, or None, meaning that there is no further reference for this entry.

XP Value: Indicates how much the encounter is worth if the PCs resolve it in style.

Icons: Used to summarize all the above.

THE BACK OF THE CARD describes the encounter, what the PCs must face, what part they play. Where the front of the card gives a summary of the encounter, the back describes what the PCs are able to change.

Area: Gives a quick summary of the area in which the encounter takes place.

Situation: Gives a description of the encounter and what is happening as the PCs begin the encounter. This includes the appearance of the encounter, as well as the truth of it (in some cases, things are not as they seem). This section also contains the tactics, if any, the encountered thing uses for or against the PCs. Finally, it

includes whatever treasure there is to be had from this encounter.

Quick Stats: Summarizes the attributes of the encounter, whether trap, NPC, or monster. This includes Move, Armor Class, Hit Dice, hit points, THACO, the number of attacks, damage, magic resistance for monsters and NPCs, and the damage of traps.

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Rite of Passage

Area: A bare knoll rises higher than the other hills in this dusky, shrouded section of the foothills. Though surrounded by trees, there are no bushes or trees beyond the base of the knoll. On the crest of the knoll is a bonfire that is being fed continuously by six kobolds. In the forest surrounding the knoll are sleeping tents and cookfires belonging to a kobold tribe. The PCs cannot approach the knoll without passing through some part of the encampment.

Situation: For the past three nights, the kobolds have been singing, dancing, and celebrating in anticipation of the ritual of passage to be performed for 10 young kobold males. The PCs can see the bon-

fire's light and smoke from 10 miles away. The PCs arrive at the scene during the culmination of the rite. The initiates are running a gauntlet formed by the tribe, ending in a circle around the bonfire. Unless the PCs interrupt this sacred ceremony, the kobolds remain oblivious to their presence. Since all the kobolds are on top of the knoll, the PCs can ransack the kobold tents. The loot they can pull away before the kobolds march singing down the hill consists of 50 gp, 500 sp, and 750 cp. The kobold weapons are of an inferior quality, and certainly not up to the PCs' standard of weapons.

Quick Stats: Kobolds (46): MV 6; AC 7; HD 1/2; hp 4 each; THACO 20; #Att 1; Dmg 1-6; MR Nil

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Grass Fire

Area: The area is a grassy plain that seems to flow endlessly toward the horizon. The plains are almost perfectly flat, with only slight hints of rises and dips crossing the surface. The grass grows fairly even over the plain, although there are places where the prairie grass is a little shorter. A stream flows nearby, to a depth of about 3 feet.

Situation: The PCs are moving across the plains on a windy, sunny day when they catch sight of a huge, black cloud of smoke looming over the horizon. Accompanying the sight of the cloud is the thunder of hooves. The PCs see a herd of over 100 horses thundering toward them at a panicked gallop, trying to escape the prairie fire. The herd is too wide for the PCs to

expect to flee to the edges. Unless they can somehow divert the horses (by creating loud noises, building a fire, or any other creative method), they will be trampled for 3d20 points of damage.

Because the wind is blowing toward the PCs, the grass fire is closing in on them at a rapid pace. If they cannot think of a way to avoid the flames, they will take 2d10 points of damage from the fire. The stream offers a good refuge, should the PCs think to escape into the water. There are plenty of reeds nearby, and the party may use them to breathe if they want to submerge themselves in the water.

Quick Stats: Horses, Wild (100): MV 24; AC 7; HD 2; THACO 19; #Att 1; Dmg 1-3; MR Nil

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Raiding Party

Area: This is an area of tall grasses that grow to heights of 5 feet and more. It ripples in the slight breeze that blows across the plains, resembling waves of purest gold. There are some small potholes hidden under the tall grass, but none that might cause severe injury to anyone except a hard-ridden horse and rider.

Situation: The PCs are on the plain, traveling from here to there, when they must make a Wisdom check at -3. If they are successful, they spot ripples in the grass that do not appear to be part of the waves surrounding them. If unsuccessful, the party will not spot anything out of the ordinary until it is ambushed by the party of four to eight bugbears that are sneaking

through the weeds.

The bugbears are part of a raiding party, and have split away from the main party in the hope of finding their own treasure. The DM can therefore adjust the number of bugbears to fit the abilities of the party.

The bugbears will not listen to the party; they are interested only in divesting the PCs of their treasure, and the best way they know how to do this is by killing them. The bugbears will fight until only 25% of their numbers still stand, after that they flee.

If the DM desires, this card may be linked to the **Centaur Vengeance** card.

Quick Stats: Bugbears (4-8): MV 9; AC 5; HD 3 + 1; hp 20 each; THACO 17; #Att 1; Dmg 2-8; MR Nil

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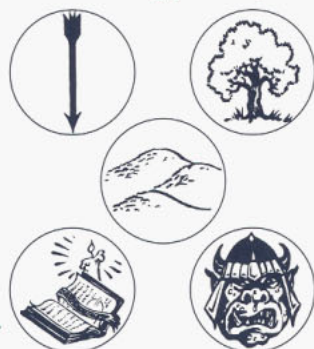
Sign-In

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: Role-playing bonus of up to 200 XP



Pilgrims, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 100



A Charming Day in the Woods

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 500



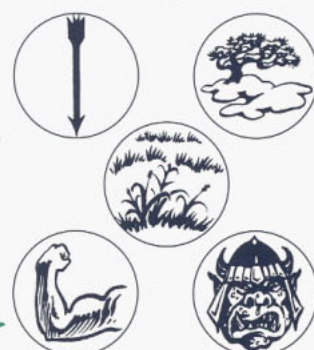
Labyrinth

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Summoning

Danger: Low
Climate: Sub-Arctic, though it can take place anywhere
Terrain: Plains (Tundra)
Attribute: Strength
Encounter: Monster
Add'l Info: MM; PHB, pg. 151
XP Value: 200



Sign-In

Area: This encounter can take place any time the party is at the gates of a large town or city. The city has apparently just instituted the practice of having visitors to their metropolis sign in before entering the city. Guards enforce the new law, and they stand about, ready to inflict "justice" on any who disobey the law.

Situation: As the PCs enter their names in the book, each of them should make a Wisdom check at +3. If they succeed, they notice the name of one of their old enemies entered just a few names before theirs. This is an encounter that the DM must adjudicate carefully; the encounter will not work if the PCs have never met an enemy they have not killed.

Pilgrims, Part 1 of 2

Area: This encounter can be played any time the PCs are traveling on a road through some hills. As they round a bend, they see four orcs standing in the middle of the road. The hills are of whatever kind are appropriate to the area where the PCs are traveling. The PCs will probably be a little paranoid, fearing a trap.

Situation: The orcs are unarmed and clad in long, gray robes. They stand around the wreck of a wagon, its contents strewn and scattered across the road. The pack horses that were pulling the wagon are dead, arrows protruding from their sides. To all appearances, the orcs have somehow slain the horses; oddly enough, there are no other bodies around.

The enemy could be someone the PCs had only a brief brush with a few adventures back, or it could be their arch nemesis, the NPC who has been the bane of their existence for most of their careers. Since the law also requires that the sign-ins list the place where they will stay, the PCs have a good lead on where to find their enemy . . . unless the NPC has lied, and is going to find another place and go to ground. What the PCs choose to do with this information is up to them. The DM should play up the villainous nature of the enemy, so that the PCs have some motivation to go looking through the city for their antagonist.

Quick Stats: The DM is encouraged to pull in any NPCs who have survived from old adventures.

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If they are attacked, the orcs do nothing to defend themselves. They only watch sadly as their companions are cut down. They carry no treasure and prove to be unarmed if the PCs search their bodies. If they are questioned, the orcs answer politely and deferentially in Orcish (they do not speak Common well). They claim that they were set upon by brigands who looted their wagon and stole all their supplies. They state that they are pacifist pilgrims searching for the lost Temple of Bribancus. The Temple may not exist, but they seek it nonetheless. They also say that they flee the tribe that tried to force them to do evil, and that now pursues them.

Quick Stats: Orcs (4): MV 12; AC 10; HD 1+1; hp 5, 5, 3, 1; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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A Charming Day in the Woods

Area: This encounter takes place in a lovely wooded glade. The sunshine streams softly through the trees, dappling the forest floor in intricate patterns of light. The trees all seem healthier than usual, none of them touched by the usual ravages of disease or blight. The area is calm and peaceful, a welcome and quiet refuge from the dangers of the rest of the world.

Situation: When the PCs enter the glade (assuming that their party contains at least one male), a lovely female (actually a dryad, though she will present herself as a druid) steps from behind a tree. She smiles charmingly at the party, and says, "Welcome to my grove. You seem to require rest. Whatever comforts my glade can provide, you

have but to ask."

She will gravitate toward the most charismatic male of the party, subtly trying to seduce him. She uses her innate magical ability to *charm* him, if her physical charms are not enough to win him.

If the party offers her violence, she will run. Otherwise, she is willing to speak with the party to demonstrate that her intentions are not evil. She simply desires male companionship. Under no circumstances will she reveal the location of her tree.

Quick Stats: Dryad: MV12; AC 9; HD 2; hp 7; THAC0 16; #Att 1; Dmg 1-4 (knife); MR 50%

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Labyrinth

Area: The PCs visit a city controlled by a cruel and unjust tyrant. While there, they commit a minor "offense" (not bowing low enough to an official, violating curfew, or any similar misdeed). Before the PCs can flee, they are arrested by a superior force and thrown into the intricately constructed labyrinth that serves as the monarch's prison.

Situation: The only way out, of course, is through the center of the maze. Spells laid in the labyrinth prevent any escape by magical means—*teleport* and similar spells will not work. The maze twists and turns within itself, requiring Intelligence checks to avoid going in circles. Eventually, however, the PCs will reach the center.

At the center of the labyrinth, the party finds a large cage holding a minotaur. Just as the PCs enter the area, the cage door opens and the minotaur immediately attacks the party. They must kill the minotaur in order to escape. The creature has been starved and it will not retreat, even if it is at the arch of death's door.

When the creature is killed, the PCs should be horrified as it shimmers and changes into the dead body of a human male. The PCs have won their freedom, but they should realize that the tyrant will only replace the minotaur with another *polymorphed* human.

Quick Stats: Minotaur: MV 12; AC 6; HD 6+3; hp 31; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1-4/by weapon type; MR Nil

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The Summoning

Area: The area is a sub-arctic plain, although the PCs need not be there for the encounter to occur. Indeed, the PCs can be anywhere in the world for this encounter, because they have been *summoned* to the area by a wizard using *monster summoning I*. The terrain is flat, chilled tundra, with no distinguishing features whatsoever.

Situation: The PCs are doing whatever it is they are doing, when they suddenly vanish and reappear on the tundra—between 10 goblins and a short, fur-covered woman. The woman, who looks surprised, points at the goblins, and tells the PCs, "Attack them!" The PCs have no choice but to obey; as *summoned* creatures, they must obey the will of the caster. The

wizardess does not actually take part in the combat.

If the PCs take out the goblins in less than 8 rounds, the woman thanks them and gives them each a gem worth 25 gp. She apologizes for the *summoning*, claiming she did not know that it could *summon* adventurers. Otherwise, the PCs vanish after 8 rounds, reappearing in the exact same location they were in previously, but eight minutes later.

Quick Stats: Wizardess Sarcina: MV 12; AC 4; W6; hp 20; THAC0 ; #Att 1; Dmg 1-6 (staff); MR Nil

Goblins (10): MV 6; AC 6; HD 1-1; hp 6, 4 (x9); THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Consequences, Part 2 of 2

Danger: Low
Climate: Sub-tropical
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 245 for killing
490 for helping



With a Friend Like This ...

Danger: Low
Climate: Any
Terrain: Hills
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 270 for killing Groog,
540 for any peaceful
solution



Rat Plague

Danger: Low
Climate: Sub-tropical
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,500



Dangerous Crossing

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 100



Posse

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength, Wisdom
Encounter: Device, NPC
Add'l Info: PHB, pg. 64
XP Value: 3,000 for catching the
murderer



Consequences, Part 2 of 2

Area: This is an empty, desolate plain, bereft of wildlife. A small caravan of humanoid creatures winds across the plain.

Situation: The PCs come across a slow-traveling group of gnoll women and their cubs. If the DM has used the previous encounter card, these are the survivors of the group the PCs killed; otherwise, some other large predator killed all of the male gnolls while they were out hunting.

The women are no less dangerous than their male counterparts, but they are starving and they have their cubs (noncombatants) to care for. They will not provoke the PCs, rightly seeing them as a possible

threat to the safety of their young.

If the PCs are kind-hearted (and quick with words and offers of food), the gnoll women will grudgingly accept their help. If they are threatening in any way, the gnolls will attack in desperation; their hunger and fear for their cubs gives them +1 on all attack rolls. They carry no treasure. The 16 cubs will not fight.

Quick Stats: Female Gnolls (7): MV 9; AC 10; HD 2; hp 9 or 4 (young); THAC0 19; #Att 1; Dmg 1-4; MR Nil

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With a Friend Like This . . .

Area: An ogre approaches the PCs in a hilly area, not far from civilization.

Situation: Groog, the ogre, wants to be an adventurer. He just knows he'd be really good at it—after all, he's pretty good at killing things already. But for some reason, people don't seem to like him much and they run away when he approaches, so he wants to join an adventuring party to learn how to get along with people. He's decided that the PCs are the perfect victims . . . er, companions. And if the PCs don't let him join their group, "Groog smash all!"

Although the idea of having such a powerhouse on their side might appeal to some PCs, they should be reminded through examples of the ogre's quick temper,

vicious impulsiveness, overwhelming greed, and repulsive eating habits that this is not a very good idea. Ultimately, he will become much more of a burden than an asset to the PCs and they will have to figure out how to get rid of the ogre—without having to fight him.

Groog is smart for an ogre (Intelligence 10) and he will demand the largest portion of any and all treasure the party acquires. ("Groog biggest. Groog get more stuff.") He is basically useless in any situation that requires stealth or thought, and is even worse in urban situations, guaranteed to get the PCs in trouble wherever they go.

Quick Stats: Ogre: MV 9; AC 5; HD 4+1; hp 23; THAC0 17; #Att 1; Dmg 1-10 (or by weapon +6); MR Nil

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Rat Plague

Area: While the PCs relax in a large city, they hear and then see an unusual amount of small, furry vermin running through the streets, infesting every nook and cranny of stores, shops, and dwellings.

Situation: A massive explosion in the rat population of this large city has left the townspeople in a panic. No matter how many of the creatures are killed, there seem to be thousands more to take their places. This is not the first time this has happened; a century ago, the same thing occurred and the city purchased a rare magical item to control the vermin.

Unfortunately, the item is in a building now surrounded by rats. The PCs will have to fight their way to the item through

the rat hordes, retrieve the object, and use it to lead the vermin out of the city. This task is not as easy as it seems, for normal melee weapons have very little effect on so great a mass of rodents, and the PCs also have to worry about the diseases the twitching vermin carry.

Once inside the storage building, the PCs find a glass case with a ring inside. The ring's control word is "piper," and it works like a *potion of animal control*, but it has a much wider range of effect. Once the PCs find and activate the ring, they may lead the rats out of the city and into a nearby swamp. Note that the ring only works within a 5-mile radius of the city.

Quick Stats: Rats (3,000): MV 15; AC 7; HD 1/4; hp special; THAC0 20; #Att 1; Dmg 1; MR Nil; Special attack

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Dangerous Crossing

Area: A sparsely traveled section of the country is the scene. The rutted path is overgrown at the edges, though the road is still visible. The path leads to a rickety, old, wooden bridge, spanning a chasm 50 feet deep. The chasm continues into the mountains and down into the hills, making passage around it difficult, if not impossible for those with large loads. The bridge is approximately 100 feet long.

Situation: The bridge has not been maintained for decades. If the PCs inspect it, they find that the wood is rotten and weak. There are holes in the span, and several planks have been spirited away to grace some farmer's hovel.

If the PCs put more than 200 lbs. of

weight on the bridge, the bridge creaks noisily. The whole structure vibrates ominously, but remains stable. If the PCs put more than 1,000 lbs. (a light horse and rider) on the bridge, the span begins to show signs of failure, and will collapse within two rounds unless the weight is removed quickly (i.e., ridden across the bridge or moved off of it). Any weight in excess of 1,250 lbs. will cause the bridge to collapse immediately, plunging all aboard to the bottom of the chasm 50 feet below. Damage is 5d6 points.

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Posse

Area: The encounter occurs when the PCs enter a lightly forested area near a large town. A road runs across the PCs' path; they may be on the road, or crossing it.

Situation: As the PCs near the road or walk down it, they are approached by a crowd of 20 villagers who carry bows, axes, swords, and other adventuring gear. The leader, a grizzled ranger, asks the PCs if they have seen a man about 6'1", about 200 lbs., with an eyepatch and long red hair. If the PCs answer in the affirmative, the peasants adopt even grimmer looks, if possible, and ask where and when. If they answer negatively, the leader asks the PCs to join them on a manhunt for the killer Salier, who murdered the entire city coun-

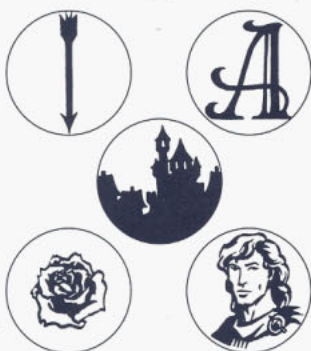
cil only hours before. Salier is known to be an accomplished woodsman, which is why the villagers are enlisting so much help. To further entice the PCs, they offer a 3,000 gp reward for his capture, dead or alive. Salier has set up numerous traps in the woods, each designed to kill. These traps include pitfalls with spikes in the bottom (1-6 + 1-4 per spike), deadfalls to crush the PCs (1-8 points per log), and so forth. The traps require a Dexterity check at -2 to avoid, or someone to disarm them. Salier can be found after 2d6 traps are sprung.

Quick Stats: Salier: MV 12; AC 3; F8; hp 62; THAC0 13; #Att 3/2; Dmg 2-8; MR Nil
Villagers (20): MV 1; AC 7; F1; hp 7 each; THAC0 20; #Att 1 or 2; Dmg 1-8 (sword) or 1-6/1-6 (bow); MR Nil

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Local Taboos

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 50



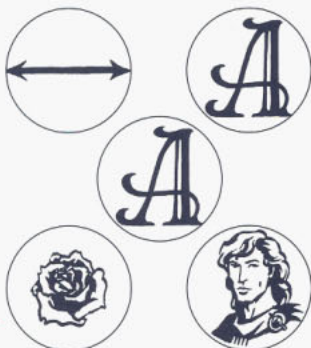
Dwarven Nightmare

Danger: Low
Climate: Temperate
Terrain: Hills, Swamp
Attribute: Wisdom
Encounter: NPC
Add'l Info: **MM**; **PHB**, pg. 161
XP Value: 5,600 for killing the trolls,
1,500 for not jumping right into combat



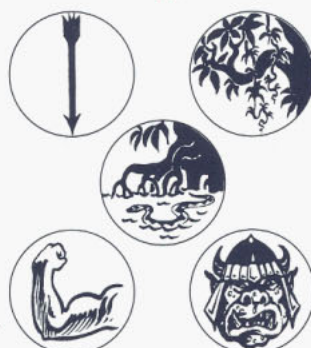
'Orace and Wilbur

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 2,000 for getting rid of Horace and Wilbur



Step Into My Parlor

Danger: Low
Climate: Tropical
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 3,900



The Hit, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 350



Local Taboos

Area: This encounter works best in areas noted for intolerance to strangers. It is best established in small towns, where the customs are sure to be at least slightly different from other districts. This is a card that can be used repeatedly, whenever the DM wants to get the PCs into a small bit of trouble.

Situation: The PCs have entered this district unaware of the nuances of local custom. Something they do is bound to arouse the ire of the populace. Perhaps there is a local ordinance against the wearing of black clothing in the mid-afternoon, maybe it is illegal to carry food in a leather pouch, or possibly they have unwittingly slandered a local hero. This is a DM judgment

call. If you want to get the PCs into trouble, use this card. If you prefer that they remain on the good side of the law in this district, ignore it.

The PCs can talk their way out of this encounter if they happen to confront one of the more reasonable citizens of the community, with only a -3 to their reaction check. If they encounter one of those who believes that tradition is a sacred trust, there is no way they can charm their way out of the situation.

The punishments for their violation can be anything from public chastisement to outright execution.

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Dwarven Nightmare

Area: This occurs in a lightly forested area near a swamp. The swamp lies at the base of some hills into which several mines have been expertly excavated.

Situation: When the PCs arrive, they see a group of four trolls march out from the swamps. The trolls carry picks and shovels, and sing a dwarven marching song as they head toward the caves.

The trolls are, in reality, dwarves who have been *polymorphed* into trolls. Though they cannot live in the caves they have created, they still enjoy working the living earth. The mines are otherwise abandoned, for the dwarves that were there were destroyed by the wizard responsible for the *polymorph* spells. Though these dwarves

managed to escape the brunt of the wizard's spells, they were not quite fast enough to escape all of the effects.

The trolls greet the PCs in a friendly fashion, if the PCs approach them. They speak Dwarvish and Common, although it is strangely accented because of the limitations of their trollish throats. They tell the PCs their story, if the PCs are interested. The trolls will defend themselves if they are attacked, but they will be friendly to the PCs until the PCs show themselves to be other than friendly. There is probably little the PCs can do for them. The trolls are cordial, if somewhat gruff.

Quick Stats: Trolls (Dwarves) (4): MV 12; AC 4; HD 6 + 6; hp 49 each; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

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'Orace and Wilbur

Area: This encounter takes place anywhere the DM wants to introduce these two bumbling villains. They can be in a town, in the country, following the PCs into mountain caves, and so forth.

Situation: Horace and Wilbur are two NPCs who have been hired by an enemy or business rival of the PCs, who wishes to ensure that the PCs will never trouble him or her again. Unfortunately, though Horace and Wilbur seemed competent enough when the rival was hiring them, they are, in reality, clumsy idiots who will prove no serious threat to the PCs. However, they will set a number of traps which might come very close to damaging the PCs. These traps, unfortunately, will rebound

on Horace and Wilbur, leaving the villains dazed and confused until the PCs have gotten a fair distance away.

If Wilbur and Horace (whom Wilbur calls "'Orace") run into the PCs in a town, they inadvertently reveal the plans for their next scheme, slap each other around, and hope that the PCs will ignore what they've just said. The encounter should be played for laughs; Horace and Wilbur can become recurring villains, and eventually rather homicidal friends, for they will keep working on their original contract, unless the PCs charm 'Orace and Wilbur into dropping the contract or pay them more.

Quick Stats: Horace: MV 12; AC 6; F4; hp 33; THAC0 17; #Att 1; Dmg 1-8; MR Nil
Wilbur: MV 12; AC 7; T5; hp 21; THAC0 18; #Att 1; Dmg 1-6; MR Nil

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Step Into My Parlor

Area: The steamy tropical air buzzes with the sounds of insects, and the swamp teems with life. As the PCs travel through this area, is it any wonder that they forget to check the ground beneath their feet?

Situation: The DM should be sure that the PCs are watching for dangers from the swamp by emphasizing the sounds and smells of what is probably an alien environment to most characters. Strange, scaled monsters glide through the muddy waters and huge insects fly over the characters' heads. The PCs should be glad to find a relatively high, flat piece of ground, a seeming "oasis" of safety in the swamp. After a few moments of rest, however, the oasis erupts around them as four giant

trap door spiders attack the PCs! Between the spiders' natural tactics of webbing a victim and dragging it under ground, and the limited movement of the PCs in the swamp, it should be an even battle between the spiders and PCs. If the characters seem to be winning too easily, the sounds of battle can draw other swamp dwellers to the scene in the hope of a free meal (a large alligator or swimming snakes can frighten PCs as much as a party of conventional monsters). The spiders have not kept the treasure of previous victims in their lairs, but 200 silver pieces are scattered around the "oasis."

Quick Stats: Trap Door Spiders (4): MV 3, Wb 12; AC 4; HD 4+4; hp 25, 17, 24, 19; THAC0 15; #Att 1; Dmg 1-8; MR Nil; Special attack

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The Hit, Part 1 of 2

Area: The scene is a crowded city square, in which the representative of the local government (the mayor, the duke's regent, etc.) is giving a speech to the assembled populace. The mayor stands behind a podium atop a dais that rises about 10 feet above the crowd. His voice is magically amplified, so that everyone in the crowd can hear. There are tall buildings all around the plaza, each of them offers an ideal view of the happenings in the square.

Situation: As the PCs enter the square, each of them should make a Wisdom check. If they succeed, they see a shadowy figure in one of the buildings nearby aiming a heavy crossbow at the mayor. The figure has just settled the crossbow on the

balcony, and is taking its time to aim at his target mayor. PCs who made their Wisdom check have one round to declare their actions. They may perform any action they desire, including spell-casting, firing missile weapons (at a -2 penalty because of the press of people), or rushing the mayor to get him to duck. If any of their actions seem threatening to the lives of the mayor or the citizens, guards rush to subdue the PCs, but will allow them to go free once they determine the PCs are acting in the interests of the city.

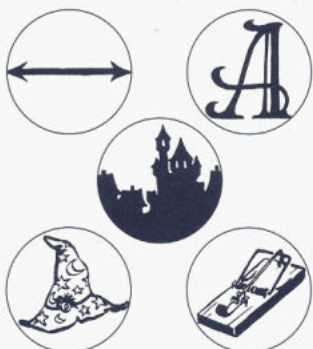
If the PCs fail their Wisdom checks, they watch with the other citizens as the mayor falls to the dais clutching at the bolt in his throat.

Quick Stats: Assassin: MV 12; AC 8; F2; hp 13; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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April Fools

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 100 per prank,
200 for weathering the
pranks in good grace



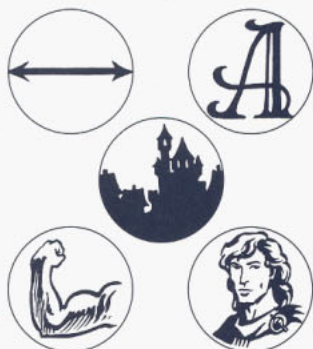
Ambush

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,975



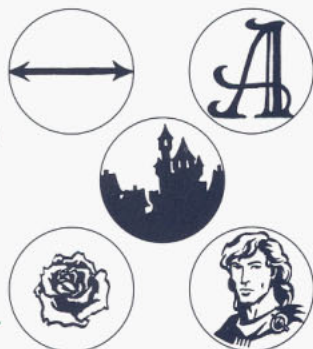
On the Wings of Eagles

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: PHB, pg. 149
XP Value: 2,000 for stopping the
thief



The Failed Paladin Tavern Series, 1 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



Sorrow

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 4,000 for killing,
8,000 for helping



April Fools

Area: This seems to be a normal town, although it is gaily bedecked this day. The people on the streets all have furtive smirks on their faces, as though they were privy to some sort of private joke only they could understand.

Situation: Unbeknown to the PCs, this is a local holiday celebrating the ascension of the trickster god in the local pantheon. To celebrate the holiday, the villagers decorate their village and play practical jokes on each other all day long. The jokes are not harmful; embarrassment is about the worst one can expect from these pranks. Unfortunately, those who pass through the village on this holiday are also fair game for any jokes. Jokes played on the PCs can include

faulty directions, too much salt in their food, buckets of mud "accidentally" dumped on their heads from second-story decks, and so forth. Those responsible for these events put on an innocent face, and apologize far too sincerely. If the PCs do not take these pranks in good humor, the word about them spreads. No more jokes are played on them, but the good humor the villagers displayed previously vanishes whenever the PCs draw near. The PCs are adequately taken care of, but nothing more. They suffer a -2 reaction to all reaction checks thereafter in the village. If the PCs get involved in the jokes, they receive a +2 to all future reaction checks.

Quick Stats: Villagers (100): MV 12; AC 10; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-6 (club); MR Nil

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Ambush

Area: A well-traveled mountain path is the setting. As the PCs travel, they are suddenly attacked by a group of camouflaged troglodytes.

Situation: This is far from the first time this band of troglodytes has pulled this caper. They have become quite adept at ambushing travelers along this convenient mountain road, and they are fully confident that this time will be no different.

The creatures attack with full confidence in their abilities and superior numbers. Should the PCs kill more than half of them, however, the remainder will retreat. If the PCs remain in the mountains, chances are good that the troglodytes will attack again with reinforcements.

Characters should quickly realize that the best way to survive this encounter is to get out of the mountains as quickly as possible. The troglodytes are on their home ground, and they keep coming in increasing numbers; they may also use the natural hazards of the mountain terrain against the PCs if hand-to-hand attacks fail. They do not wish to resort to this tactic, however, as traps such as rockslides will need to be "reset" afterward to keep the mountain paths clear (and attract more travelers).

Quick Stats: Troglodytes (16): MV 12; AC 5; HD 2 or 3 (leader); hp 12 or 20 (leader); THAC0 19; #Att 3 or 1; Dmg 1-2/1-2/2-5 or by weapon; MR Nil; Special attack

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On the Wings of Eagles

Area: The jewelers' and moneylenders' section of a city is regularly patrolled by guards, and all the shops have magical alarms. The district is rumored to be one of the safest places in the city.

Situation: While the PCs are in the area, one of them (at random) should make a Wisdom check. If successful, that PC sees a fellow pause outside a jeweler's shop, swig something from a flask, wince, and step inside. Inside of two minutes, the alarms in the shop go off, and 10 guards come running toward the sound of the alarms—only to stop when the person who entered and set off the alarms literally comes flying out the door. He carries a bag spilling over with jewels in one hand, and a glowing

short sword in the other. He hovers above the heads of the guards for a scant moment, and barrels off to the west. If the PCs do anything to try to stop the thief, he gives them a quick glance and tries to increase his speed. If it appears that they will catch him, he drops the jewels to distract them. He also drops the jewels if he is hit, scattering the valuables all over the street. If the PCs catch him, the jeweler gives them a reward of 5,000 gp.

Quick Stats: Fliegen: MV 12, Fl 18; AC 4; T9; hp 47; THAC0 16; #Att 2; Dmg 1-6 + 3/1-6 + 3; MR Nil

Fliegen carries 6 *potions of flying*, which he periodically renews through a bargain with a wizard friend. He also carries a *ring of feather falling* and a *ring of jumping* for those times when his flight gives out.

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The Failed Paladin Tavern Series, 1 of 3

Area: This encounter can take place in any tavern frequented by PCs.

Situation: There is a man in chain mail, his back to the door, sitting at the bar. Hunched over his ale, he ignores the fine broad sword and shield sitting beside. The shield bears the symbol of the local lawful-good deity. The fellow has obviously been drinking heavily, evidenced by the many bottles lining the bar in front of him. When local thugs move in to have an evening's fun from the fellow, he smashes a bottle in the face of one of them without turning around, kicks the legs out from under another, then abruptly stands. He knocks his bar stool into a very sensitive area of

the last attacker. Bleary, the man looks around and tosses some money on the bar. He grabs his equipment and heads for the PCs. Sitting down with the PCs, he introduces himself as "Arnivon, once a paladin." He asks to join the PCs' group for a while, until he gets his act together again. He asks only for enough money to live on. If the PCs accept, he tells them that he stopped being a paladin when he allowed three pompous clerics of his church to perish, instead of sacrificing his only son. Now, no cleric of the church will allow him to atone, and he needs some way to redeem himself. He hopes adventuring will do that.

Quick Stats: Arnivon, Former Paladin: MV 12; AC 0; F8; hp 67; THAC0 13; #Att 3/2; Dmg 1-8 + 4; MR Nil

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Sorrow

Area: This is a pretty, hilly region.

Situation: Unlike most banshees who were evil in life, this encounter involves one who has just recently become a banshee due to circumstances beyond her control.

A young elf maiden and her fiancée were traveling when they were ambushed and killed by a group of renegade humans. Before she died, she saw the barbarians laughing over the bloody corpse of her beloved. The elf maiden's rage at her fiancée's unjust death turned her into a banshee; she haunts the place where he died, lamenting his untimely demise and her own helplessness. Though she is not an innately evil creature, she is so blinded by rage and grief that she indiscriminately

attacks anything that comes near her place of death. If there are elves in the party, however, she will hold off her attack and ask them why they travel with human murderers. She'll tell her story, eyeing the humans balefully the entire time.

PCs can help lay her to rest by giving her fiancée a decent burial (consecrating his bones and performing a holy ritual over them). Depending on how the PCs handle this, she might also demand that the PCs go after the barbarians and kill them for what they've done. If she's satisfied, however, she seems to dissolve into mist, and the faint outline of a male elf joins her as they fade into nothingness.

Quick Stats: Banshee: MV 15; AC 0; HD 7; hp 33; THAC0 13; #Att 1; Dmg 1-8; MR 50%; Special attacks and defenses

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Deadly Greed

Danger: Medium
Climate: Any
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Wizard's Fires

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,595



Undesired Servants

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 600



A Watery Death

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pg. 120-1, and 182
XP Value: 1,000 for dispelling the magic from a safe location, 500 for restoring the lake



Bathing Beauty

Danger: Medium
Climate: Arctic
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Deadly Greed

Area: An abandoned crossroads between some low hills. PCs may guess that this area was once extensively used by caravans and merchants, because the road through the hills is still good.

Situation: Many years ago, a lazy, fat, cowardly, and extremely greedy merchant who traveled this road was killed by bandits. Decades later, the merchant's ghost still haunts the place of his death, terrorizing travelers and demanding their gold and precious items. Unlike many ghosts, this one does not actively seek the death of those it encounters; the ghost has retained the primary attribute it had in life (greed), and it collects gems and coins that it can never use.

When the PCs encounter the ghost, it will be counting its treasure and running its ethereal hands through the piles of gold. Once it notices the PCs, it demands all of their treasure. If the party puts up a good fight (has weapons that can hurt the ghost, a cleric who can *turn* it, or holy water vials), it will flee, leaving its treasure behind. It will not stay and fight if the party appears capable of hurting it.

Due to the extreme amount of potential treasure in this encounter, the DM is encouraged to take some of it from the PCs; a good way might be a curse laid on the gold from its simple proximity to the ghost all these years.

Quick Stats: Ghost: MV 9; AC 0 or 8; HD 10; hp 54; THAC0 11; #Att 1; Dmg Age 10-40 years; MR Nil; Special defenses

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Wizard's Fires

Area: Hell hounds appear in a large city with secret mages who pose as powerful and wealthy men.

Situation: Two rival wizards in the city started a secret, magical war against each other. In the process, one wizard called a pack of hell hounds to destroy his rival. Once the hell hounds finished their mission, they returned and slew their master. Both houses were burned down in the attacks, and the hell hounds are loose in the city.

Hell hounds need food, and they are liable to hunt the citizenry until they are killed or the whole town is burned down. There are seven hounds in the pack, six with 4 HD and one huge leader with 7 HD.

The hell hounds sleep by day in the smoldering ruins of the house of the mage who summoned them. The PCs will no doubt encounter the creatures on the street and will track them to their lair or deduce what happened by discovering the burning ruins and listening to the rumors.

The hounds will not fight to the death, but will retreat to counterattack another day. They are smart enough to remember a face or a name.

Quick Stats: Hell Hounds (6): MV 12; AC 4; HD 4; hp 23 each; THAC0 17; #Att 1; Dmg 1-10; MR Nil; Special attack

Hell Hound Pack Leader: MV 12; AC 4; HD 7; hp 50; THAC0 13; #Att 1; Dmg 1-10; MR Nil; Special attack

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Undesired Servants

Area: Some subterranean caves in a mountainous region have been claimed by a gang of bugbears.

Situation: The bugbears are actually preparing to move from their current cave to a better one. They are carrying all of their possessions, and herding a group of goblin slaves. The bugbears attack the characters on sight. They are typical specimens of their kind but do have some knowledge of tactics, and they will not allow themselves to be killed if they are obviously overmatched or outnumbered by the PCs. The goblin slaves will do nothing but cower and watch the battle from the spot where the bugbears left them.

If the bugbears are all killed before they

realize they're outmatched and retreat, the goblins cheer the party's victory and throw themselves on the dubious mercy of the characters, promising to serve them. The goblins cannot be dissuaded from this, as they've been slaves of the bugbears for a long time and their spirits have been thoroughly broken. Even if the PCs threaten them, the goblins will follow and clean the characters' campsites when they're not looking, catch small mammals for the PCs' dinner, and generally look after the party. They will not leave their "rescuers" for anything.

Quick Stats: Bugbears (5): MV 9; AC 5 (10); HD 3+1; hp 14, 19, 18, 16; THAC0 17; #Att 1; Dmg 2-8 or by weapon; MR Nil

Goblins (8): MV 6; AC 10; HD 1-1; hp 4; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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A Watery Death

Area: The area is a giant dust bowl in the cool temperate mountains. A small stream meanders sluggishly through the hills, looking as though it was just newly arrived to these parts, for it has no well-defined bed through which it flows. It seems as though the dust bowl has been here for only a few days, and it is an anomaly in these mountains, which are renowned for their rainfall. This district should have been a natural reservoir.

Situation: A high-level wizard impulsively cast several *transmute water to dust* spells in this depression because he had become ill after eating a fish caught from the lake and he was angry. He then fled the area quickly, afraid that druids may

have been watching his violation of nature and the lake.

If the PCs think to test for it, the dust does in fact radiate magic of the alteration school. Woe unto the PC who decides to cast *dispel magic* on the area, for the entire district is a natural conductor of magic, and the whole lake, several hundred tons of water, will spontaneously reappear. Any PC caught in what was the dust bowl must make a save vs. petrification to avoid inhaling the lake water; those who fail begin to drown and will be unable to cast spells or swim for 1d4 turns. Those with the swimming proficiency are advised to use it here, and all PCs ought to drop their possessions if they wish to survive.

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Bathing Beauty

Area: This takes place in an area of rocky hills in the snowy wastes. There is a cave at the base of one of the hills, with a pond of slushy water located just outside the entrance. A well-trodden path, evidence that a large creature lives in the cave, leads to the entrance.

Situation: As the PCs round a bend on a little-used trail, they spot the inhabitant of the lair, an eight-headed cryohydra, as it emerges from a bath in the icy cold waters outside its lair. Unfortunately, one of its heads also spots them, and the rest swivel to gaze at the PCs. Two of the heads keep watch in the other directions, but the rest are intent on the PCs.

With no further provocation, the hydra

charges in to attack. It can only use four of its heads in the melee attack, but two of the other heads can spit a stream of frost to a distance of 20 feet. The damage caused is 8 points, though PCs can save vs. breath weapon for half damage.

The hydra is not an intelligent fighter, though it has learned from bitter experience that it must keep two heads watching for attacks on its flanks and rear. However, if any of the attacking heads are cut off, the sentry heads will move in to take their place.

The hydra's lair contains one skeleton, chewed beyond recognition. There is a *bastard sword* +2, but no other treasure.

Quick Stats: Cryohydra: MV 9; AC 5; HD 8; hp 50; THAC0 12; #Att 4 and special; Dmg 1-6; MR Nil

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The Imprint, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,650



Fool's Guardian

Danger: Medium
Climate: Sub-arctic
Terrain: Mountains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Ritual Hunters

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,500



Silken Strands

Danger: Medium
Climate: Any
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 650



A Foul Wind, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



The Imprint, Part 2 of 2

Area: This encounter takes place three days after the first encounter. The area is best described by the DM, and depends on the location to which the PCs journeyed after they left the displacer lair. However, the displacer beasts will try to wait until night to attack the party.

Situation: Whether the PCs took the cubs or not, the adult displacer beasts of the pack have come looking for revenge on the PCs. They have tracked the PCs for quite some time, and have finally caught up to them. They prowl around the campsite, waiting for a PC to head into the forest alone. When one finally does, going off on an errand, one of the displacer beasts attacks

the PC. Meanwhile, the other two bound through the campsite to distract the other PCs away from the one under attack. If they see party members going to the aid of the threatened PC, they will attack to drag down those who are in the rear of this group.

If the PCs have the cubs, one of the displacer beasts attempts to grab them in its jaws, and will carry two more in its tentacles, to take them back to the cave.

If the beasts can arrange it, they will try to kill the cubs' adopted mother before they rid the world of the other PCs.

Quick Stats: Displacer Beasts (3): MV 15; AC 4; HD 6; hp 45, 43, 37; THAC0 15; #Att 2; Dmg 2-8/2-8; MR save as 12th-level fighter (+2)

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Fool's Guardian

Area: A cold and narrow mountain pass, under a clear and cloudless sky.

Situation: A young wizard's apprentice is lying face down on the rocky ground. A great flesh golem stands over him.

The apprentice's name is Akara, and he has not yet learned even a *cantrip*. He was sent by his master to bring an important spell component (a dragon scale) from a distant land. His master sent his flesh golem to guard Akara and the scale.

Unfortunately, Akara has caught a fever and he is delirious. He foolishly told the golem to guard him from everything before he slipped into unconsciousness.

If the PCs want to save Akara they must kill the golem or trick it away—it will

attack anything that comes within 10 yards of Akara. If the PCs fire missiles at the golem or at Akara, the golem will charge. This would allow a priest time to get to Akara and heal him. Once Akara is awake, he will call off the golem.

If the PCs accompany Akara for the rest of his journey, his master will award them by allowing one wizard PC to copy a spell from his spell book (30% chance of having any spell below level seven). If they did not kill the golem, they will also receive a minor magic item as a reward.

Quick Stats: Flesh Golem: MV 8; AC 9; HD 9; hp 40; THAC0 11; #Att 2; Dmg 2-16/2-16; MR Nil

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Ritual Hunters

Area: These creatures are encountered in a deep dungeon far from the light of day.

Situation: The kuo-toa have no love for mind flayers, and they frequently go on ritual hunts, searching for the creatures. The kuo-toa will avoid the PCs if possible; they do not want any interference with their hunt ritual. If the PCs insist on aggression, the kuo-toa will be happy to fight, for they hate all surface dwellers.

The kuo-toa are led by a banner carrier. The banner carrier holds high the emblem of the tribe: a long, giant insect leg with a mind flayer's skull fixed to the top. Drummers march behind the banner carrier, rolling an irritating beat. The drummers are followed by ranks of hunters armed

with wicked harpoons. Finally comes the priest, chanting the ritual cant of the sacred hunt. Next to the priest is a female drow, bound, gagged, and blindfolded. She is meant to be a lure for the mind flayer. She will not be particularly grateful to surface dwellers should she be rescued.

The kuo-toa have some strange treasures. The priest carries a ritualistic dagger studded with pearls worth 1,000 gp. All of the warriors have silver and sapphire charms worn around their necks worth 100 gp each.

There are 20 kuo-toa altogether.

Quick Stats: Kou-toa (20): MV 9, Sw 18; AC 4; HD 2; hp 10; THAC0 17; #Att 1; Dmg 2-12; MR Nil

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Silken Strands

Area: A dark and thickly wooded forest. As the PCs travel along a forest path, perceptive characters may notice strands of a fine silvery, thread-like material occasionally wound between and over the trees.

Situation: Even if the PCs notice the strands, before they can react, a huge net of the silky material falls from the trees and entraps them. Each PC should make a Dexterity check at -4 to avoid being caught in the web. Once entrapped, the character is caught, unless he or she has Strength of 16 or better; it will take 1d4 rounds to break out of the web in any case.

Immediately after the trap is sprung, an ettercap jumps down out of the trees and attempts to bite any characters caught in

the web. Characters have no Dexterity bonuses to AC to avoid a bite. The ettercap will try to poison trapped characters first, and then flee from the rest of the party, confident that the deadly poison will kill the bitten character(s) and provide it with an easy meal. It will not return until the character(s) are dead.

Due to the extreme toxicity of the ettercap's poison, the DM may wish to have a druid or a ranger "on hand" to save a bitten PC if the party has no method of healing the wounded character.

Quick Stats: Ettercap: MV 12; AC 6; HD 5; hp 37; THAC0 15; #Att 3; Dmg 1-3/1-3/1-8; MR Nil; Special attacks and defenses

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A Foul Wind, Part 1 of 2

Area: The harpies live on a desolate, rocky coastline.

Situation: A group of 10 harpies attack a fishing boat not far from the PCs. Depending on the PCs' mode of transportation, they can paddle or swim to the boat to render assistance to the beleaguered crew. PCs rowing or swimming to aid in the fight will be attacked by four harpies.

The harpies start their attack by singing (save vs. spell or be *charmed* until the singing stops). There are seven fishermen on the boat and 10 harpies overhead. The harpies start to sing when they are in the air over the coast and arrive at the boat three rounds after they start singing.

There will be a short melee on the boat

because three fishermen failed to succumb to their *charm*. These fishermen (0-level humans) lose the battle in three rounds, and two of their companions are carried away by the harpies, two harpies per fisherman. If any of the harpies who are carrying people are shot, they will drop their prey into the waves or on the rocks.

The fishermen will offer an entire day's catch (worth about 20 gp) if the PCs save their comrades.

Quick Stats: Harpies (10): (MV 6, Fl 15; AC 7; HD 7; hp 30 each; THAC0 13; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

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Innocent 'til Proven Guilty

Danger: Medium
Climate: Temperate to sub-tropical
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 3,000 for convincing the townsfolk of the guilt of their enemies



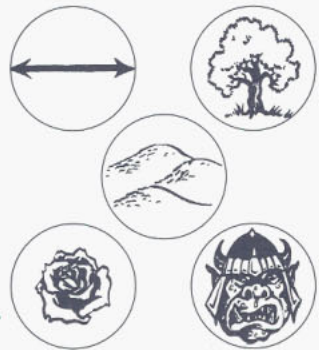
Circus Trouble

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Asking for a Raise

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,050



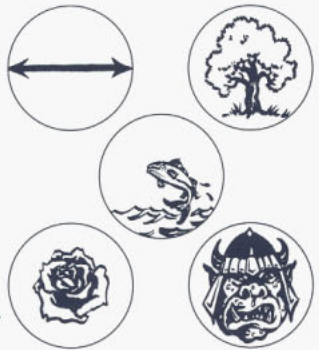
Dogged Pursuit

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 270 for avoiding destruction of any armor or magical weapons



Rights of Fishermen

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,050



Innocent 'til Proven Guilty

Area: The bulk of the encounter occurs within the limits of a typical small village.

Situation: The PCs are pursuing either a tribe of bandits or some special enemies, when their enemies flee into the small town of Loch Delphan. The tracks lead directly into town. When the PCs arrive in town and ask if anyone has seen their enemies, the townsfolk ask for descriptions of these "evil people." When the PCs describe the bandits, the individual asks what the PCs want with those persons. If the PCs answer truthfully, that they wish to exact revenge on their enemy, the person they ask shakes his slowly, and denies having ever seen their enemies. The PCs get the same reception everywhere throughout

town. Minutes after the PCs have given up asking the townsfolk these questions, they see their enemies walking down the middle of the street, accompanied by a mob of villagers who will attempt to protect the enemy from the PCs. The villagers have not seen the bad side of these people. The enemy has done good things for the village, donating money to charities, helping with the farm labor, and so forth. The villagers do not take kindly to suggestions that the PCs' enemies are evil, working with the villagers only to further evil plots. The PCs will have to work hard and somehow convince the townsfolk of their enemies' evil.

Quick Stats: Villagers: MV 12; AC 8; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Circus Trouble

Area: This encounter occurs in a bright market place filled with banners, hawkers, and brightly colored tents.

Situation: A quack circus owner finally managed to find a real creature. For years he had a giant lizard with fake wings, a horse with a fake horn strapped to its head, and a woman with a beard. He came upon a manticore sleeping in the forest. The creature had just eaten a huge meal and was in a kind of torpor. He managed to get chains on the beast and get it into a cage without waking it.

The circus owner got the creature all the way to the city, and it did not awaken until it was shown for the first time. The manticore awoke, broke its chains and its cage,

ate the circus owner, and is now loose in the crowded market.

The crowd is running everywhere, and PCs wishing to save the innocent and kill the manticore will have trouble doing both at once. Make sure that combat is inhibited by the crowd.

If the PCs kill the manticore and not too many people perish in the process, then they will get the chance to meet the ruler of the city. They will receive medals and become local folk heroes. Free meals and lodging will be theirs for as long as they stay in the city.

Quick Stats: Manticore: MV 12, FI 18; AC 4; HD 6+3; hp 40, 35; THAC0 13; #Att 3; Dmg 1-3/1-3/1-8; MR Nil

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Asking for a Raise

Area: This encounter occurs in an evil district, filled with wretched orcs and worse.

Situation: An orc warlord has hired a band of six ogre mercenaries to serve as his personal guard. When he and his mercenaries come across the PCs away from the warlord's army camp, the ogres decide that this is the time to ask for more money.

The PCs will see six ogres and a large orc approaching them. The orc points at the PCs and starts a heated discussion in orcish. Any PC who wants to may try to listen in. The ogres are currently getting 10 sp each a month, plus food and lodging and whatever loot they can take (except for items of exceptional value).

If the PCs wish they can simply attack, in

which case the ogres will fight while the orc runs. If the PCs offer the ogres a better deal than the warlord's, the ogres will take them quite seriously. The orc will be furious but will try to make a counter offer, even lying about possible salary increases just to get out of this situation alive. If the PCs hire the ogres, the ogres will kill the orc, hang around for a day or two, then try to kill the PCs in order to get all of their money at once, rather than a little at a time.

The ogres have 10 sp each.

Quick Stats: Ogres (6): MV 9; AC 5; HD 4+1; hp 20; THAC0 17; #Att 1; Dmg 1-10; MR Nil

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Dogged Pursuit

Area: Any subterranean room or cavern.

Situation: It is getting on toward dusk when the PCs begin to hear scuttling sounds and small trilling noises behind them. If they look, they will see the odd form of a rust monster covered head to tail in mud (it was digging out ore), and looking more like a large wounded dog than a rust monster. The monster will creep slowly toward the party trilling hungrily. It does not attack.

The rust monster will flee if the PCs attack it, only to return when the party camps. If they allow the creature to approach it will do so eagerly, making odd snuffling sounds. The rust monster will then devour the first piece of metal it sees.

If a PC attacks, the monster will try to hide behind any member of the party who seems friendly, or it runs away and tries again later.

If the PCs feed the rust monster at least a pound of ferrous metal, it will be very happy and attempt to stay with the party. It is up to the PCs to deal with their new "friend." The simplest and safest method is to leave the rust monster with a nice shield or other large piece of tasty metal, while the group escapes. The PCs can also attack the rust monster, although it will, of course, attempt to rust any armor or weapons it touches (magical metals get a 10% per plus chance of resisting).

Quick Stats: Rust Monster: MV 18; AC 2; HD 5; hp 28; THAC0 15; #Att 2; Dmg Nil; MR Nil; Special attack

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Rights of Fishermen

Area: The mermen may appear when the PCs are in a ship leaving a major port.

Situation: The city has been fishing excessively in the adjoining bay. The mermen of the ocean who would swim up from the depths to fish the bay are not pleased; however, they do not have the numbers to attack the city.

Therefore, they have blockaded the city. Any ships attempting to leave will be turned back or sunk. The PCs and their ship are the first to discover the blockade. The mermen start banging on the bottom of their boat as they approach the open sea. Then, before the PCs can get out of the bay, the mermen rise from the water and tell the sailors that they can go no farther.

The captain will do as they say unless the PCs can convince him they have a plan that will get the ship safely past the mermen.

If the PCs try to push past, the mermen will poke holes in the ship.

Talking to the mermen is the easiest way out. They could convince the mermen that it would be better to blockade ships coming in, not ships going out. This would hurt the city more directly. Perhaps the mermen could be compensated with fish. Of course, there is always force of arms for the thoughtless. There are 30 mermen.

Quick Stats: Mermen (30): MV 1, Sw 18; AC 7; HD 1+1; hp 8; THAC0 18; #Att 1; Dmg 1-6+1; MR Nil

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Heart's Hunters

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1080



Dancing Bait

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Device, Monster
Add'l Info: MM; TOM, pg. 58
XP Value: 8,500



Lost

Danger: Medium
Climate: Sub-tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



I Am the Cheese

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Device, NPC
Add'l Info: None
XP Value: 2,000 to stop the
cheese from
overflowing the
village



The Wizard's Bag

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: DMG, pg. 159
XP Value: 500



Heart's Hunters

Area: The encounter occurs on a high ridge among rocky hills or mountains. To one side of the trail is an overhanging cliff, dropping some 40 feet to the ground below. Many vines trail along the ground.

Situation: The PCs are either camped on the ridge or enroute to a camp when the encounter begins. Unless the PCs take special care to peer over the edge of the cliff they probably do not notice that the cliff is perfectly vertical. Instead, there is a sheltered area approximately 10 feet wide, just under the ridge itself. The sheltered spot is well concealed by trailing vines.

The overhang conceals the nest of a female peryton. Four perytons will attack the PCs as they come abreast of the lair. In

the initial attack, two of the perytons will dive at the PCs from above. In the next round the other two perytons will swoop up from the lair (-2 to surprise). The female peryton will choose a PC and attack mercilessly, attempting to pick the PC up and drag him into her nest below. The other perytons will attempt to kill or drive off the rest of the party. If the female peryton is killed, the others may break off the attack. However, they will stalk the party and wait until the party seems vulnerable.

The peryton lair contains 1,200 cp, 500 sp, 100 gp, and a *dagger* +1.

Quick Stats: Perytons (4): MV 12, FI 21; AC 7, HD 4; hp 20, 25, 29, 32; THAC0 17; #Att 1; Dmg 4-16; MR Nil; Special defense

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Dancing Bait

Area: When the characters enter the area, which should be an enclosed space such as a dungeon room, wizard's tower, or a catacomb, they see a table sitting in the center of a 30 x 30-foot room. There is an open passageway in the back wall of the room, directly across from the entrance.

Situation: A glowing wand sits upon the table, beckoning the PCs to take it. The wand is a *wand of lightning*, containing 10 charges. The command word is "Zhmekel," inscribed in magical runes along the haft of the wand. The table has a *frisky chest* spell cast upon it. The spell allows the table to sprout legs and run away from the PCs should they approach within 10 feet. It moves away until the PCs are no longer

within 10 feet. If the PCs approach it directly, the table skitters 5 feet down the hallway. If the PCs come within 10 feet of it again, it rounds a bend and vanishes. If the PCs enter the hallway to get it, a thick iron gate crashes down behind them. The hall leads directly to a mind flayer's lair. The illithid has laid this trap to supplement its food supply. If the PCs cast *dispel magic* on the table, they can keep the wand; the mind flayer will not leave the cave.

Quick Stats: The table moves at a speed of 24, with the ability to instantly switch appendages from legs to wings. If the PCs pursue it near a body of water, the table can also use fins to escape the PCs.

Mind Flayer: MV 12; AC 5; HD 8 + 4; hp 64; THAC0 11; #Att 4; Dmg Special; MR 90%; Special attacks

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Lost

Area: This is a sub-tropical jungle area, though it is relatively open. That is, the undergrowth is not so choked that the PCs must hack their way through vegetation to get through it. The canopy of the forest here is thick enough that the sunlight does not filter to the bottom-most levels, and so the jungle floor is reasonably free of undergrowth. The encounter occurs in a small (40-foot-diameter) clearing.

Situation: The PCs have entered the clearing at the same time as two minotaurs. The minotaurs are voraciously hungry and immediately charge the PCs across the small clearing. Those PCs who beat them on initiative may take shots at them, while those who do not must wait until the minotaurs

have made their attacks. The minotaurs will stay to fight only until they lose a combined total of 30 hit points, at which time they attempt to run back to their maze. The minotaurs wandered out of the maze looking for food and became lost when the rains erased the scent trail they had left behind. They are more concerned with finding their way back home than they are with finding food. If they can bring back dinner in the form of a PC, so much the better, but they know they can starve for days, while death in combat is instantaneous. If the PCs follow the minotaurs to the maze, the minotaurs will have the advantage.

Quick Stats: Minotaurs (2): MV 12; AC 6; HD 6 + 3; hp 45 each; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1-4/1-10 +2; MR Nil

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I Am the Cheese

Area: This is a community set up high in the mountains, it functions both as a mining town and a resort for the rich. It is also a town in which many adventurers began their careers. The road leading to it is well-traveled and well-maintained. The streets are lined with cobblestones, sloping down from the monied district of the town. A wizard's home is set at the top of Main Street.

Situation: The wizard has left his apprentice alone in the laboratory, and the eager young apprentice has taken it upon herself to conduct some unauthorized experiments. Since the wizard is fond of goat cheese, she has created a pot that replicates the cheese and melts it down for fondue.

As the PCs walk up Main Street, the apprentice starts the pot for her mid-afternoon snack. However, once the pot has filled, she is unable to stop it from overflowing. And overflow it does, quickly filling up the small room, spilling out the window and across the grounds. The girl is hiding from the scalding cheese, and is nowhere to be found. The cheese begins pouring down the street, fouling the stones and the air. The cheese is so hot that it does 1 point of damage per round to those who stay in it. It takes a minimum of 10 rounds for the PCs to get to the wizard's, and an additional 5 for them to get to the fondue room. The command words (*basil nor*) are inscribed on the bottom of the pot. If the PCs do nothing, the wizard returns when half the town has been fouled.

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The Wizard's Bag

Area: This encounter can take place anywhere there is likely to be a picture or portrait as treasure. This can be in the palace of a king, in the tower of a wizard, or a dragon's hoard.

Situation: The picture may be strewn among others, or it may have a place on the wall by itself. Whatever the case, the portrait is of a wizard standing nonchalantly, with an open bag held at his left hip. The wizard holds the upper lip of the bag with his left hand, so that the bag's mouth is completely exposed.

The painting is beautifully rendered and extremely lifelike. It could probably fetch about 2,000 gp if sold to an aficionado of art, although the artist is an unknown. The

true worth of the painting is not in the art, however, but in the painting itself—the painted bag is actually a *bag of holding*. This can be discovered by simply putting one's hand in the mouth of the bag; PCs can notice it randomly by making a Wisdom check, at -6. Though the bag is currently empty, it increases the value of the painting by 8,000 gp. Not only that, the PCs can use it as a magical safe, for though thieves check *behind* paintings, they rarely check the paintings themselves.

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Sinking Ship

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,160



Something Rotten

Danger: Medium
Climate: Sub-tropical
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Trial by Triton

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 750 per PC if acquitted by the tritons, 3,890 total for defeating the tritons (270 each and 650 for exceptional tritons)



Two for the Road

Danger: Medium
Climate: Sub-arctic
Terrain: Scrub
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,800



The Sacred Censer

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 36,000 (3,000 per wraith), 9,000 if the PCs escape or get around the wraiths



Sinking Ship

Area: This encounter occurs in a great lake; a horrible neogi spelljammer ship floats on the surface of the water.

Situation: A neogi ship has crashed in the lake, near the wilderness the PCs are traveling through. The PCs may even see the great Deathspider coming down from the sky, engulfed in flames. The ship lands in the lake and the water extinguishes the flames. The PCs may wish to explore it.

The inside is like a living spider. The walls are soft, moist, and cool. The neogi were attacked by another ship, boarded, looted, and pushed into the atmosphere of the PCs' world. Most of the neogi inside were killed in the attack or when the vessel crashed into the lake. Many umber hulks

were killed as well, and they can be seen floating in the half-flooded corridors of the ship.

However, the captain and a few other neogi managed to survive (mostly because they hid when the ship was boarded). Now they must make certain that the ship is secure. These eight neogi will search the ship looking for enemies.

The neogi will attempt to take off within 1d10 melee rounds. If the PCs have done no more damage to the ship, there is a 30% chance that this will work. Otherwise, the vessel will sink in 1d10 turns.

Quick Stats: Neogi (8): MV 6; AC 3; HD 5; hp 20; THAC0 15; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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Something Rotten

Area: The surrounding area is made up of marshy ground and standing pools of dank water. Twisted trees and hanging moss stand out in the bleak environment.

Situation: It is night and the PCs are encamped somewhere in the swamps. The PC on watch hears splashing sounds coming from a nearby pool of water (20 feet from camp). A shambling mound is trying to ambush a PC. The creature is lying just beneath the water's surface, waiting to attack any investigating PCs, attempting to suffocate the character before disappearing into the swamp.

If the noise is not investigated, the creature will silently move to the other side of the camp and attempt to attack a sleeping

character using the same suffocation strategy. If both attacks hit, the victim is smothered and will suffocate in 2-8 rounds. Only a bend bars roll or killing the shambling mound will free the PC. The monster will also douse any fires with its massive body.

The shambling mound takes half damage from edged and pointed weapons, while crushing weapons do no damage. Fire attacks likewise do no damage, but cold-based attacks will do half damage (none if a saving throw succeeds). Its only treasure is a long ruby necklace (1,000 gp) caught in the slimy vines of its body.

Quick Stats: Shambling Mound: MV 6; AC 0; HD 8; hp 47; THAC0 13; #Att 2; Dmg 2-16/2-16; MR Special

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Trial by Triton

Area: This encounter takes place underwater at least one mile from shore.

Situation: While underwater the PCs accidentally stumble into triton territory. A group of triton warriors surround the party, demanding (in triton) to know why the party is trespassing. If the party doesn't seem to understand, the leader will try to explain that they are under arrest. The tritons will be polite but firm with the party. If the PCs resist arrest, the tritons will fight until 5 or more are killed, at which point the leader will blow his conch shell to summon reinforcements. If at any point the PCs surrender the tritons will accept.

If the PCs attempt to escape, the tritons will pursue them until the PCs are cap-

tured or leave their territory. If the PCs are subdued, or they surrender, they will be given a trial (the party will be loaned amulets enabling them to communicate in triton). During the trial the tritons will try to determine if the PCs intentionally trespassed or were treasure seeking. If either charge is proven the tritons will strip the party of their possessions and leave them 5 miles from shore. If the PCs are found innocent, they will wake the next day on a familiar shore with all their possessions intact.

Quick Stats: Tritons (13): MV Sw 15; AC 4; HD 3 (leader 5); hp 12, 13, 13, 16, 17, 17, 18, 18, 20, 21, 21, 24, 38; THAC0 17 (leader 15); #Att 1; Dmg 1-6+1 (tridents); MR 90%

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Two for the Road

Area: This area has only a few bushes that can stand the brutal cold and constant winds of the tundra.

Situation: Two enterprising young trolls have set up a rock slide to waylay passers-by. The party is following a trail beside a particularly high bluff when some rocks and scrub bushes tumble into their midst (the trap going off). The rocks are small and do no real damage. The trolls tumble down the hill with their trap, rising up to attack the nearest PCs. (The PCs have a -2 modifier on their surprise rolls.)

The trolls are particularly fond of attacking mounts and will allow a party to escape as long as they have killed at least one for food. However, the trolls would far

rather kill the party and take their treasure as well.

If the battle is going poorly for the young trolls they will retreat, throwing large rocks at the PCs' mounts to frighten them into bolting. However, the trolls are young and confident in their regenerative abilities (3 points per round) and will only retreat when under 10 hit points.

The trolls' treasure is hidden beneath a particularly large bush at the top of the ridge. The small hoard, if found, contains the following: 400 sp, 250 gp, 10 pp, and three large gold bracelets set with rubies and worth 250 gp each.

Quick Stats: Trolls (2): MV 12; AC 4; HD 6+6; hp 34, 42; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

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The Sacred Censer

Area: This encounter occurs in an ancient cathedral, still beautiful, even in ruins.

Situation: Tattered pieces of tapestries cover the walls and a large altar stands near the back of the church. There is broken glass everywhere. When the PCs reach the middle of the center aisle they will notice dark forms pouring through the holes in the stained glass of the far wall. Any PCs looking back will see the doors blocked by four wraiths. Eight more wraiths enter through the glass (12 wraiths in all). PCs watching the wraiths in front will notice they give the altar a wide berth as they enter; none of the undead come within 20 feet of the structure.

If the PCs act quickly, the wraiths will

have only one round to attack before the party nears the altar. Otherwise the PCs will be in for a very dangerous fight (though they can still battle to the altar). On top of the altar rests a rune-covered, silver censer. It is a holy symbol of the peaceful deity the wraiths persecuted while alive. As long as the PCs stay within 20 feet of the censer the wraiths cannot attack. The censer can be carried away from the altar.

The wraiths can only be hit by magical or silver weapons. They have no treasure save the censer.

Quick Stats: Wraiths (12): MV 12, FI 24; AC 4; HD 5+3, hp 15, 18, 21, 22, 23, 27, 27, 29, 32, 32, 39, 42; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks and defenses

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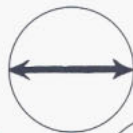
Knight Song

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Honor Bound

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 350 per PC for freeing
the unicorn



Youthful Indiscretion

Danger: Medium
Climate: Temperate
Terrain: Mountain
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Rualla Kunnadye

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: DMG, pg. 170
XP Value: 5,000 for finding the
truth of her winnings,
1,000 for begin a good
loser



Unexpected Guests, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 200 per PC for aiding
the werewolf



Knight Song

Area: This encounter is set near a large hillside keep.

Situation: As the party traverses the hills, they happen across a large keep set off in the distance. As they camp for the night, the evening meal is interrupted by a disturbing sound originating from the keep—the song of the death knight. On the uppermost balcony of the tallest tower, lit by the glow of a full moon, appears a lone figure, obviously the source of the melancholy tune. Uninterrupted, the song lasts for almost half an hour. However, if the party begins to investigate, the figure disappears from the balcony. If the party continues, they will discover all doors within the keep are open, eventually leading to an

upstairs throne room where the lord of the castle, a death knight, awaits them.

In battle, the death knight wields a *two-handed sword* +3 and fights with the keen tactical ability it possessed in life. The castle itself is quite well-maintained, and most of the furniture and housewares are still intact. Should the party enter the keep without interrupting the death knight's song of mourning, there is a 30% chance that the knight will ignore the intrusion, even if the party members choose to take a few of the candlesticks and goods.

Quick Stats: Death Knight: MV 12; AC 0; HD 9(d10); hp 68; THAC0 11; #Att 1 (at +3); Dmg by weapon; MR 75%; Special attacks and defenses

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Honor Bound

Area: This encounter occurs in a furnished but uninhabited tower or keep.

Situation: The unicorn guarding the structure is ensorcelled by an evil mage. The unicorn has a glowing red amulet around its neck, and its eyes glow the same malevolent shade. The unicorn has been *compelled* to guard the tower against all intruders.

Soon after the PCs enter the keep's environs, the unicorn will approach the group. The PCs will notice both the amulet and the unicorn's eyes. The unicorn appears haggard and sad. He will slowly lower his horn and charge the PCs. If it hits, the unicorn does 3-36 points of damage. Following his charge, the unicorn will attack nor-

mally (+2 to hit with horn). Good PCs will earn no experience for slaying the noble steed (neutral and evil PCs earn 650 XP total). The PCs should realize the unicorn is being controlled by the amulet. If the PCs can remove the amulet by cutting the chain (AC 0), or pulling it off (Dexterity check at +4) they can break the spell. A *dispel magic* spell will also work.

If freed, the unicorn will be grateful, telling the PCs of its capture and enslavement. He will even give the party a token with the unicorn's glyph. The token tells sylvan creatures that the party should be given aid.

Quick Stats: Unicorn: MV 24; AC 2; HD 4+4; hp 29; THAC0 15; #Att 3; Dmg 1-6/1-6/1-12; MR Nil

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Youthful Indiscretion

Area: This encounter takes place on a mountain, near a stone tower that once was a lookout post for an ancient kingdom.

Situation: A young wyvern has just built its lair on the top floor of the old tower. The wyvern is still laying claim to its territory and will attack anyone passing within a mile of its new home.

The wyvern will remain downwind of the party, practicing stalking. However, at the last instant the wyvern forgets itself and utters a deep growling sound (giving PCs +2 to surprise). The wyvern attacks fiercely at first, but if it loses 50% of its hit points it will attempt to flee. Unlike more experienced wyverns, this monster flies

directly back to its lair, enabling an astute party to follow and find the wyvern's treasure. If the party kills the wyvern where it is first encountered, they will have to search for 2-12 turns to find the tower.

If a wizard or priest uses an impressive looking spell, such as *pyrotechnics* or a flashy *phantasmal force*, the PC may be able to frighten the wyvern away. However, an image of another wyvern will drive the creature into a frenzied fight to the death. The wyvern has no treasure, but the lair contains: 750 sp, 225 gp, 25 pp, a *periapt of proof against poison*, and two treasure maps.

Quick Stats: Wyvern: MV 6, Fl 24; AC 3; HD 7+7; hp 40; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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Rualla Kunnadye

Area: This is a crowded bar in an area of the city that is unfamiliar to the PCs. The bar, The Kissing Kobold, is a favorite hang-out for adventuring types and adventuring wanna-bees. The place has become more trendy as young nobles and other rich folk who have heard of the place and come to see what the excitement is all about.

Situation: While the PCs drink in the ambience of the place that is rapidly becoming more pretentious, a slim young woman steps up to the strongest-looking PC in the party and challenges him to a contest of strength for a round of drinks. The woman looks to be perhaps 24 years old, and certainly is not strong enough to compete with the PCs. However, she is wearing a

girdle of storm giant strength, which she will use to her advantage later. She loses the first contest on purpose, and gracefully buys the drinks. She challenges the PC again, this time for money, saying that she is more confident of her abilities this time. If the stakes are above 50 gp, she wins (unless the PC also has such a *girdle*), though she pretends to strain. She does her best to egg the PC on for more money. She will not leave the bar to adventure.

Quick Stats: Rualla Kunnadye: MV 12; AC 4; F13; hp 101; THAC0 8 (+10); #Att 5/2 w/ hammer, 2/1 w/ fists; Dmg 2-5 + 18; MR Nil. Rualla's *girdle of storm giant strength* gives her a bonus of +7 to hit and +14 to damage. She is also specialized in *war hammer* +2, which gives an additional +3 to hit and +4 to damage.

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Unexpected Guests, Part 1 of 2

Area: This encounter occurs in deep forest.

Situation: Near dusk, the PCs come upon a cabin far from any human habitation. An elderly but still powerful man chops wood outside. Upon seeing the PCs the man (actually a werewolf) hails the group. He will be very friendly if the party contains a ranger, druid, or elf.

The man invites the PCs to stay for the evening, saying he doesn't get much company and their being here is "surely a sign its time." If the PCs agree, Rufus serves a hearty meal before retiring. That night the PCs will wake to hear a loud scraping and snuffling in Rufus' room; through his open door a bear is visible. If the PCs move to

aid Rufus, they will see no one in the bed. The bear will look at the PCs, but will not move. If the PCs do not attack, the bear will sit on the bed and cock its head. If the PCs indicate they know the bear is Rufus, he will change to human form, but if they attack he will attempt to flee past the PCs.

If the PCs don't attack, Rufus will say they are very wise and will ask the PCs to stay with him one more night as he knows his enemies, the werewolves, are planning an attack. Rufus is getting on in years and doesn't think he can withstand another one of their assaults.

Quick Stats: Werewolf: MV 9; AC 2; HD 7+3; hp 34; THAC0 13; #Att 3; Dmg 1-3/1-3/2-8; MR Nil

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The First Wave

Danger: Medium
Climate: Tropical
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



The Exchange

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



Food Fight

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 540 (270 each)



Explosion

Danger: High
Climate: Sub-tropical
Terrain: Forest, Swamp
Attribute: Strength
Encounter: Device, Monster
Add'l Info: MM
XP Value: 25,000 for cleaning up the area



The Mission

Danger: High
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



The First Wave

Area: This encounter takes place in a jungle temple.

Situation: As night falls, the party is greeted by the roadside by four yuan-ti purebloods posing as helpful priests. Their temple is not far from the trail, they claim, and news of the world would be a welcome diversion. In addition, they offer food and shelter for the evening, warning them about the various dangers known to lurk through the jungle.

Inside, the party will be served a simple, but filling meal and shown to adequate quarters. Once the yuan-ti have the party with their guard down, however, they will attempt to capture the group and use them for food.

The Exchange

Area: This encounter is set deep within the lowest reaches of a dungeon.

Situation: In a large dungeon room, the party discovers the remains of an unusual battle. In addition to several dead bodies, there are piles of ashes and life-sized stone figures standing as if they had been frozen in action.

Hiding in the corner of the room is a wounded beholder, with 9 hp, barely able to remain airborne. Knowing its own mortality, the beholder offers not to kill *any* members of the party in exchange for its own life.

Should the party find the offer lacking, the beholder will offer to lead them to a vast treasure horde. Not trusting the group,

If the party refuses the hospitality of the temple, the purebloods will graciously depart, offering a final warning about the dangers of the night. They will later return while the party is asleep, hoping to capture the group alive within their nets.

Already held prisoner within hidden chambers on a lower level are the 20 priests who once occupied the temple. They have no treasure, but are willing to share information.

(The underground caverns can lead to the encounter found in **The Halfbreeds**.)

Quick Stats: Yuan-ti Purebloods (4): MV 12; AC 6; HD 6; hp 33; THAC0 15; #Att 2; Dmg Variable; MR 20%

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it will refuse to divulge the location of the wealth, demanding the right take them there.

If the party agrees readily, the beholder will keep its word, attacking only if provoked. However, if they dicker for some time before reaching an agreement, the beholder will instead lead them into the clutches of another eye tyrant.

The beholder's treasure trove consists of 2,500 pp and a *potion of treasure finding*.

Quick Stats: Beholder: MV Fl 3 (B); AC 0/2/7; HD 15; hp 70(9); THAC0 5; #Att 1; Dmg 2-8; MR Special; Special attacks and defenses

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Food Fight

Area: This encounter can take place in any subterranean corridor, room, or cavern.

Situation: Approaching the encounter area, the PCs notice a terrible stench. Turning the corner (or opening a door), the PCs come face to face with a ravenous carrion crawler busily consuming the remains of two orcs. The carrion crawler will attack the party unless they immediately retreat.

If the party stays to fight, the carrion crawler will attempt to paralyze as many PCs as possible at the outset. It will retreat only if it is reduced to 4 hit points or less.

On the third round, a second carrion crawler, drawn by the scent of prey, will attack from a position above and behind the party. Both crawlers will fight fiercely,

but if the PCs get out from between the two creatures, the carrion crawlers will fight each other for the rights to the dead orcs. This will leave only one wounded (12 hp) carrion crawler for the PCs to fight. Otherwise they will have to fight both creatures.

The carrion crawlers have no treasure, but the two orcs have a total of three small gems (120 gp) and 15 gp in coins. One of the orcs also wears an amber torque worth 250 gp.

Quick Stats: Carrion Crawlers (2): MV 12; AC 3/7; HD 3+1; hp 14, 22; THAC0 17; #Att 8; Dmg 1-2; MR Nil; Special attacks

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Explosion

Area: The prominent feature of this swampy jungle area is the tall wizard's tower rising from the murk. The PCs will not reach the tower in time to investigate it, but its shiny, gray marble sides look majestic and proud from a distance, standing tall above the mangroves nearby.

Situation: The PCs happen upon the area just in time to see the top of the wizard's tower explode in a ball of green and purple flame. They can clearly see three large, separate sections rocketed in different directions. When the smoke clears, the top of the tower is a charred and slagged mess. Nothing could have survived.

The three sections contained enough magic that they begin spreading magical

chaos around the area. Effects range from random *stinking clouds* to summoning creatures from the lower planes. Until each of the pieces of tower have had two *dispel magic* spells cast upon them, the effects plague a 10-mile-radius, most likely effecting the PCs more than anything else. The DM should feel free to invent all sorts of nasty encounters; for example, one of the towers had a magical summoning circle inside it, containing three baatezu. With the explosion of the tower, the circle broke and the baatezu were freed. The fiends come to kill the PCs and claim their spirits.

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The Mission

Area: This encounter is set in a dense temperate forest.

Situation: Occupying a secluded tower, a powerful wizard offers the party 5,000 gp to return with the ashes of the dracolich that has been plaguing the countryside. The wizard tells that party that the dracolich, having once been a black dragon, has adopted the forest as its homebase.

Evil and powerful, the dracolich attacks without hesitation or mercy, whether in the open or in its den in the glade. Having already won more than just its first battle, the undead creature's morale is Fearless (19 base), making it immune to the effects of magical fear.

Possessing considerable cunning, the

dracolich will first circle above the party and expend its breath attacks before making any physical assaults.

The dracolich resides in a small dank cave, surrounded by dense foliage. Inside its lair is a horde of treasure, piled high and wide, the result of ages of raids and pillages, mostly made on the nearby communities. Among the coins are 8,250 gp, 4,000 pp, and several opals totaling 2,500 gp.

Quick Stats: Dracolich: MV 12, Fl 30 (C); AC -5; HD 16; hp 114; THAC0 9; #Att 3; Dmg 1-6(x2)/3-18 (plus 2-16 for each attack); MR Variable

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Games Giants Play

Danger: High
Climate: Temperate, Sub-tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 9,000



Covenants

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 46,000



The Ravaging

Danger: High
Climate: Temperate
Terrain: Hills, Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



A Cry for Help

Danger: High
Climate: Temperate
Terrain: Swamps
Attribute: Strength
Encounter: Monster
Add'l Info: MM; DMG, pg. 184
XP Value: 18,000



Bad Vibrations

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 13,000



Games Giants Play

Area: This encounter is set in the heart of a mountain valley.

Situation: Between two mountains, the party happens across a gathering of five stone giants tossing about a large carriage. Inside the carriage are two nobles, a father and his daughter, who are grasping on to anything to remain conscious.

If the giants are caught off guard by the party's presence, they will drop the carriage, merely stunning the nobles inside. If the stone giants have time to prepare, four of them will gather huge boulders, while the one left holding the carriage will hurl it at the party like a boulder, doing 3-30 hp of damage. Regardless of whether the carriage strikes the party, the noble and his

lovely daughter will be killed.

Near the foot of one of the giants is a 6-foot-long, thin stone that some of the party members might recognize as a giant-sized flute. If anyone in the party is able to grab the flute and then threaten to destroy it, the giants will surrender, exchanging the carriage for the musical instrument.

Should the nobles survive, they will reward the party with gems and jewelry worth 2,500 gp.

Quick Stats: Giant, Stone: MV 12; AC 0; HD 14+1-3; hp 85; THAC0 7; #Att 1; Dmg 1-8 or by weapon (2-12+8); MR Nil

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Covenants

Area: This encounter takes place in a deep underground complex.

Situation: A balor is on the Prime Material Plane in search of followers. Therefore, when it encounters the party members, it is quite ready to bargain. In exchange for power, in the form of worship and sacrifices, the balor offers to perform a great service for each party member.

The balor warns the party members ahead of time that it will not accept a negative reply, nor will it take kindly to having to return the this loathsome plane of existence (i.e., the Prime Material Plane) to punish any who renege on their part of the deal. To this end, the balor will even use *suggestion* to persuade the party members

to agree the exchange.

Once everyone has responded, and any who refused the offer have been appropriately dealt with, the balor will honor its half of the bargain, providing a service up to the power level of a full *wish* spell.

When the balor does attack, either to eliminate dissenters or on its return visit to any who have backed out of their half of the agreement, it will strike with sword and whip, only resorting to spells if it appears to be absolutely necessary.

Quick Stats: Balor (True Tanar'ri): MV 15, Fl 36 (B); AC -8; HD 13; hp 84; THAC0 7; #Att 1 or 2; Dmg 2-12 or by weapon; MR 70%

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The Ravaging

Area: This encounter takes place in any deserted or wilderness area.

Situation: Walking along an open trail, the party enters an area that stands out from the surrounding terrain like a sentinel. All about the area are upturned trees and rocks, ravaged crops, and even the remains of a few destroyed buildings. Observant party members might notice that no bones, weapons, or signs of treasure can be found anywhere. Exploring takes some time, for the area of destruction extends for a 30 mile radius.

For each round the party spends investigating the ruined surroundings, there is a cumulative 5% chance that a bulette bursts through the ground and begins to attack

the party ferociously.

If the party defeats the landshark, they will discover that it had already been sighted in a nearby region, obviously planning on moving to new territory fairly soon. The members of the nearby community will be so pleased with the bulette's demise that they will hold a celebration in the party's honor and give each member a silver plaque worth 50 gp.

Quick Stats: Bulette: MV 14; AC -2/4/6; HD 9; hp 50; THAC0 12; #Att 3; Dmg 4-48/3-18(x2); MR Nil

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A Cry for Help

Area: This is a nasty, slimy bog. Although there are rare moments of beauty here, the impression is that of a cesspool.

Situation: As the PCs pluck their way through the swamp, they hear piteous cries for help, coming from only a few hundred feet up ahead. A breathless young maiden comes crashing through the swamp, cursing as she slips into a puddle of ooze. The PCs can see and hear her clearly; as she climbs out of the muck puddle, she begs the PCs for help, to pull her sisters from a quicksand pool.

If the PCs agree, she nimbly leads them back through the trees through which she blundered before (Intelligence check at -4 for the PCs to notice this). With a lead of

about 10 feet, she heads into a grassy clearing. If the PCs follow her, a silver *net of entrapment* falls on them. This net also prevents the casting of spells as long as the PCs are trapped inside of it. Then, before the party's eyes, the young maiden changes into a greenhag, and her two sisters come forth from the woods to attack. They attack until either they or the PCs are dead. The command word for the *net* is "kamhamak."

Quick Stats: Greenhag (3): MV 12, Sw 12; AC -2; HD 9; hp 63 each; THAC0 9 (12); #Att 2; Dmg 7-8 (1d2 + 6); MR 35%

The greenhags can cast the following, once per round: *audible glamor*, *dancing lights*, *invisibility*, *pass without trace*, *change self*, *speak with monsters*, *water breathing*, and *weakness*.

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Bad Vibrations

Area: This encounter is set near a village, by a castle with a dungeon.

Situation: While staying in a small village, the party members are approached by villagers complaining of a great many recent earthquakes. The quakes, say the townspeople, will result in serious crop damage that could threaten the village's very existence, come winter. The villagers offer their entire, collective wealth—350 gp and a *potion of speed*—for the party to determine the nature of the quakes and to correct the situation, if they can.

The land around the farms and ranches is littered with a large number of huge holes. Closer investigation reveals that the holes go deep into the ground. If the party

climbs inside, they will learn that the holes lead to a series of large, round tunnels that are cluttered with slimy clots of dirt and precious metals. Should the party wander through the labyrinthine tunnels long enough, they will finally encounter the subterranean inhabitant—a purple worm—roving about in search of food.

Sensing a nearby meal, the worm wriggles toward the party. Since the tunnels were formed by the creature, they give it just enough room to move in two directions. Therefore, the worm cannot use its tail stinger unless party members approach it from behind.

Quick Stats: Purple Worm: MV 9; AC 6; HD 15; hp 105; THAC0 5; #Att 1 or 2; Dmg 2-24/2-20; MR Nil

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Dark Raiders

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 6,825



Minds of Death

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



Press Gang

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 6,000



To Grandmother's House We Go

Danger: Any
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 3,000



Deception

Danger: High
Climate: Tropical
Terrain: Forests, Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Dark Raiders

Area: The raiders may appear in any area near a small village.

Situation: Two drow nobles in the underworld are struggling for power and neither can gain a strong enough position to sway the neutral houses. Thus each noble house seeks as much status as possible, hoping displays of power will bring over the neutral nobles.

Slaves from the surface have always been symbols of power (despite the contempt in which drow hold surface dwellers). The trip to the surface is long, hard, and expensive and so it is a show of power and prestige to have many slaves.

The drow have broken through to the surface under a village and are taking

slaves, though they are quite disappointed with their haul. When they see the PCs, they become excited. This all takes place in the dead of night, for the drow will come out at no other time.

There are nine drow and one leader (her stats are given in parenthesis). They carry the usual boots and cloaks of elven kind, adamantine weapons, and armor. Their leader carries a drow hand crossbow with the usual poison quarrels.

Quick Stats: Drow (10): MV 12; AC 4 (0); HD 2 (8); hp 12 (60); THAC0 19 (13); #Att 1; Dmg 1-8; MR 50% (66%); Special attacks and defenses

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Minds of Death

Area: This encounter is set near any labyrinthine caverns.

Situation: While wandering in the wilderness, the party encounters a tremendous storm that makes camping outside an impossibility. Seeking refuge from the night's storm, the party enters a tunnel complex that houses three mind flayers.

Patient and secretive, the illithids hide while the party investigates to make sure the cave is empty. However, during the party members sleep, the mind flayers sneak up on the adventurers and attempt to control or kill them individually.

Those they succeed in dominating will be ordered to attack their slumbering comrades, while those who resist will be at-

tacked on the spot as the illithids attempt to devour their brains.

If the party defeats the illithids, they can easily find their treasure horde, which consists of 1,500 pp and a *necklace of prayer beads*. Otherwise, the dead adventurers will be used as food immediately, while the remainder will be taken and caged for use as later meals and entertainment.

(Note: the tunnels in this encounter may lead to or from **Hands of Darkness**.)

Quick Stats: Mind Flayers (3): MV 12; AC 5; HD 8+4; hp 48; THAC0 11; #Att 4; Dmg Special; MR 90%

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Press Gang

Area: This encounter takes place in a lower-class section of town, near the taverns and dives of the waterfront (if there is one in this city). It is a place where people can vanish and few will raise any objections to their abduction.

Situation: This is an especially good card for those PCs who insist on wandering off by themselves all the time. When they enter an area of town likely to house black markets and criminal elements, the PCs encounter a press gang. This is a tough group, designed to capture even the most hardened criminal types and force them to work for the city's, the duchy's, or the kingdom's army.

Their method of gathering "recruits" is

simple. They find a solitary person who looks vaguely unwholesome, and gradually, silently flank him. By seeding the entire area with their people (none of whom are in uniform), they can slowly move in on their targets and take the victims when they are least aware, falling on them with clubs and nets. All targets may take a Wisdom -3 check to detect this; otherwise, they remain oblivious. Priests and wizards travel with this group, keeping *hold person*, *sleep*, and other immobilizing spells ready, to make sure none of the recruits gets out of hand, and that none escape.

Quick Stats: Press Gang (20): MV 12; AC 7; F6; hp 45 each; THAC0 15; #Att 3/2; Dmg 1-6 + 1; MR Nil

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To Grandmother's House We Go

Area: This is a deep, dark forest, the black wood of the trees barely distinguishable from the murk around them. The canopy of leaves does an excellent job of blocking the sun, keeping the forest dank and dim.

Situation: The gloom of the forest is such that it is very easy for the PCs to catch the whitish glimmer from the side of the road. If the PCs investigate, they find a rolled scroll tied shut with a red ribbon. Upon examination, the scroll turns out to be a map. Near where the PCs found the map, they also notice a scrap of red wool and a few drops of blood. All around them are the paw prints of an enormous wolf.

The DM should play up the map, although it is a simply rendered map, with

no legend whatsoever. The map clearly indicates the road that the PCs travel, a small side path, and an X, marking a spot of some sort. Could this mean buried treasure and riches beyond the PCs' imaginings? Sadly, no. This is simply a map to a grandmother's home, which the PCs will discover if they follow the map to its destination. A distraught, matronly old woman hovers by the door, and when she sees the PCs, she anxiously inquires about her lost grandchild. The woman knows how to defend herself.

Quick Stats: Grandma: MV 6; AC 9; W4; hp 9; THAC0 20; #Att 1; Dmg 1-4; MR Nil
SPELLS: 1st level: *Cantrip*, *unseen servant*, *wizard mark*; 2nd level: *Alter self*, *locate object*

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Deception

Area: This encounter takes place near a forest cottage.

Situation: Walking down a winding pathway, the sky darkening toward dusk, the party is approached by a kindly old man. Smiling gently, he invites the group to join him for the evening repast.

The man, actually a rakshasa rajah, leads them into his cottage, where he begins to weave a variety of entertaining tales, stories designed to compliment the males and flatter the females of the party.

While the rajah is spinning his tales, observant party members may notice that his demeanor, though quite charming, seems rather distracted. In addition, neither the man nor any servants ever appear

with food.

As soon as someone points out these things, or after the rakshasa has told at least two stories, the rajah will *dimension door* out of the cottage and remove the *spectral force* cast upon it. In place of the cottage rests a steel cage with extremely thick bars in which all party members who entered the house are trapped.

The rakshasa rajah will then proceed to feast upon the party at the rate of one member per day until they escape, slay him, or there are none left.

Quick Stats: Rakshasa Rajah: MV 15; AC -4; HD 7; hp 39; THAC0 13; #Att 3; Dmg 1-3(x2)/2-5; MR Special; Special attacks and defenses

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Polling Avatar Series, 1 of 3

Danger: High
Climate: Any
Terrain: Hills
Attribute: Wisdom
Encounter: NPC
Add'l Info: *Legends & Lore*
XP Value: 5,000 for answering
the questions



The Plant

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Charisma, Dexterity
Encounter: NPC
Add'l Info: **PHB**, pg. 39
XP Value: 1,000 for catching the
thief,
500 for convincing the
guards of their
innocence



Polling Avatar Series, 1 of 3

Area: This is a busy roadway, with farmers and merchants traveling in both directions. The people are friendly and well-mannered. Unfortunately, there is a severe blockage on the road ahead, stretching for what looks like a mile. There is a strange glow surrounding the hill and the blockage seems to emanate from there. Everyone is waiting in line patiently, and no one tries to push past the others.

Situation: None of those on the road will be able to tell the PCs why they wait so patiently. They simply feel it necessary to wait until they have reached their place in line. The PCs, however, do not feel this compulsion. If they push their way to the

front of the line, they witness the avatar of a local neutral god (DM's choice) questioning each of those who pass by on the road. When the avatar sees the PCs approach, it looks most surprised that they were not caught in its peacemaking. It recovers quickly and asks them the same questions it has been asking of everyone coming past this way: Who do they worship, and why? How often do they show their devotion? In what manner would they prefer to worship? It has a permanent *detect lie*, and knows when the PCs prevaricate. After they answer these questions, it thanks them, and ignores them. It is gathering information for its god to draw more adherents.

Quick Stats: The avatar has the statistics of whatever god is appropriate.

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The Plant

Area: This encounter may occur anytime the PCs are in a crowded area. The people press about the PCs, jostling their various ways through the crowd. The PCs and everyone else in the area are pushed one way or another, against their will. It seems that the only way to get anywhere in this place is to push through boldly.

Situation: Because of the press of the crowd, there are people coming into contact with the PCs all the time. The DM should pick a PC at random to receive the benefits of this encounter. A thief, fleeing from the guards, attempts to plant a magically glowing jewel on the PC. The thief, a human male, has a 60% of successfully performing the plant; the DM should mul-

tiply the PC's level by 3, subtract this number from 100, and compare the number rolled on d100 to the result. If the number rolled is higher, the PC notices the plant and can attempt to grab the thief by making a Dexterity check at -8. Otherwise, the PC does not notice the jewel until the guards arrest him for possession of stolen property. If the PCs resist, a guard blows a whistle to summon other guards, who arrive in 1d4 rounds. The guards take the PCs away to question them, and eventually release them after a *detect truth* spell exonerates them.

Quick Stats: Thief: MV 12; AC 4; T6; hp 26; THAC0 18; #Att 1; Dmg 1-6 +1; MR Nil
Guards (6 to 20): MV 12; AC 4; F6; hp 46 each; THAC0 15; #Att 1; Dmg 1-8 +1; MR Nil

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Checklist, Part 3 of 6

- 145: By Spell Bound
- 146: Sorrow
- 147: Rage
- 148: Looks Can Kill, Part 1 of 2
- 149: Looks Can Kill, Part 2 of 2
- 150: The Eye Tyrant
- 151: The Stoning
- 152: Undesired Servants
- 153: Landshark Attack
- 154: Suspicion
- 155: Look to the Skies!
- 156: A Tasty Snack
- 157: The Imprint, Part 1 of 2
- 158: The Imprint, Part 2 of 2
- 159: The Dead Walk Again
- 160: False Friend
- 161: Double Image

- 162: A Chilling Experience
- 163: Lost Child
- 164: Silken Strands
- 165: Feeding Frenzy
- 166: Shark Attack
- 167: Look, It's Talking
- 168: Life Quest, Part 1 of 2
- 169: Life Quest, Part 2 of 2
- 170: Deadly Greed
- 171: Guard Duty
- 172: The Stench (Irritated Wizard)
- 173: Invisible Woman (Irritated Wizard)
- 174: In the Phantom's Wake
- 175: Birth Pangs
- 176: A Watery Death
- 177: Grave Robbers
- 178: The Cursed
- 179: The Giant's Baby
- 180: Warband Divided

Using These Cards, 3 of 3

If you want to create something more than just random encounters, it is possible to base an entire adventure on just one of the cards. Did you draw **The Cursed**, about ghouls roaming the city streets after dark? The PCs may very well want to investigate where the ghouls came from in the first place. After all, someone fashioning undead in the heart of a city could prove to be a serious threat. If the party does not want to go looking for the creator of the undead immediately, more undead could begin bedeviling the citizens until the PCs have to take steps to remedy the situation.

Likewise, if the party is obsessing on a single encounter, thinking that it would make a

far better adventure than the one you have devised, you can simply cut off the storyline. For example, you could decree that the ghouls came naturally, or that they were the unnatural byproduct of the graveyard and leave it at that.

In short, there can be as much or as little detail as you desire. Feel free to adapt the cards to your own campaign, to TSR Campaign Worlds, or to individual needs. It is suggested that you read through the cards, for some of them might require a bit of adjustment for your campaign. Also, there are cards which are not truly encounter cards, but are more along the line of aid cards for the PCs, to be thrown in when the PCs are suffering mightily, and you feel like being merciful. Have fun!

Dispute

Danger: Low
Climate: Sub-tropical
Terrain: Plains (Farmland)
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 200



Unbroken

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 200 for riding the horse



The Lion's Thorn

Danger: Low
Climate: Sub-Tropical
Terrain: Desert, Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 420



Checklist, 3 of 6

181: Gnomes on Holiday
182: Fool's Guardian
183: Death from Above
184: Hungry Hatchlings
185: First Flight
186: Flock of Hunters
187: Green Heart
188: A Foul Wind, Part 1 of 2
189: A Foul Wind, Part 2 of 2
190: Late Vengeance
191: Dead Justice
192: The Sleep of the Dead
193: The Call of the Wild
194: Wizard's Fires
195: Preening
196: Under the Claw
197: Hook Family
198: Truth
199: Waking Snakes
200: Bathing Beauty
201: Difficult Doorman
202: Fierce Wind

203: Sly Jackal
204: A Dangerous Guide
205: To Put Out the Sun
206: Ritual Hunters
207: Silky Poison
208: Terror in the Wood
209: Hungry Fish
210: Bitter Lord
211: The White Stag
212: Innocent 'til Proven Guilty
213: Tusks
214: Down the Hole
215: Divine Intervention
216: Fly'n's Fear

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Watch for
DECK OF ENCOUNTERS, SET 2
— On Sale July 1994 —

 **DECK OF PSIONIC POWERS**
— On Sale November 1994 —

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Dispute

Area: There are several small farmhouses scattered about on either side of the road; each with its own individual plots of land, and growing different crops. The sun shines brightly upon the dry earth of these arid farms, and each stalk of grain struggles weakly to survive in the killing sun. A small, muddy stream runs between two of the plots of farmland, and shovels lie near the stream, with freshly-turned dirt indicating that some digging has been going on either side of the stream, as though the farmers were attempting to divert the precious water to their farms, to leave the other's crops to wither and die waterless.

Situation: The two farmers, Wilkar and Samis, have helped each other for years.

However, with the onset of this rough summer, their acquaintance has blossomed nearly into warfare, for both must survive, and their farms will not provide enough to support them without the water from the stream. If one of them takes the water, the other's farm will surely fail. The two farmers are on the verge of violence when the PCs happen by, and they ask for the PCs' help in resolving their dilemma. They both agree to abide by whatever decision is rendered. There is, unfortunately, no easy decision aside from the use of magic.

Quick Stats: Wilkar: MV 12; AC 10; F1; hp 6; THAC0 20; #Att 1; Dmg 1-4; MR Nil
Samis: MV 12; AC 10; F1; hp 7; THAC0 20; #Att 1; Dmg 1-4; MR Nil

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Unbroken

Area: This encounter is in an area of grassy plains outside of a town or city.

Situation: As the PCs leave the town, they come upon a horse standing by the side of the road. The horse is a dappled gray, and bears no reins, saddle, or gear of any kind. Indeed, except for the shoes on its hooves, there is no indication that this horse has ever known captivity.

If the PCs approach it in a friendly fashion, the horse will allow them near. It will take food from them, and it will allow them to treat it kindly. However, whenever PCs approach it with a saddle or other horse-breaking gear, it will break and run. Should someone manage to get a lasso around its neck, it will chew through

the rope line in a single round, and run from the party. If the party does not attempt to saddle the horse immediately, it follows them wherever they go. However, it will not go into towns or inhabited areas, preferring to wait outside for the PCs. In some strange way, it will know when the PCs are leaving and by which exit.

If the PCs treat it nicely for three weeks, the horse will choose the kindest PC as its provider. In return, the horse will allow itself to be ridden (but not with saddle, halter, or reins). This horse gallops so smoothly that no riding expertise is necessary. The horse becomes so loyal that it will even fight to save its provider.

Quick Stats: Horse: MV 21; AC 7; HD 3; hp 24; THAC0 17; #Att 3; Dmg 1-6/1-6/1-4; MR Nil

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The Lion's Thorn

Area: This encounter takes place on a warm grassland, perhaps 20 miles from the nearest civilization. There is a pool of water and a stand of trees nearby, and a pride of dead lions lies scattered around the oasis. Camel tracks and human weapons are also strewn around.

Situation: At the same time the party notices this, they also see one of the young males hobbling around, nuzzling some of the dead lions. The lion, just growing his mane, is sorely wounded, and his flank is still pierced by several arrows. When he scents the party, he turns and growls deep in his throat.

If the party wishes to help him, they must first convince him that they mean

him no harm. Approaching him slowly and cautiously, with no sign of fear or malice, is one way to accomplish this. If the PCs then pull the arrows from his flank and apply healing, magical or herbal, the lion will befriend them. Though it will not travel with the PCs (unless they cast *animal friendship*), it remains friendly with them and will remember them should they cross its path in times to come.

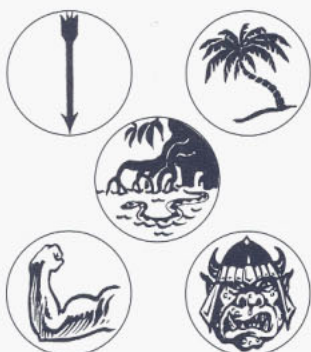
If the PCs make no move to help the lion, it will die in the harsh grasslands.

Quick Stats: Lion: MV 12; AC 5/6; HD 5+2; hp 3 (35); THAC0 15; #Att 3; Dmg 1-4/1-4/1-10 (hind legs 2-7 each); MR Nil

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Scout's Honor

Danger: Low
Climate: Sub-Tropical
Terrain: Swamps
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 185



Pilgrims, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 100



Dryad Love

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 975 for killing the dryad,
1,950 for bargaining the young man away



Shaman

Danger: Low
Climate: Sub-tropical
Terrain: Scrub
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 1,400 for killing the minotaur,
2,800 for talking to it



Changeling

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 150



Scout's Honor

Area: This is a zone of tropical swamps, of sweltering heat and biting insects. There is no solid ground in this area, only a narrow, submerged, natural causeway that occasionally gives way, spilling the PCs into the brackish water.

Situation: While the PCs move through the swamp, they are shadowed by two lizard man scouts on patrol. They have been watching the party travel boisterously through the swamps, and have been waiting for a time to strike and kill them all.

Once every 5 rounds, the DM should have the party members make a Dexterity -2 check. If it fails, it indicates that their footing has given out (at least for those

who failed their checks), and they have fallen into the water. This is the opportunity that the lizard men were waiting for, and they rise from the surrounding waters and attack.

The lizard men each carry six javelins and one morning star. They rise on opposite sides of the causeway, throw their javelins, and submerge again until they come up for another attack. They will not give up until the PCs are dead.

Quick Stats: Lizard Man (Subleader): MV 6, Sw 12; AC 4; HD 2 + 1; hp 15; THAC0 19; #Att 1; Dmg 1-6 (javelin) or 2-8 (morning star); MR Nil

Lizard Man (Scout): MV 6, Sw 12; AC 4; HD 2 + 1; hp 12; THAC0 19; #Att 1; Dmg 1-6 (javelin) or 2-8 (morning star); MR Nil

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Pilgrims, Part 2 of 2

Area: This encounter can be used anywhere after the PCs first encounter the pilgrim orcs. It would work best to set this in the hills a few days later, though it can come up more than a year after the first encounter.

Situation: The PCs, having dealt with the orcs, have continued on their way. Again, they run across a wagon in the middle of the road that has been thoroughly looted and its animals slaughtered. There are four orcs visible, all armed with cruel spears and bows, who are questioning an elderly human. Though he is not yet harmed, the orcs' manner suggests that he may be if he does not give a satisfactory answer to the questions put to him.

As the party spots the orcs, two orc sentries, hidden on the nearby bluffs, give out piercing whistles. The orcs stop questioning the old man, who immediately sprints away. The orcs raise their arms, to show that they want no trouble. Their fierce demeanor proves that they are willing to defend themselves, if necessary.

The leader lets the party know that his group is searching for some orcs in long gray robes, heretics who have defiled the sacred shrine of Gruumsh. He will accept any information the party has to give; if they try to ignore him or blatantly lie to him, he will give the order to attack.

The orcs have no treasure to speak of.

Quick Stats: Orcs (6): MV 12; AC 5 (chain); HD 1+1; hp 9, 7, 6, 6, 4, 3; THAC0 20; #Att 1 (spear) or 2 (bow); Dmg 1-8/1-6; MR Nil

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Dryad Love

Area: The PCs come upon a small farming village on the edge of a great forest. The villagers are visibly upset and a large crowd stands at the treeline, peering into the depths of the dark wood, but not daring to venture farther. As the PCs approach, a farmer cries out, "My son! Where are you? Please, come back!"

Situation: The farmer's teenage son wandered into the forest to gather firewood and do some hunting. He wandered too far, however, and attracted the attention of a dryad who thought the lad attractive. In the manner of her kind, she *charmed* the young man and took him back to her tree lair.

The boy's tracks are easy to follow, and

the PCs should have no trouble tracking the dryad to her home. She will be friendly but she will deny the presence of the young man. Once the PCs point to the tracks as proof, she begins to cry. The young man hears her and rushes to her side. If the PCs try to grab him and leave, he struggles, trying to hold his "beloved."

The dryad will relinquish her hold on the boy in return for gold or gems (at least 100 gp worth), or a small magical item. She has no interest in combat and will *dimension door* away at the first hint of violence. If any of the PC males has a Charisma of 16 or more, the dryad will attempt to *charm* him also.

Quick Stats: Dryad: MV 12; AC 9; HD 2; hp 9; THAC0 19; #Att 1; Dmg 1-4 (knife); MR 50%

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Shaman

Area: As the PCs travel across a sub-tropical veldt, they come upon a minotaur being attacked by a tribe of gnolls.

Situation: Perceptive characters will notice that the minotaur is clean for one of its kind and is wearing some kind of medallion around its neck. As they watch the battle, the minotaur throws the gnolls off and steps back from its canine attackers. The minotaur raises its arms and chants in a deep voice. The grass around the gnolls' feet begins to grow and entwine itself about their legs, and the minotaur steps forward with a huge axe to finish off the entrapped creatures.

Once the gnolls are dead, the minotaur turns and notices the PCs. If they make

any aggressive motions, the minotaur will take them for enemies and attack with axe and spells (the bull-man is a 3rd-level shaman). If the PCs make no such move, however, the minotaur will approach the party peacefully and speak in halting common to the character it perceives to be the leader—always the largest, most obvious male fighter in the party. It seeks a certain rare herb, to use in spellcasting and in certain minotaur rituals. Whether or not the characters can help the beast, the minotaur will leave them as soon as it has an answer, saying that it cannot waste time with "lesser creatures" on its quest.

Quick Stats: Minotaur Shaman, 3rd level: MV 12; AC 6; HD 6+3; hp 37; THAC0 13; #Att 2 or spell; Dmg 2-8/2-8 or 1-4/by weapon type; MR Nil

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Changeling

Area: This encounter may take place anywhere near a forest road. The forest in this area is thick and overgrown; the light filtering from the upper canopy is just enough so that the undergrowth flourishes. The situation is ideal if there is a village located nearby.

Situation: While the PCs move along the trail, they notice a rustling about 100 yards up ahead, and see a wicker basket pushed out onto the road from behind some bushes. As a hand disappears into the shrubbery, a lusty wail rises up from the basket. The PCs turn to see a short figure fleeing quickly through the forest. If they pursue the figure, it disappears into a small hole in the ground, a hole that only halflings

and gnomes would have any chance of climbing into and going down.

The wailing from the basket continues. If the PCs investigate, they find a year-old goblin baby squalling its lungs out. When it sees the PCs, it stops its screaming and begins to coo and whimper with hope.

What the PCs do with the child now is up to them. They can abandon it to the mercies of the forest as its mother did, or they can take it into town. Alternatively, they can raise it as their own. They should receive experience points only for role-playing this situation extremely well.

Quick Stats: Goblin Baby: MV 1; AC 10; HD 1/2; hp 1; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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Gnoll Cubs, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 150



Owlbear Lair

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 840



Knotty Problem

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 500



The Talking Well

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: None
XP Value: 100



The Village

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity
Encounter: Device, NPC
Add'l Info: None
XP Value: 250 per trap avoided



Gnoll Cubs, Part 1 of 2

Area: This encounter takes place in foothills. The land is grassy, still wet from the last rain. This makes the hills a little slippery, but not beyond the party's abilities. Although they might sustain a few grass stains on the knees of their clothing, they will not suffer any damage from falls.

Situation: As the party mounts the latest in this series of hills, they see a small gathering of dog-like, humanoid babies. There are no parents visible in the area. The children do not see the PCs, nor do they hear them approaching. They mewl and cry continuously.

If the PCs approach the babies, the babies stop their mewling for a moment,

only to resume it more fiercely than ever. The PCs now have the choice of killing the children outright (an evil act, even though the gnolls will undoubtedly grow to be evil), or taking them back to society to be raised by a foster family.

If the PCs choose to kill the cubs, don't give them any experience points for this encounter, for the cubs have no ability to defend themselves. Award them the experience points only if the PCs can resolve the encounter with compassion and intelligence.

Quick Stats: Gnoll Cubs (7): MV 3; AC 10; hp 1; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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Owlbear Lair

Area: The PCs have stumbled into a forested territory ferociously guarded by a pair of mated owlbeats.

Situation: The creatures' attack comes at mid-afternoon or in the early evening, when the PCs are setting up camp for the night. Unless the characters have taken special precautions (*alarm* or similar spells, or setting up natural barriers), the ferocity and suddenness of the owlbeats' attack should give the creatures the advantage of surprise.

Both creatures attack simultaneously and without warning, fighting until either the trespassers or the owlbeats are dead. Once the creatures are dead, the PCs may choose to follow their tracks back to their

lair. There they will find 200 platinum pieces and the remains of several of the owlbeats' victims. If the DM wishes, there will also be three immature owlbeats in the lair. The young owlbeats are not very cute and are they just as quick to attack intruders as their parents.

Quick Stats: Owlbeats (2): MV 12; AC 5; HD 5+2; hp 36, 27; THAC0 15; #Att 3; Dmg 1-6/1-6/2-12; MR Nil; Special attack
Immature Owlbeats (3): MV 12; AC 5; HD 3 or 4; hp 13, 15, 23; THAC0 15; #Att 3; Dmg 1-4/1-4/2-8; MR Nil; Special attack

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Knotty Problem

Area: At a common tavern in any large city, the PCs should be startled to see a giant rat jump onto their table and begin to wave its "arms" frantically.

Situation: The giant rat used to be a wizard, whose variant on a common *polymorph* spell went wrong and fixed him in this form. The wizard-rat will approach the party, particularly the party's mage (if they have one), in an attempt to communicate its problem. Unfortunately, the change in shape also robbed the wizard of speech, so he is reduced to charades and high-pitched squeaks.

The PCs have to figure out not only what the rat wants, but how to go about rectifying the situation. Most likely, low-

level parties will not have access to *polymorph* spells of their own, and the wizard's own level might preclude the success of *dispel magic*. If they pay close attention to the rat's squeaking and gestures, however, they see a length of string tied around its neck that has many intricate knots. The spell is bound into the string, and untying the knots (a lengthy and delicate task, requiring great Dexterity—a task fit for a thief) releases the wizard from the rat form in an explosive rush. The alignment of the wizard is left to the DM's discretion; if good, he might reward the PCs.

Quick Stats: Giant rat (polymorphed wizard): MV 12, Sw 6; AC 7; HD 1/2; hp 4; THAC0 20; #Att 1; Dmg 1-3; MR Nil

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The Talking Well

Area: This encounter takes place in a town square; a well is set in the center of the square. There are numerous shops, but the place seems strangely empty for such a fine day. The stone-walled well is covered, with a single bucket and winch.

Situation: Inside the well lives a frog who once lived downstream from a wizard's lab. After the runoff from wizardly alchemical experiments gave him speech and intelligence, the frog moved on to greener pastures. Unfortunately, he fell into a well during his travels, and could find no way to escape from the 40-foot pit. The frog called out to the people he saw coming to draw water to help him out. However, they could not see him, and fled

in fright from the "haunted well." Word of the haunted well spread quickly, and the frog was left to die on his own. If the PCs investigate the well, they hear a voice echoing hollowly from the depths. Each of them should make a save vs. petrification at +4. If it fails, they are overcome with fright, and must retreat from the well for at least 3 rounds. Those who are not afraid hear the voice say, "Could one of you at least lower the bucket? I'm rather hungry." If the PCs lower the bucket, they hear some splashing, and then the voice says, "Okay! Take 'er up!" When the PCs raise the bucket, they see a simple frog. What the PCs choose to do with the frog is their own choice, but it should be interesting.

Quick Stats: Frog: MV 9; AC 8; HD 1/2; hp 3; THAC0 20; #Att 1; Dmg 1; MR Nil

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The Village

Area: This small village is curiously divided right down the middle of the street. The buildings on one side of the street are of stone, but those on the other are wood. The people on either side are dressed in entirely different styles as well.

Situation: The village is dominated by two families. The McLains and the Borguns have had a bitter rivalry between their two houses for years, and the feud has divided the town between the two of them. When the PCs enter the town, representatives of both stand on their respective sides of the town, begging the PCs to enter the town's fray on their side. Whatever side the PCs choose to join is considered to be their allegiance for the rest of their lives. At this

point, the McLains and Borguns resume their feud. It is a matter of pride for the two families to send people to the other side of town to fetch something. While on the other side, they are subject to various traps both painful and humiliating. The traps are hidden in numerous places around the town. The families want to send the PCs across town to get some items that are not available on their own side. If the PCs go, they encounter 2d6 traps, each of which they can avoid with a successful -3 Dexterity check.

Quick Stats: Many of the traps are harmful both emotionally and physically. In addition to embarrassing the recipient of the joke, the traps usually do at least 1d4 points of damage and can do as much as 1d10.

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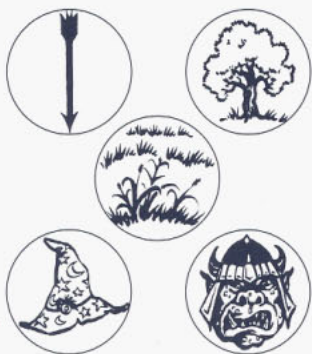
The Talking Tree

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pgs. 143 and 190
XP Value: None



Paladin Trolls

Danger: Low
Climate: Temperate
Terrain: Plains (pasture)
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**; **PHB** pg. 161
XP Value: 200 for killing the troll humans,
1,000 for killing the paladin trolls,
1,000 for not attempting to kill the paladin trolls



A Dragon and His Orc

Danger: Medium
Climate: Temperate
Terrain: Mountains, Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 20,000 for killing the dragon,
5,000 for saving it from the shaman



Sword Strokes

Danger: Low
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,000



The Hit, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 200



The Talking Tree

Area: The road the PCs travel winds through a district of well-tended farmland and picturesque farm houses. As they approach the forest, however, the general appearance of the land and the homes begins to deteriorate. By the time the road finally enters a forest it has become a gutted, two rut track. The PCs can clearly see that the path suddenly ends just past the edge of the forest. Although there was once a trail here, it has returned to the wild, brambles and brush obscuring what is left. A large tree, its branches knotted, its trunk scarred by bores, stands just off the ancient pathway.

Situation: The large tree has had *permanent magic mouth* cast upon it, and the spell

is triggered to go off whenever a humanoid comes within 30 yards. If the PCs enter this radius, the tree appears to speak, its voice echoing hollowly through the wood: "This is the cursed forest of Arnjil the Doomed. Doom and despair are the lot of all who enter here. Turn back now, else abandon hope and die." The voice then falls silent, and does not respond to questioning. If the PCs investigate the tree, they find nothing. Should they leave the 30 yard perimeter and return again, the voice will repeat the message. The forest may or may not be cursed, depending on how the DM wishes to play the campaign.

Quick Stats: The *permanency* of the *magic mouth* was cast by a 16th-level wizard, and can only be dispelled by a wizard of a greater level.

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Paladin Trolls

Area: A rural setting near a small village is the scene. The PCs are 5 miles away from the village, moving past a fenced-in pasture. The ground is rolling, dotted with occasional trees and tree stumps.

Situation: As the PCs begin to move past the pasture, they hear roars of rage and screams of fright. They soon see a group of four humans clutching bloody hunks of meat, fleeing from two huge trolls. The trolls shout to the humans to stop, but the humans grunt nothing intelligible at all. As the trolls spy the PCs, they call out, "Stop those trolls! In the name of goodness, stop those trolls!" The reality of the situation is that the trolls are actually paladins *polymorphed* into trolls, and the

humans are *polymorphed* trolls. The paladins came across the trolls killing the inhabitants of a hut, and began exacting a righteous vengeance for the peasants' lives. Unfortunately, a surge of wild magic passed through the area, altering the forms of all those in its path. The paladin trolls will not stop to explain this to the PCs until they have meted out justice, being too intent on catching the real trolls. If the PCs try to stop the paladins, the paladins ignore them, trusting their new regenerative powers to save them.

Quick Stats: Paladins (Trolls) (2): MV 12; AC 4; HD 6 + 6; hp 47 each; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

Trolls (Humans) (4): MV 12; AC 10; HD 1; hp 43 each; THAC0 20; #Att 1; Dmg 1-2; MR Nil

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A Dragon and His Orc

Area: This is a rural area, a farming community located near a mountain range. The plains extend all the way to the base of the mountains, their golden fields shining even under the dim noonday sky.

Situation: A dragon has been strafing the countryside with its breath weapon, setting the fields afire and driving out the farmers. The odd thing is, the dragon is a bronze, which usually indicates a good alignment. Also, it swoops for several minutes before it strafes, giving the farmers plenty of time to get their families away from the doomed houses. The story behind the twisting of this dragon is that an orcish shaman found a small bronze sphere that the bronze had foolishly created, and in

which it stored its life force. The shaman uses the sphere to control the dragon, to force it to commit evil acts. As the PCs arrive, they see the dragon finish another strafing run, and head off, back toward the mountain. If the PCs follow the dragon, they see it head toward a high aerie. It notices them, and deliberately slows its flight to lead them to the cave. Inside the cave, they see an orc shaman waving a small bronze orb and haranguing the dragon. The dragon burns with anger, but remains submissive.

Quick Stats: Bronze Dragon: MV Fl 30; AC -2; HD 14; hp 84; THAC0 8; #Att 3 + breath weapon; Dmg 1-8/1-8/4-24 + 8d8+4; MR Nil

Orc Shaman: MV 12; AC 6; HD 3; hp 15; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Sword Strokes

Area: A tropical jungle gives the PCs a look at many strange and unique creatures. Unfortunately, their unfamiliarity with this setting also exposes them to new dangers.

Situation: As they travel, characters should be surprised and shocked as a 12-foot sword spider suddenly leaps out at them and tries to impale one of them on its swordlike legs. The choice of the spider's victim should be totally at random. If its attack immediately kills or incapacitates a PC, the spider will try to drag the victim back to its lair before the others can react.

If the victim is wounded but still capable of fighting, the spider will deliver a vicious bite in an attempt to kill the wounded

character before he or she can counterattack. If this also fails, the spider will leap away from the party and search for easier prey. The spider is of average intelligence (unlike most other insects the characters have encountered), and has a rough grasp of strategy and tactics; it will not stay and fight in the face of overwhelming odds.

Quick Stats: Sword spider: MV 6, Wb 8, Cl 8; AC 3; HD 5+5; hp ; THAC0 15; #Att 2; Dmg 2-8/2-12; MR Nil; Special attack

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The Hit, Part 2 of 2

Area: This part of the encounter takes place in an outdoor amphitheater. Feast tables and benches have been dragged down here for the award ceremony of the heroes who saved the mayor's life. Guards are posted all along the rim of the amphitheater, keeping a close watch on the proceedings to make sure no further attempts on the mayor's or his saviors' lives can be made.

Situation: This card should only be used if the PCs foiled the assassin's attempt in Part 1 of **The Hit**. The mayor (or whoever) is giving a feast in honor of the PCs who saved his life. However, the mayor seems to be using this as more a political event than a celebration to thank his benefactors,

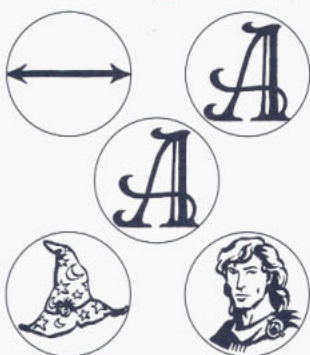
as evidenced by the fact that the PCs are seated at the third table away from the mayor. The schedule of events dictates that of a medal of honor shall be presented following the main course, but before the dessert. The PC who was most instrumental in saving the mayor's life is seated next to a shifty-eyed individual, who will not make conversation with the PC nor meet his or her eyes. When the PC looks away for a moment during the boring dinner, the fellow tries to slip Type E poison into the PC's food. A successful Wisdom check will spot this attempt.

Quick Stats: Assassin: MV 12; AC 10; T1; hp 6; THAC0 20; #Att 1; Dmg 1-4; MR Nil
Type E Poison: Save vs. poison or die; successful save inflicts 20 points of damage.

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Hostages

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: PHB, pg. 172; DMG,
pg. 171
XP Value: 5,000 for escaping
from Fargone,
4,000 for defeating
Fargone,
0 for giving in to him



Zombie Zoo

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 450



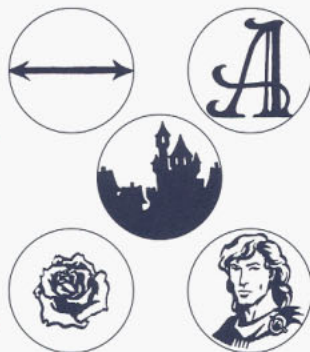
The Contract

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: DMG, pg. 73
XP Value: 750



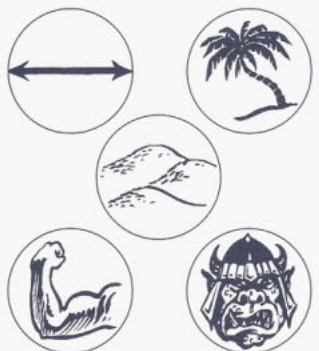
The Voiceless Bard Tavern Series, 2 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



Rage

Danger: Medium
Climate: Sub-tropical
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Hostages

Area: This encounter can take place in any city, anywhere in the city.

Situation: The PCs have, no doubt, attracted some attention in their careers as adventurers. And their fame has attracted the attention of a thief-wizard looking for an easy way to make money. He has constructed a doorless room in his hideaway to assist him, accessible only by a *teleport* or similar means. The room is 20 x 20 feet, with a 10-foot-long slot through which the hostage taker, Fargone, can push food and water. The slot is approximately 3 inches high.

While the PCs are taking their leisure someplace, Fargone pops in (using a *helm of teleportation*), grabs a PC, and teleports

to this prison. He instantly *teleports* out again. There is only a 3% chance of error in his *teleportation*. From here, he will issue a ransom note, instructing the PCs how to pay for their comrade. This will be a difficult location to ambush, so that Fargone can *teleport* in, grab the loot, and vanish. He will honor his end of the bargain, though, for he is not entirely evil.

Quick Stats: Fargone: MV 12 and *teleport*; AC 4; Th 9/Wiz 9; hp 40; THAC0 16; #Att 2; Dmg 1-6 + 2/1-4 + 2; MR Nil

SPELLS: 1st level: *magic missile*, *jump*, *feather fall*, *spider climb*; 2nd level: *web*, *blindness*, *misdirection*; 3rd level: *blink*, *fly*, *haste*; 4th level: *polymorph self*, *stoneskin*; 5th level: *teleport*

Fargone also has a *helm of teleportation* that he uses to insure his *teleport* abilities.

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Zombie Zoo

Area: A large city is suddenly thrown into panic when a group of strange animals starts staggering through the streets. Reports indicate common dogs, cats, and even a wolf are wandering through the city. But these creatures don't act quite right. . . .

Situation: An oddball collector, a resident of this city, had a collection of strange animals—all of them zombies. Unfortunately, his collection has gotten loose and now wanders the town, aimlessly drifting and scaring the cityfolk. By whatever circumstance (the city hires/drafts the PCs for the job, or they do it out of the kindness of their hearts), the characters end up being the ones to track down the "great zombie horde."

Fortunately for the PCs, there was nothing really dangerous in the zombie zoo; the collector had not yet managed to acquire any really exotic creatures, and so common household cats, dogs, and one wolf are the extent of the zombie invasion. They act like normal animals of their kind. When they are all destroyed, however, their creator may decide to start creating more "interesting" zombies.

Quick Stats: Zombie Dogs (5): MV 7; AC 7; HD 2+1; hp 9, 7, 13, 11, 10; THAC0 19; #Att 1; Dmg 1-4; MR Nil

Zombie Cats (6): MV 6; AC 6; HD 2+1; hp 10, 9, 13, 11, 12, 14; THAC0 19; #Att 3; Dmg 1/1-1-2; MR Nil

Zombie Wolf: MV 9; AC 7; HD 3+2; hp 19; THAC0 18; #Att 1; Dmg 2-5; MR Nil

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The Contract

Area: This encounter takes place in a crowded bar. There is a bard entertaining the patrons of the tavern tonight, and she seems to keep directing her songs to the PCs. The servers are busy ferrying drinks to thirsty patrons. The crowd is in good humor, the bard is truly good.

Situation: In actuality, the bard is an assassin paid to eliminate the PCs. Someone they have angered or injured who has put out a contract on their lives. The contract might be for a specific PC, or for the entire party. Whatever the case, the bard will sit with the PCs after she finishes her set. She orders a pitcher of wine for the entire table, slipping the serving boy 50 gp to pour some powder into the wine before it

is brought to the table. The bard, Simpsi, takes an antidote for the poison before she joins the PCs at the table. The poison is type J, with an onset time of 1-4 minutes, causing 20 points of damage with a successful saving throw, or death with a failed saving throw.

After she has a quick glass with the PCs, Simpsi begins working the rest of the bar, moving through as if for tips. She'll be several tables away before the PCs begin experiencing the effects of the poison, and long gone before a guard shows. The PCs may make a wisdom check to notice that the wine seems a little murky, but what they choose to make of this is up to them.

Quick Stats: Simpsis: MV 12; AC 3; B8; hp 35; THAC0 17; #Att 1; Dmg 1-8; MR Nil

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The Voiceless Bard Tavern Series, 2 of 3

Area: This is a seedy tavern on the lower end of a large city. The tavern is well-kept and clean, and locally notorious for its entertainments. Nonetheless, it is generally regarded by most respectable citizens as a place of ill repute. When the PCs arrive, the place is less than buzzing, with one customer, three barmaids, three entertainers, and one bard.

Situation: When the PCs enter, they will see some of the more interesting entertainment. A bard sits at a table in the back, providing excellent musical accompaniment for this particular diversion. He plays his lute, but does not sing along, even though he plays some of the most

popular songs of the day. His virtuosity with the lute is unquestionable, yet he remains mute.

Finally, he breaks into song. The PCs immediately wish that he had just continued to play and left the singing to someone with a voice. When he is done massacring this particular ballad, he takes a break and comes over to talk to the PCs. He speaks with an outrageous accent and apologizes for his poor voice, explaining that his throat was seared by eating too much hot food. He speaks of old adventuring days longingly and will jump at the chance to accompany the PCs, for he feels trapped by his current life.

Quick Stats: Dyvad DeMulle: MV 12; AC 6; Bard 9; hp 48; THAC0 16; #Att 1; Dmg by weapon; MR Nil

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Rage

Area: PCs hear rumors of a horrible spirit hiding in the nearby hills. The hills are dark and gloomy (especially by night), and the vegetation is blackened and dead. As the party approaches the center of the dead zone, they see the bones of many creatures, including some humanoid remains. A keening wail splits the air.

Situation: Some centuries ago, a war party of drow came to the surface with the intention of slaughtering all surface elves they could find. The drow were all killed, however, by an adventuring party comprised of all races. The drow leader, a female cleric, had enough power and influence with her deity to demand vengeance. Now the drow haunts the place where she died

as a banshee, and kills anyone who comes near this spot.

The banshee is as wicked and evil as she was in life (if not more so), and her years of undeath have taught her even more about pain and terror. She is a canny and dangerous opponent, dedicated to the destruction of all surface life, and the eradication of surface elves. She can be goaded into losing her temper and reacting without thinking if the PCs are clever and careful. If they manage to anger her enough, she will attack them physically rather than by wailing and the PCs then have a chance of destroying her.

Quick Stats: Banshee: MV 15; AC 0; HD 7; hp 39; THAC0 13; #Att 1; Dmg 1-8; MR 50%; Special attacks and defenses

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Guard Duty

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Preening

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



Landshark Attack

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Grave Robbers

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,100



Difficult Doorman

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Guard Duty

Area: While in a large city, the PCs receive a message from a powerful local wizard. Apparently, he wishes to hire a group of adventurers for an evening.

Situation: When the PCs go to see the mage in his tower, the elderly gentleman explains that he will be conducting a special magical ritual that night, one which cannot be interrupted for any reason. Because of the nature of the ritual, all of his normal defenses (personal and otherwise) will be out of commission. He fears that a rival will take the chance to strike at him while he's vulnerable, and asks the PCs to act as guards against anything that might appear.

Sure enough, not long after the ritual

Preening

Area: This encounter takes place in an open, grassy meadow near a high mountain. The mountain looks as though it would be a perfect place for aeries, with numerous crags and few trees. The meadow gradually rises, sloping up to meet the mountain, but the terrain here is relatively flat, with only a few boulders to mark the passage of an old avalanche.

Situation: As the PCs enter the meadow, they see a hippogriff preening itself in the middle of the field. As soon as they enter the boundaries of the meadow, the hippogriff glances sharply at them, as if daring them to come closer.

At this point, the PCs should be about 100 feet from the hippogriff. If they come

Landshark Attack

Area: A small human village on the edge of rolling, pleasant hills is the scene.

Situation: An messenger comes into the town from a nearby halfling village. The halfling is furious and on the brink of tears, but manages to gasp out his message: The village has been decimated by a wandering bulette, and, while the halflings managed to drive it off (after heavy losses), they very much fear that the creature will return to finish the job. The messenger pleads with everyone in the town (including the PCs) to help, and blesses those who agree to assist the halflings.

The angry halfling survivors have pooled the last of their coins to hire the PCs to hunt and kill the landshark before it

Grave Robbers

Area: The encounter begins in a dark and shadowy graveyard, filled with twisted weeds.

Situation: A group of 12 ghouls that cower in the tombs of the graveyard during the day are trying to break into a fresh tomb. The majority of an entire wealthy family was buried here this morning after having succumbed to a terrible disease.

As the PCs pass by (whether in the graveyard or not) they will see these ghouls clawing and clambering at the door to a tomb (successful Intelligence check will reveal who is buried there). At first the PCs may think the ghouls are grave robbers or madmen. The truth is far worse. The ghouls can temporarily be scared

Difficult Doorman

Area: The invisible stalker can be found in the dreary ruins of a once great castle.

Situation: Years ago the owner of the ruins, a powerful wizard, set an invisible stalker at the door to aid travelers who came to visit. The wizard died many years ago, but the invisible stalker is still bound by its service.

When the PCs enter the ruin, they will be "attacked" by the stalker. It violently dusts them off (possibly tearing clothing) and helps them off with their things, including coats, packs, and weapons. All removed objects are thrown around the ruin. Each PC "assisted" by the invisible butler has a 10% chance of losing an object down a dry well in the ruin. The well is 60

feet deep, and fragile objects might break.

begins the PCs hear a rushing wind that threatens to batter down the door of the wizard's study. As they approach, a large gust of wind strikes one of the characters. The wind is the only outward sign of an invisible stalker, which will attack until it is destroyed or its mission is completed. The wizard will not break off his ritual to help the characters, but he is aware of the threat. If the PCs manage to destroy the invisible stalker, he will reward them with a small but valuable magical item (a valuable potion or some useful, miscellaneous magic) in addition to their fee.

Quick Stats: Invisible Stalker: MV 12, Fl 12 (A); AC 3; HD 8; hp 43; THAC0 13; #Att 1; Dmg 4-16; MR 30%; Special attacks and defenses

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any closer, the hippogriff takes to the air and circles above the PCs for two rounds. If the PCs have not left the meadow by this time, the hippogriff swoops down and begins an attack. It does not break off the attack, even when the attack is obviously hopeless. It will not attack PCs who have left the meadow.

If the PCs examine the meadow more closely, they find a baby hippogriff (AC 8, hp 2) sleeping in the shadow of one of the larger boulders.

Quick Stats: Hippogriff: MV 18, Fl 36; AC 5; HD 3 + 3; hp 23; THAC0 16; #Att 3; Dmg 1-6/1-6/1-10; MR Nil

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can return. Of course, they will not offer any reward until the PCs ask for one. The treasure consists of 4,000 cp, 200 gp, and seven gems of varying value, but sharp PCs might realize that the reward represents all of the halflings' income.

The PCs may either track the landshark by its distinctive path or wait for it to return to the village. Either way, the bulette will eventually encounter the PCs, and attack them directly. If the PCs wound it severely, it will try to escape; the halflings, though, will not be satisfied with that, and they will demand that the PCs finish the job.

Quick Stats: Bulette: MV 9; AC -2/4/6; HD 9; hp 63; THAC0 11; #Att 3; Dmg 4-48/3-18/3-18; MR Nil

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away by loud noise and fire, but they will quickly return to drive invaders away from the tomb which they regard as their own. If the PCs just go away, the ghouls will wait for a bit and then try to open the tomb again.

The ghouls themselves have no treasure, though if the PCs kill the ghouls and take proof of that fact to the surviving family members to whom the tomb belongs, the PCs will be rewarded with 100 gp. There is little treasure in the tomb itself; PCs who loot the tombs of the dead are little better than ghouls anyway, so do not award any experience points if that is the course they choose to take.

Quick Stats: Ghouls (12): MV 9; AC 6; HD 2; hp 10; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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feet deep, and fragile objects might break.

The invisible stalker will fight if attacked, since part of its instructions are to defend the gate. If the PCs leave the castle, it will not pursue. It does not wish to stay any longer and if attacked, it will only attack in response, and then only once every other round. It hopes to be killed and sent back to the Elemental Plane of Air. If the PCs can find a way to send it back to its home plane without fighting, it will be grateful.

Several old weapons can be found in the courtyard, as well as one *long sword* +1.

Quick Stats: Invisible Stalker: MV 12, Fl 12; AC 3; HD 8; hp 50; THAC0 13; #Att 1; Dmg 4-16; MR 30%.

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The Dead Walk Again

Danger: Medium
Climate: Any
Terrain: Any, Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 2925



Death from Above

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Silky Poison

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 650



Feeding Frenzy

Danger: Medium
Climate: Tropical
Terrain: Aquatic
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 280



A Foul Wind, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



The Dead Walk Again

Area: This encounter requires that the PCs have killed some humans or demihumans recently. These fellows may have been evil, but it is necessary that they be dead.

Situation: The humans the PCs recently killed were actually part of an evil doppelganger plot, and were doppelgangers themselves. However, because they had held these forms for so long, they did not immediately revert to their original forms. These fellows were critical to the success of the indeterminate plan, and so other doppelgangers have assumed the guise of these fellows.

If the PCs remain in the same general area where they killed the originals, they soon see the same people they killed pass

them by on the street. If the party's cleric attempts to turn them, nothing happens and the doppelgangers disavow any knowledge of having been recently slain, expressing shock that they would be engaged in any evil activity. They take a calculated risk and claim that it was probably doppelgangers who had assumed their forms to ruin their good names. What the PCs choose to do with this information is up to them; the doppelgangers, meanwhile, will want to eliminate such dangerous enemies, enemies who have some clue as to the reality of the situation, and their plot. They take steps to ensure the PCs' demise.

Quick Stats: Doppelgangers (3): MV 9; AC 5; HD 4; hp 30 each; THAC0 15; #Att 1; Dmg 1-12; MR Special

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Death from Above

Area: This encounter takes place in a dungeon with a high ceiling, pillars, and shadows above.

Situation: A large grell is hiding in the shadows of the pillars of the great hall in the dungeon. As the PCs walk through the hall, the grell will float overhead and wait to drop on the last party member. If it is successful in paralyzing him, it will pick him up into the air without a sound. The party may not even know what happened to their friend for some time.

Eventually, they notice that one of their members is missing and search the hall. This is when they find the missing adventurer—his mostly eaten body hanging 30 feet in the air, on the sharp point of a carv-

ing on a pillar. The grell will continue to attack in this way for as long as it can, seeking PCs who are alone and can be easily snatched from above.

The grell will not continue to attack if the PCs become aware that the attacks must have come from above and begin to watch the ceiling, unless by that time there are only a few of them left. If the PCs attack and beat the grell badly, it will retreat out of melee range. Its lair is in a nook in the ceiling by a pillar. There are a few coins and bones to show the hungry creature has eaten many humanoids before.

Quick Stats: Grell: MV 12; AC 4; HD 5; hp 30; THAC0 15; #Att 11; Dmg 1-4x10/1-6; MR Nil

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Silky Poison

Area: This encounter takes place in a city of major importance, a nation's capital or a major trading center.

Situation: An adept spy is hiding in the city when the PCs come to this place. He has a potion that allows him to temporarily control the minds of those who fall under its effects. People so effected forget everything they did when the potion wears off.

The spy hides on the rooftops or in alleyways and uses a blow-gun to deliver a small dart coated with a poison to passing officials or important persons (like rich merchants or wizards). Then he makes his way to the street where he approaches the person, whispers a command in their ear

and walks away. Later that night, the target will come of his own accord to talk to the spy and tell him what he knows.

The spy always wears a dark brown, hooded robe during the day. If asked about his foreign features, he will say he is a man from the south.

The PCs may discover his plot at any time or they may become targets themselves if they look sufficiently wealthy and influential. The spy has accumulated nearly 1,000 gp and has several volumes written in a secret language that detail what he has learned from those he "interviewed" with his special potion.

Quick Stats: Spy: MV 12; AC 5; T7; hp 55; THAC0 14; #Att 1; Dmg 1-6; MR 62%

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Feeding Frenzy

Area: The warm tropical waters of a jungle lake seems to invite the characters. There are no signs of danger, and the PCs go for a dip. As they swim, splash, and play, the water begins to boil around them and they feel the sharp stings of hundreds of vicious little teeth.

Situation: The characters swam directly into a large school of piranha. Once first blood has been drawn from one of the PCs, the fish go berserk and attack in a maddened frenzy. Under the effects of the bloodlust, each fish attacks twice in a melee round.

There is little the characters can do except to leave the water, as quickly as possible. Melee weapons have little effect on the

school (individual fish may be killed but that has no effect on the school). Some spells may have an effect, but since the characters are in the water and under attack, spell users should be penalized for the lack of free movement.

While the characters are in little danger of death in this encounter, there are other consequences. Any characters wearing non-metallic armor will have the armor literally eaten off their bodies, and, naturally, all of the PCs' clothing is riddled with holes. Further damage to non-metallic equipment (such as a mage's spell components) is entirely possible and left to the DM's discretion.

Quick Stats: Piranha (40): MV Sw 9; AC 8; HD 1/4; hp 1 each; THAC0 20; #Att 1 or 2; Dmg 1-2; MR Nil

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A Foul Wind, Part 2 of 2

Area: The harpy lair is in a grim, filthy, cave overlooking a rocky shoreline.

Situation: The harpies have kidnapped two fishermen from their boat. The PCs can follow the harpies to their lair by shadowing a wounded harpy (if any were wounded in the fight with the fishermen) or by searching the side of the mountain where they landed.

The harpies' lair is not well hidden. Over the years the horrible monsters have turned the entire area into a garbage dump filled with bones and refuse. Animals shy away from the stench and the filth in these hills, and the harpies now have to hunt far to find food.

The two fishermen have been touched

by the harpies and are frozen in place, *charmed* by the harpies song. PCs will be able to see the remaining harpies (10 minus those lost in the battle with the fishermen) standing over the fishermen, bickering over who gets the biggest pieces of the fishermen.

The harpies have 5,000 cp, 2,000 gp, and two gems worth 500 and 1,000 gp. They also have the ring of a noble that is worth only 30 gp, but will command a 100 gp reward as proof of the noble's death since his disappearance a month ago.

Quick Stats: Harpies (up to 10): MV 6, Fl 15; AC 7; HD 7; hp 30 each; THAC0 13; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

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Tusks

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 700



Mad Maid

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Icy Desert

Danger: Medium
Climate: Sub-tropical to tropical
Terrain: Desert, Plains
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 1,000



Armor, What Armor?

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 540 (270 each)



Sticky Seat

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,400



Tusks

Area: This encounter occurs in any plains or scrub area.

Situation: The PCs have wandered into the territory of a large boar family. Most of the berries on the bushes are gone and many of the plants are broken or half-eaten. There are also several over-turned logs where the boars tipped the logs to get at the insects hiding underneath.

A druid or an observant ranger may notice all of this unusual damage to the environment and place the party on guard. The male boars of the family will join together when they notice the PCs in the area and attack them, fearing that the PCs have come to eat what little food is left in the area.

The boars can be heard coming for some time, crashing through the bushes and they may sound like something much larger and much more dangerous.

Besides the four approaching boars, there are also 12 sows in a central clearing along with a dozen or so young. The sows fight only if their young are threatened.

The boars have no treasure, but their skins are useful for making armor or gloves.

Quick Stats: Boar (16): MV 15; AC 7; HD 3+3; hp 20; THAC0 17; #Att 1; Dmg 3-12; MR Nil

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Mad Maid

Area: These events occur in a remote, ruined villa.

Situation: A mad medusa believes that she is in fact a human female. She hides in the ruined basement of a great villa not far from a town. She constantly tries to lure men to her when they happen to pass by or if they come to explore the ruins.

Her basement home is filled with the statues of her former lovers and victims. Even if she does not turn her lovers to stone by accident, they eventually find out what she is and try to flee. She is afraid of abandonment, and when her lovers try to run from her she changes them forever to keep them with her.

She will begin by putting a veil over her

face. Her well-formed human body may fool many men into believing that she is in fact human. She will keep the veil on for as long as possible, saying that she does not want a man to love her for her beauty but rather for her mind. Only if a man she has decided to love threatens to leave her will she show her face to him.

If asked about the statues, she will say she is a witch and they were witch-hunters come to kill her. She also gives this reason as the explanation for her living in these ruins. She will assert that she is a good witch and that she does not wish to harm anyone.

Quick Stats: Medusa: MV 9; AC 5; HD 6; hp 30; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks

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Icy Desert

Area: This is a shaded oasis in the middle of a searing desert. The tall green grass and shady fig trees draw the PCs from the distance to its pleasant comfort. The water looks inviting and cool, a temptation for the PCs' parched throats.

Situation: In fact, the water is more than cool—it is frozen. Though the average temperature of the desert is scorching, the oasis is frozen solid and shows no signs of melting, now or ever.

The shallow pond was formed by a natural spring; however, both the spring and the pond it created have fused into a single thick sheet of ice. The PCs can lift this sheet out with a combined Strength of 50, and examine it at their leisure.

Ordinary flame will not melt the ice sheet, though magical flame will produce a small amount of water. The sheet will take 110 points of fire damage before it reverts to watery form. The sheet does not radiate magic, nor will a *dispel magic* cause the icy plug to turn to water.

The DM should determine what the cause of the ice sheet is. It could be the result of a wizard's curse, or it could be the a trap, laid by the denizens of the under-world. The condition may even be simply an inherent property of this oasis. The reasons and the results are left to the DM's imagination.

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Armor, What Armor?

Area: This encounter takes place in the chamber of a ruined castle or underground fortress.

Situation: The PCs find a secret door operated by a pressure plate placed low on a wall. As the door slides open, two starving rust monsters barrel through the door. The rust monsters accidentally trapped themselves in the secret room and have eaten all the metal in the room. They are near crazed with hunger and will immediately attack anything metal.

The party will have to roll for surprise. The starving rust monsters will continue attempts to rust and consume metal even when attacked, due to their great hunger. The only way to dissuade the creatures is

to throw down a piece of metal at least the size of a large shield. This will distract the rust monsters for one round. If the rust monsters consume 75 lbs. of metal each they will become satiated and break off the attack.

The rust monsters themselves have no treasure, however on the floor of the secret room are 25 small opals (worth 10 gp each) that once were hidden in a trapped iron box. The box and the rest of its contents were consumed by the hungry rust monsters.

Quick Stats: Rust Monsters (2): MV 18; AC 2; HD 5; hp 22, 32; THAC0 15; #Att 2; Dmg Nil; MR Nil; Special attack

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Sticky Seat

Area: A rowdy tavern in a medium-sized town. Every table and chair in the place is packed full, except for one large chair in the corner. The chair appears to be very comfortable.

Situation: The chair is really a common mimic, which works for the tavern (in exchange for a chicken every day) to secure unruly folk with its glue. All the locals in the bar know that it is a mimic, and they avoid sitting on it. However, they all get a good laugh out of seeing someone else sit in the chair and then finding he is unable to get up.

The glue dissolves easily if alcohol is applied to it, otherwise, the mimic allows the trapped person to escape in five

rounds. If the person sitting on the mimic begins attacking it, the bar patrons react with fury—they regard Herbie as their friend, and they will not see him misused.

Though the bar patrons will not kill the offending character, they will attempt to beat him senseless with whatever weapons are handy at the time. Broken bottles (1-4 +2), table legs and chairs (1-6), and other weapons are all readily available or easily made.

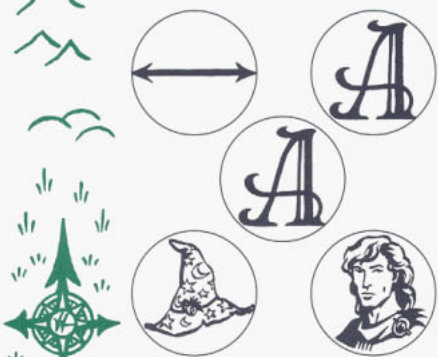
Quick Stats: Mimic: MV 3; AC 7; HD 8; hp 57; THAC0 13; #Att 1; Dmg 3-12 + special; MR Nil

Tavern Patrons (10): MV 12; AC 9; F2; hp 13; THAC0 19; #Att 1; Dmg 1-6; MR Nil

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Scammed

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: **PHB**, pg. 196
XP Value: 2,000 for discovering
the truth



Slugfest

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 15,000



Black Labyrinth

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 3,000



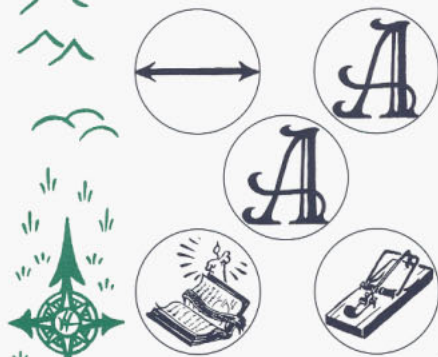
A Sticky Situation

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Dexterity
Encounter: Device, Monster
Add'l Info: **MM**
XP Value: 2,000



Magical Safe

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: **DMG**, pg. 177
XP Value: 500



Scammed

Area: Part 1 of this encounter takes place near a wizard's tower, located in some foothills, near a mountain range. Part 2 takes place in a "dragon's" cave about 10 miles away. The cave is scattered with golden coins, various weapons, and scrolls.

Situation: A wizard approaches the PCs, telling them that he needs a jade circlet worth 5,000 gp to work an important spell. He is willing to offer the PCs 10,000 gp if they can give him an undamaged specimen. It happens that he knows where there is such a circlet: in a dragon's cave in the mountains. He assures the PCs that the dragon is young, just making its own way, and that the PCs should be tough enough to retrieve the circlet. If the PCs accept,

they have no trouble finding the dragon's air. If they venture inside, or send a scout in, the dragon is gone. The circlet is prominently displayed at the back of the cave. If the PCs go in, a huge dragon lands outside. It is far larger than the PCs were led to believe. It asks them what they want from the cave. If they mention the circlet, the dragon offers them a trade: all their magical items and money for the circlet and their lives. If the PCs attack it, the dragon flees; the "treasure" in the cave is worthless copper and ordinary junk. Regardless of how the PCs take the jade circlet, it blackens and cracks within two turns after they leave. The circlet is the material component of a *shape change* spell; the dragon was really the wizard, seeking to bilk the PCs out of their magical items.

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Slugfest

Area: This encounter begins in a large corridor of a ruin or dungeon.

Situation: The PCs are heading down a 15-foot wide corridor which appears to end suddenly about 90 feet from where they stand. However, the wall is actually the top of a giant slug's head. When the PCs' light shines on the "wall," the slug lifts its head and looks at the PCs, its mouth gaping. The PCs and the slug should both roll for surprise.

The giant slug fills the corridor and is over 40 feet long. It will immediately begin moving toward the party, spitting acid at the PCs. The acid does 4d8 points of damage, but only has a 10% chance to hit on the first shot. Subsequent acid shots have a

90% chance of hitting at 10 yards (-10% each additional 10 yards).

The PCs may run through a doorway, but this will only slow the giant slug slightly—it can break through doors and even fit through small doorways.

The giant slug is immune to blunt weapons and spells that do crushing or impact damage. It will pursue its prey doggedly (burrowing through both earth and wood) unless distracted by easier prey, or if the party loses the slug, or the monster is killed. The slug has no treasure of its own, but the DM may wish to place the slug between the PCs and their ultimate destination.

Quick Stats: Giant Slug: MV 6; AC 8; HD 12; hp 87; THAC0 9; #Att 1; Dmg 1-12; MR Nil; Special attacks

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Black Labyrinth

Area: This encounter occurs on a rocky moor, the stones of the labyrinth sticking from the hills like broken teeth.

Situation: A small group of great minotaurs forced a band of beastmen to build them a great labyrinth in which to live. The beastmen partially worshiped the minotaurs and they were happy to raise a labyrinth from great blocks of granite.

After the job was done the largest of all of the minotaurs killed most of the beastmen tribe and scattered the rest. Then he killed the other minotaurs of his own tribe, and gained exclusive use of the maze. For some time a local town would send criminals into the dreaded maze, but that rarely happens anymore. The PCs discover the

strange construction, looking like a very complex Stonehenge.

Inside the minotaur lurks, watching and waiting for prey. The creature keeps its treasure in the middle of the labyrinth—2,000 sp and three gems worth 100 gp each.

The minotaur will use all the hidden tricks of the maze to gain an advantage. He will almost always be able to attack with surprise and from behind. He will strike and retreat and do it all over again until there are few members left in the party.

Quick Stats: Minotaur: MV 12; AC 6; HD 6+3; hp 51; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1d10 (giant axe); MR Nil

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A Sticky Situation

Area: There is a corridor that ends in a doorway, a staircase on either side of it. One stair leads to a door directly above the door on the center level, while the other leads to a door directly below. The middle and bottom doors are made of metal, the top door is of wood. Each is barred and locked from the corridor side, as if to contain something.

Situation: This is a tri-level trap, one designed to damage the PCs no matter which door they choose. There is a gelatinous cube set into a 10- x 10-foot room on the middle level. If the PCs go through the bottom door, opening of the door on the other side of the bottom 10- x 10-foot chamber triggers the release of the ceiling, drop-

ping the cube onto everyone inside the chamber. The cube automatically inflicts 2-8 points of damage on each person in the room for the next two rounds as they struggle to get out from the cube. Each also suffers 2d10 points of damage from the cube's fall (save vs. petrification for half damage). They must also save vs. paralyzation or be paralyzed for 5-20 rounds. If the PCs choose the middle door, they must make a Dexterity check at -3 in order to avoid walking into the cube. If they go through the top door, the false floor spills them into the cube unless they make a successful Dexterity check at -6.

Quick Stats: Gelatinous Cube: MV 6; AC 8; HD 4; hp 30; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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Magical Safe

Area: The area is in a wizard's tower, a noble's keep, or a bandit chieftain's hideout. The picture that is the focus of this encounter is strategically placed on a wall that is obviously a hallway or outdoors on the other side, simply so no one will suspect the truth of it.

Situation: A framed oil painting, which, while good, is not worth any money to speak of, is placed in a spot on the wall where it is not likely to draw much attention. The painting, a study of a fall woodland scene done mostly in browns, is not good enough to attract thieves of the PCs level to acquire it for themselves. While it is tasteful, it is almost certainly a painting that would not garner much more than 2

or 3 gp for the thief who steals it. There is a white space on the wall behind it, suggesting that the painting has hung here for a time. The wall is slightly cracked here.

The crack is actually the line of a purposely-miscarved door, opened by pushing hard on the crack. Behind the door is a *portable hole*, plastered on the wall to create a magical safe. Since there is obviously no room for a safe in the wall, the hope is that any thieves will be discouraged from looking behind the painting.

What the hole contains is at the DM's discretion. However, the PCs can take the *hole* and the idea for themselves.

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Spiders and Flies

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,400



Fools Rush In

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



... And Now I Feel Like I'm Being Watched

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 3,500



No Rest for the Wicked

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Willing Sacrifice

Danger: Medium
Climate: Temperate
Terrain: Forest, Plains
(Farmland)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000



Spiders and Flies

Area: This can occur near any small village or hamlet and on any world.

Situation: A neogi vessel is about to engage another, larger warship in the space around the PCs' world. Afraid they will be beaten by the larger vessel, the captain has ordered the Mindspider to land on the planet and take more slaves to serve as reinforcements and as extra fodder for the battle.

The neogi set down near a small village and begin their attack, looking for the strongest humans and humanoids to fill their ship. The PCs will draw their immediate interest, of course.

The PCs may be able to organize the townspeople and put up a good defence. If the PCs make the whole situation too diffi-

cult, the neogi will fly somewhere else and try there. If the neogi raiding party is destroyed, the ship will take off rather than risk capture.

The neogi will not risk their umber hulks in battle here, preferring to save them for the space battle that is to come. There are 20 neogi in the raiding party, a tough fight for the PCs, so they had better call on the townspeople for help. The townsmen are all 0-level or 1st-level fighters.

Quick Stats: Neogi (20): MV 6; AC 3; HD 5; hp 25; THAC0 15; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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Fools Rush In

Area: This encounter occurs in a cavern in which a small waterfall pours down one wall from an opening 50 feet above. Moss covers everything in the humid cavern.

Situation: There are many small pools and slippery mosses on the floor of this cave. When the party's light source falls on the far wall they will immediately notice a glint of gold. If the PCs examine the glittering stone or otherwise come near the waterfall, the shambling mound that lives in a large hollow behind the waterfall will attack immediately, reaching out through the water (-3 to surprise roll).

The shambling mound will attack tenaciously, pursuing as long as the PCs remain underground. If both attacks hit,

the victim is entangled and will suffocate in 2d4 rounds. Only a successful bend bars/lift gates roll or the death of the shambling mound will save the trapped PC.

Shambling mounds take half damage from piercing and edged weapons, and from cold-based attacks. They take no damage from fire or crushing weapons.

The glittering is caused by a vein of fool's gold. Behind the waterfall is the monster's lair which contains a scroll with *cure disease*, a *potion of extra-healing*, a *potion of plant control*; 2,500 cp, 900 sp, 400 gp, and 100 pp.

Quick Stats: Shambling Mound: MV 6; AC 0; HD 10; hp 69; THAC0 11; #Att 2; Dmg 2-16/2-16; MR Special

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... And Now I Feel Like I'm Being Watched

Area: This encounter is most likely to ensue in a spooky old castle, or a place where the DM needs to add some moody effect.

Situation: The encounter is simply a portrait of a hawk-faced individual. His gray hair falls loosely and neatly about his shoulders, and he holds a tri-corne hat at his left side. There is a cutlass hanging from his left hip as well; its leather hilt looks well-used and well-cared-for. The man is dressed in the uniform of an admiral, and has a military bearing about him. The most arresting feature of this portrait, however, is the eyes. The black eyes seem to follow the viewer all over the room, though they are obviously painted. If any-

one looks into the eyes for more than one round, or examines them carefully at a range closer than 4 feet, they must save vs. spells at -4. If successful, nothing occurs. If unsuccessful, however, the eyes burn themselves into the PC's memory, causing them to think about little else when they have left the area of the painting, giving them a -2 penalty to all surprise rolls, and a -1 to hit. They will constantly feel like they are being watched, and sleep fitfully because of it. When they do finally drop off to sleep, they are visited by a spectral being resembling the man in the portrait, who tries to kill them.

Quick Stats: Spectre: MV 15, Fl 30; AC 2; HD 7 + 3; hp 53; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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No Rest for the Wicked

Area: This encounter takes place in a large, damp cavern.

Situation: The party is in a large underground cavern, and 20 feet above them is the entrance to a troll's lair. The troll is currently crouched on the ledge and scraping the hide of a giant brown bear. Due to this activity, the PCs will not be surprised by the troll. However, the troll is surprised only on a 1.

When the troll notices the party, it will shake its head, sigh, and leap down at the group with a slightly weary roar. The troll is very old, but it is still a troll, and it will immediately attack the party.

The ancient troll can regenerate only 1 hit point per round, and it cannot reattach

severed limbs.

As long as the PCs attack, the troll will fight ferociously. However, if the PCs retreat the troll will not follow.

If the PCs defeat the troll they can climb up to the troll's lair. Doing so requires a successful climbing check (made with a +2 modifier due to dampness). In addition to the hide (worth 400 gp), the lair contains 4,500 cp, 2,100 sp, 1,700 gp, and a *ring of free action*.

Quick Stats: Troll: MV 12; AC 4; HD 6+6; hp 34; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

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The Willing Sacrifice

Area: The land is almost idyllic farmland, with trees scenically arranged along the roadside. The farms push up to the edge of the forest, but none actually crosses over. The encounter takes place on a road leading through a small hamlet.

Situation: The PCs are traveling from here to there, when they notice a fellow standing, tied to a tree beside the road. He seems quite calm, bidding them good morning (or whatever), commenting on the weather, etc. If asked, he explains that some monster-creature has been preying on the local village until they started leaving out monthly offerings for it and that he lost the lottery this time around. If they offer to free him he politely declines, observing

that he lost fair and square. If they untie him he sits down by the tree and waits. Only their promise to stay and kill the monster convinces him to leave, and even then he only goes a safe distance and turns to watch. He will offer belated suggestions and annoying advice, and will head home only once he's seen the beast thoroughly dead.

The farmer doesn't know the creature's name ("We call it the creature") and his description is vague and not very helpful ("Well, it's long, and ugly—and it's got lots of teeth. Lots of legs, too. Did I mention that it's long?"), leading the PCs to expect a less-than-serious encounter.

Quick Stats: Behir: MV 15; AC 4; HD 12; hp 90; THAC0 9; #Att 2 or 7; Dmg 2-8/2-5 or 2-8/6 x 1-6; MR Nil; Special attack

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Wishing Well, Version 3

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pgs. 189 and
197
XP Value: Varies



Native Earth

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Chained Fury

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



The Queen of Thieves

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 2,000



Unexpected Guests, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,100 (420 each)



Wishing Well, Version 3

Area: The well can be in any location. Out of the way Farming communities and little known oases are good places to play this encounter.

Situation: The PCs come across a well that has been partially destroyed over time; rocks and debris have fallen into the well, making it look abandoned. If the PCs clear the rubble away from the rim, they see that the well is only 20 feet deep. If anything belonging to the PCs falls more than 10 feet into the well, it is instantly duplicated. This includes money, equipment, food—any nonmagical object. If the PCs try to duplicate magical items, there is a 5% per +1 of the item, or 5% per function of the

item, that both the item and the well explode, causing 10d8 points of damage to all within 20 feet, though a save vs. breath weapon halves the damage. The well then becomes permanently inoperative, and the PCs earn the enmity of the people in the area, who have been using the well for years to get rich without labor.

People and monsters reproduced by the well result in exact duplicates of the person or creature put through; the duplicate behaves exactly as described in the 8th-level wizard spell, *clone*.

Quick Stats: Anything that emerges from the well is exactly identical to the original, including people or monsters.

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Native Earth

Area: This takes place in a deep, black area of a forest far from civilization, where little sunlight penetrates. Occasional clearings break the monotony of the woods. The encounter occurs, literally, just before dawn, with only a few minutes to spare before the sun rises in the east.

Situation: The PCs have just entered the area when they hear the sound of someone frantically digging in the dirt. As the PCs near the source of the noise, they see a pale man dressed in dirty rags digging hysterically. The hole he is excavating looks about man-size. The fellow keeps glancing to the east nervously, and each time he does so, he redoubles his efforts. Suddenly, he sees the PCs. No matter how well they have

hidden themselves, he notices something amiss, and his face pales even more. He quickly glances to the sky, looks toward the PCs, and then back at the hole in the ground, as if weighing his options. He stands and bares his hands to show them that they are empty. He tells the PCs that he is a vampire, and must dig a hole for himself for the sunlight hours. He tells them that he does not kill humans, only animals, and he will be in their debt if they do not kill him. He is lying, but desperate to find a lair for the day. He knows that he will be at the PCs' mercy, but has no choice but to appeal to their better natures.

Quick Stats: Hemoduris (Vampire): MV 12, Fl 18; AC 1; HD 8 + 3; hp 59; THAC0 13; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

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Chained Fury

Area: A clearing in a desolate forest.

Situation: The PCs can see something thrashing wildly in the forest. As they watch, a small tree crashes to the ground and furious hissing sounds are heard.

If the PCs examine closer they will come upon a 50-foot-long wyvern, thrashing about on the ground. In its mouth the wyvern holds the remnants of a large bull. Several trees have been uprooted by its struggles. The source of the monster's fury is a huge platinum manacle clamped on its left rear leg. The trap was set by a mage interested in experimenting with dragonkind. It is magical and is only triggered by dragonkind—but a wyvern is close enough.

There is no reasoning with the trapped beast. If the party casts a *dispel magic* on the trap, the wyvern will be freed and instantly attack, fighting to the death.

The manacle and chain holding the wyvern are worth 7,500 gp. However, the PCs must find a way past the wyvern to get the chain. The chain is only 10 feet long, but that gives the wyvern 70 feet of reach. It may be wiser for the PCs to decide to forgo the platinum. The PCs will only receive experience for the encounter if they either release the wyvern or fight it straight on. The PCs receive no experience for merely standing on a hill and casting spells at a trapped opponent.

Quick Stats: Wyvern: MV 6, Fl 24; AC 3; HD 7+7; hp 52; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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The Queen of Thieves

Area: This encounter is set in a narrow valley.

Situation: Entering a steep-sided valley, the party is set upon by Shaena, a half-elven fighter/thief, and her 40 brigand followers. At first, the bandits only make their presence known, firing arrows into the ground in front of and behind the party.

Once her bandits have the party's attention, Shaena will appear from behind her cover of rocks and brush. She will demand 10 gp, per member of her band, from each member of the party, halving or quartering the price if she truly believes the party is low on funds.

Should the party choose to resist, the brigands will attack, first firing bows and

then entering the melee. Shaena will join her comrades in the fight, wielding a *bastard sword* +3 and wearing *bracers of defense* AC 2. However, if the fight is going poorly, she will call for a retreat, using a dose from her *dust of disappearance*. Shaena treats her followers fairly, expecting and receiving total loyalty.

The bandits' lair is a considerable distance from the ambush site, but skilled trackers might be able to find it. However, the abandoned campsite will have only a handful of weapons and valuables left behind.

Quick Stats: Shaena: MV 12; AC 0; HD 9; hp 51; THAC0 12; #Att 1; Dmg by weapon; MR Nil

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Unexpected Guests, Part 2 of 2

Area: This encounter takes place near a werebear's cabin in the deep forest.

Situation: The aged werebear, Rufus, has asked the party for aid against the werewolves. Rufus proposes that he go into the woods this evening as he has done until the most recent werewolf attack. If the party is quiet he thinks the werewolves won't realize they are at the cabin. Rufus will then lead the werewolves to the cabin and the party can attack them. The party can modify Rufus' plan, although he will insist on entering the forest alone; otherwise the PCs will not be able to gain surprise. Unfortunately, the werewolves do know about the PCs and take the initiative

in attacking the cabin. Five werewolves will leap into the cabin through the three windows, attacking the PCs in wolf form, trying to keep the party split and scared.

The PCs need magical or silver weapons to hit the wolves. The wolves will fight fiercely, but if three are killed the others will flee. Toward dawn Rufus returns, telling of his own fight with werewolves. Rufus will thank the PCs for their bravery. He will then offer the PCs a scroll with 2 *cure disease* spells and a *ring of animal friendship* for their help. The PCs will also have made a powerful friend in Rufus.

Quick Stats: Werewolves (5): MV 15; AC 5; HD 4+3; hp 20, 22, 28, 30, 33; THAC0 15; #Att 1; Dmg 2-8; MR 10%

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The Halfbreeds

Danger: Medium
Climate: Tropical
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 650



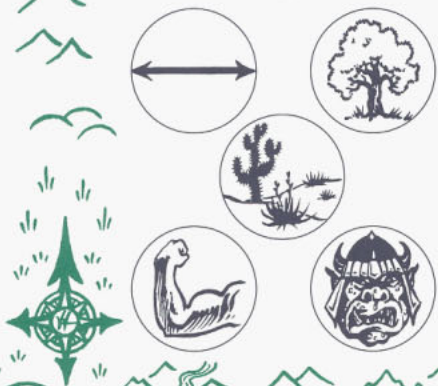
Collection Day

Danger: High
Climate: Baator
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 32,500



Save Your Elves

Danger: Medium
Climate: Temperate
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,600 (1,400 each)



Wishing Well, Version 1

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength, Wisdom
Encounter: Device, Monster
Add'l Info: MM; PHB, pg. 197
XP Value: 8,000



Trespassing

Danger: High
Climate: Temperate
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



The Halfbreeds

Area: This encounter takes place in a dense jungle.

Situation: In a collection of caves not far from the main road live three yuan-ti half-breeds (all three with scales and snake tails). One yuan-ti is always on the look out for fresh flesh and will call the other two as soon as a group of people pass by.

The halfbreeds will attempt to surprise the party by hiding behind dense brush. When they first appear, each halfbreed wraps its tail around another weapon, usually an axe or a pole arm, and then lets the weapon poke out from behind its hiding place, several feet away from its vulnerable body. As soon as the party moves to where they believe each creature is hid-

Collection Day

Area: This encounter is set in the mountains, near a hermit's shack.

Situation: An aging tyrant, deposed years ago, escaped to this mountainside cabin to avoid execution for the countless atrocities he committed against his people. Now it is time for him to die, and an amnizu has come to collect the despot's soul and take it to its place of final torment, far below in the depths of the Lower Planes.

As the party passes by the shack, they will see the amnizu as it enters the quiet cabin. The hermit is already dead, but the party has three rounds to accost the baatezu before it immolates the entire shack.

The amnizu will be most displeased about the interruption. Initially it will try

Save Your Elves

Area: The encounter takes place along a trade route, among the rolling dunes of the desert, a short distance from a watering hole.

Situation: This encounter can take place only if the party contains at least one elf. The PCs are nearing a water hole when four thri-kreen scurry over the dunes to block their path, two in front and two behind. All four point with several legs at the elves in the party, and then at themselves while chattering eagerly. Two of the thri-kreen begin to edge toward the elf or elves, while the other two hold throwing wedges (1-6+2) at the ready.

If the PCs attempt to defend the elven party member(s), the thri-kreen will attack

Wishing Well, Version 1

Area: The well can be in any location. Farming communities, oases, and cities are all good places to set this encounter. The well itself is a roofed affair, with stone walls to protect it from the elements.

Situation: The PCs encounter the well; their first sight of it is not impressive. It looks as though it has been badly neglected, with a rusty winch, a holed bucket, while the sign declaring this a Wishing Well hangs crookedly from a single bolt. There is water in the well, but it looks stagnant and smells fetid. The top of the well is partially uncovered; it is almost as though someone once tried to keep others from using this well.

Trespassing

Area: This encounter occurs across a bleak desert plain.

Situation: Surveying the terrain, a blue dragon spies the party trespassing in its territory. Swooping far above, the dragon circles to make its presence known.

It first taunts the party, offering to exchange their lives for their treasure. Each time the party accepts the dragon's demands, the beast increases the ransom, until it finally exceeds what the party members possess. The bargaining is merely a ploy however, designed to test the bravery and coffer content of each of the party members.

Like all blue dragons, this one bears a particularly strong hatred for mankind. It

ing, the halfbreeds spring out, hoping to blind-side their targets. As long as the party members do not outnumber the yuan-ti by more than two to one, they will fight to the death. However, once any of the three fall in battle, the remainder will flee if the odds drop. One of the yuan-ti wields a scimitar +1, and all three wear platinum medallions worth 250 gp.

(If used in conjunction with **The Dark Secret**, the caves may lead to the yuan-ti temple, where captured party members will be taken alive to be used as food. In addition, the caves may also lead to the temple found in **The First Wave**.)

Quick Stats: Yuan-ti Halfbreeds (3): MV 9; AC 0; HD 8; hp 45; THAC0 13; #Att 2; Dmg Variable; MR 20%

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to *gate* in 2-20 abishai or 1-8 erinyes, but once there are no underlings to fight for it, the baatezu itself will enter the battle.

Since it was on a mission on the Prime Material Plain, the amnizu carries no treasure. However, if the party successfully defeats the baatezu, they will find 300 gp and three doses of *dust of tracelessness*, possessions of the now-deceased hermit, inside a small wooden coffer.

Quick Stats: Baatezu, Greater—Amnizu: MV 6, FI 15 (C); AC -1; HD 9; hp 56; THAC0 11; #Att 1; Dmg 2-8; MR 50%

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furiously, first throwing their wedges at any elves. Throughout the attack, the thri-kreen will try to capture or kill the elves (a delicacy for the thri-kreen). Thri-kreen use pole arms (1-6) when attacking in melee. The thri-kreen will break off the attack if they can steal the elves or if two or three of the thri-kreen are killed.

Besides their weapons the thri-kreen have several large waterskins and a total of eight tiger's eye gems (worth 75 gp each).

Quick Stats: Thri-Kreen (4): MV 18; AC 5; HD 6+3; hp 27, 32, 44, 47; THAC0 13; #Att 5 or 3; Dmg 1-4(x4)/2-5 or by weapon; MR Nil

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If the PCs throw in a coin or two and make a wish, the two efreeti that are invisibly imprisoned inside the well grant the wish, but in the most cruel way possible. If there is any way at all that the wish can be perverted and made evil, the efreeti will grant the wish in that manner. Each person who comes to the well is granted only one wish; they had best word it carefully or they will suffer the consequences for the rest of their lives. If a wish is made that cannot be twisted, the efreeti will be freed of their bondage in the well; however, instead of aiding their liberators, they will attempt to kill them.

Quick Stats: Efreeti (2): MV 9, FI 24; AC 2; HD 10; hp 75 each; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

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will fight from a distance, using its lightning breath to cook a long-range meal. However, when it looks like the threat to its life is at a minimum, the dragon will uncharacteristically switch to close combat, to better see the fear in its victim's eyes.

Inside the blue dragon's underground lair is its treasure store. Amid the collection of copper and gold lies an iron coffer that contains the dragon's most prized possessions: eight sapphires each worth 1500 gp each.

Quick Stats: Dragon, Blue: MV 9, FI 30 (C); AC -6; HD 20; hp 140; THAC0 8; #Att 3; Dmg 1-8(x2)/3-24; MR Variable; Special attacks

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Cloud Slaves

Danger: High
Climate: Temperate, Sub-tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 11,000



A Peace of Wood

Danger: High
Climate: Temperate, Sub-tropical
Terrain: Forests
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Mated for Death

Danger: High
Climate: Temperate
Terrain: Hills, Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



The Haggard Daughter

Danger: High
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 6,000



Wounded Wyvern

Danger: High
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



Cloud Slaves

Area: This encounter occurs in the higher altitudes of a rugged mountain.

Situation: While climbing a tall mountain, six cloud giants descend upon the party, intent on capturing them as slaves. From above, the giants toss rocks and magic spells until the party is able to engage them, at which point the giants switch to morningstars. One of the giants fights with a +2 weapon. The giants will fight until half or their numbers are slain or the party surrenders.

Once captured, the giants will take the surviving party members to their mountaintop lair, high in the clouds. Stronger party members will be forced to mine silver, while others will act as servants

and cooks.

However, despite being intelligent, the cloud giants are too confident to care much about security on the inside of their fortress, and escape while the giants are asleep is not particularly difficult.

Should the party do some exploring before they leave the cloud giants' keep, they will come across a set of giant double doors that lead to the treasure room. Most of the items in the treasure room will be too large and bulky to carry out in secret, but the party will be able to retrieve their stolen possessions.

Quick Stats: Giant, Cloud (6): MV 15; AC 0; HD 16+2-7; hp 102; THAC0 3; #Att 1; Dmg 1-10 or by weapon (6-24+11); MR Nil

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A Peace of Wood

Area: This encounter takes place in a coastal forest.

Situation: The residents of small port city approach the party one quiet evening to request their assistance in a matter of utmost importance to their economy. Recently, claim the townspeople, several woodsmen who were sent to gather timber for ship building have yet to return. The party is offered 1000 gp to handle a simple job of watching over the loggers as they work in the forest.

As new guards for the group of woodsmen, the party quickly learns how the loggers feel about being forced to travel with their "baby-sitters," as the party comes to be called.

However, once the group finally reaches the cutting site, the attitudes of the woodcutters change and the PCs gain a modicum of respect. Five minutes after the woodsmen begin to work, the party notices 15 treants who have decided to remove the human threat to their forest.

To avoid losing further lives while still supplying the sea port with wood, the party must convince the treants that the wood is used to serve some greater good. In addition, they must persuade the shipwrights to build fewer ships and the artisans to use considerably less wood in their crafts, thus decreasing the number of trees killed.

Quick Stats: Treants (15): MV 12; AC 0; HD 10; hp 55; THAC0 11; #Att 2; Dmg 3-18; MR Nil

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Mated for Death

Area: This encounter is set in any hilly or mountainous region.

Situation: Walking along a ravine pass, the party overhears loud snapping and gurgling sounds coming from around a rocky corner. Approaching the source of the noise, the party rounds the corner to come face to face with two bulettes chewing on a hill giant's thigh. Seeing an opportunity for even more food, the bulettes drop the thigh and attack.

The pair are mates, and fight without any sense of tactics, obviously never having taken the time to coordinate their attacks. However, if one succumbs to its wounds, the other will instantly turn upon the party member who dealt the killing

blow and concentrate all attacks on that individual.

Should the bulettes be defeated, they have no treasure of their own, having eaten everything in their path. However, next to the unfinished giant's leg is a lump of gold worth 150 gp that the landsharks had not yet devoured.

Quick Stats: Bulette: MV 14; AC -2/4/6; HD 9; hp 50; THAC0 12; #Att 3; Dmg 4-48/3-18(x2); MR Nil

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The Haggard Daughter

Area: This encounter takes place near a swamp.

Situation: Traveling down a marsh path, the party is accosted by a beautiful young woman who begs for their assistance. She tells the party that her mother slipped in the muck when her horse was startled by a snake.

She will accept any assistance the party offers, and quickly leads them down the trail and deep into the swamp. After some time, the some members of the party may begin to notice that they have covered a considerable distance. At that time, once they are sufficiently off the path, the youth dispels her *change self* spell and reverts to her normal self, a green hag. The hag turns

on the party.

At first she will attempt to take the party alone with talons and spells. However, if the party is not succumbing to her attacks, two fellow hags leap out from behind the bushes and join the battle.

If the fight still moves against them, the covey will retreat, apparently fleeing from the adventurers.

In reality, the covey is simply regrouping. They will follow the party, and the next time the company's guard is down, they will use their spells to trick the individual members into harming each other.

Quick Stats: Greenhag (3): MV 12; AC 7; HD 9; hp 49; THAC0 9; #Att 2; Dmg 7-8 (x2); MR 35%

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Wounded Wyvern

Area: This takes place in a forest clearing, well away from civilization. The trees are tall and strong, bending to the wind only grudgingly.

Situation: As the PCs near the clearing, they hear the concerned warbling of some large beasts. If they investigate, they see five wyverns gathered around a sixth, which lies wounded on the ground between them. The wounded wyvern is trying to climb to its feet, but its wings are torn and it is unable to right itself. Even the best efforts of its companions are not enough to raise it from the ground. If the PCs make any noise at all, the wyverns' heads whip around as one, seeking the source of the sound. They raise themselves

in challenge, their wings spread, necks fully extended, they hiss in warning. If the PCs persist, four of the wyverns leap to the attack, leaving the fifth to guard the wounded one. Two wyverns take to the air, ready to swoop down on any PCs who are so foolish as to step into the clearing to engage the them. The wyverns feel no gratitude to PCs who try to aid their fallen companion, nor will they allow the PCs close enough to help.

Quick Stats: Wyverns (6): MV 6, FI 24; AC 3; HD 7 + 7; hp 50, 45, 44, 40, 39, 3; THAC0 13; #Att 2; Dmg 2-16/1-6 + poison; MR Nil

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Underworld Spies

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 4,225



The Tomb

Danger: High
Climate: Desert
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Fallout

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 6,000 for finding the source of the contaminant and stopping it



Witch Hunt

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 2,000 if they save the woman from being burned alive



Amnesia

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Underworld Spies

Area: The spies appear in any large, brooding city that has powerful defenses.

Situation: The drow have come to the surface in the guise of human priests, they have moved into a local temple and the drow priest has used her *suggestion* ability to gain control of the temple's rightful master. This human priest now says that the drow are his brethren who have taken a special oath, that is why they must keep their faces covered and do not speak.

The drow sleep in the temple during the day, slipping out to make notes about the city's defensive positions at night. The PCs may observe the monks going about this unsavory business and wonder what these cowed priests want with the town's

sentries.

The drow will avoid the PCs at all costs. The drow look suspicious, but the PCs can prove nothing. A successful Religion proficiency check will reveal that the temple the drow are staying at has no oaths requiring vows of silence nor veiled faces in any part of its tradition. The PCs may also notice that the priest of the temple cannot explain where the strange, hooded ones came from or how long they will be in his temple. He is under the effects of a spell and not very creative in his lies. There are five drow and one priest.

The priest's stats are in parenthesis.

Quick Stats: Drow (6): MV 12; AC 4 (-1); HD 2 (7); hp 12 (40); THAC0 19 (16); #Att 1; Dmg 1-8; MR 50% (62%); Special attacks and defenses

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The Tomb

Area: This encounter is set in any dungeon found in a dry climate.

Situation: While exploring the lower depths of a dungeon, once inhabited by humans, the party discovers a large room in which are located eight sarcophagi. There is no movement in the room, and the lids to the stone coffins are impossible to move with less than a combined Strength of at least 100.

In the center of the room, set inside a large gold and platinum urn, is a great treasure consisting of 4,500 gp, 6,000 sp, and 20 opals each worth 100 gp.

If the party comes within 5 feet of any part of the treasure, all eight sarcophagi lids slide open, and from each one steps a

three-century-old mummy ready to attack those characters nearest to the pile of coins and gems.

The mummies attack like battle-blind berserkers, wading through the trespassers until one side or the other is obliterated. The only way to dissuade the mummies from their assault is to convince them the party is not interested in their treasure (usually by running out of the room). Should the party succeed in taking a significant piece of the treasure from the room, without killing the mummies, they will be followed by the surviving mummies for as long as possible.

Quick Stats: Mummies (8): MV 6; AC 3; HD 6+3; hp 36; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks and defenses

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Fallout

Area: This is a town or part of a city located somewhere near a wizard's lair. The area itself is rather drab, but the people are gaily colored. It is not just their clothing, it is their skin, their hair, and, for some of them, their visible auras. It is as though the PCs had entered a festival where only the people were decorated.

Situation: The reason these people are so vibrantly colored is not because of a festival, but because their drinking water has been contaminated by runoff from a wizard's laboratory. The water, though it looks harmless, produces magical effects in anyone drinking it 1d4 hours after they swallow it. There is no saving throw, since this is the equivalent of drinking an ever-

changing potion. The water does radiate magic if a *detect magic* spell is cast on it.

Effects range from gaining actual magical abilities for 1d20 turns to simply changing colors for 1d6 hours. The DM is encouraged to be inventive; as long as no great advantage is conferred on the PCs, anything is generally acceptable. Some people have an adverse reaction to the water, and change shape. Fortunately, they do so in front of other people who understand what is happening.

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Witch Hunt

Area: This takes place on the edge of a small rural community, soon after one of the major astrological conjunctions—a solstice or equinox. The PCs near the town at dawn or evening, drawn there by the smoke from many torches and the sounds of many voices raised in anger.

Situation: As the PCs get closer, the shouts become clearer and clearer. "Witch!" and "Servant of evil!" are the most polite comments. Every one of the 30 villagers gathered around here is bearing a torch, directing their attentions to a woman tied to a stake, brush piled high around her. The villagers seem to be working themselves up to a fever pitch before torching the pile of dry brush. The woman is screaming at

them, with tears streaming down her face, but they pay her no heed.

If the PCs do nothing, the peasants torch the pile and watch as the woman burns to death. If the PCs try to stop them, the peasants turn their attentions away from the woman, and angrily ask the PCs what they think they're doing. The villagers declare that the woman is a witch, and must be burned for her crimes. They have no proof, but insist that all sorts of evil things have been happening since she moved into the area. They don't have any concrete examples, and eventually let the woman go if the PCs talk to them long enough. If the PCs are not convincing or persistent enough, the villagers kill her.

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Amnesia

Area: The encounter can take place anywhere, though only at night.

Situation: While the PCs do whatever it is they are doing, a revenant stumbles into their camp. Its limbs are hacked and scarred, showing where they were once severed. Its eyes are dim and shaded, and its skin is drawn tightly over its head.

The revenant seeks out the most powerful member of the group, and in a deep, croaking voice, chokes out the following words: "I seek my killer, but have somehow forgotten his face. I do not know where to find him, and beg your help in avenging my death."

If the PCs press the revenant, it will remember one of the killer's accomplices—

the description matches that of one of the PCs' acquaintances, perhaps even a henchman, who is not currently with the party. The party knows exactly where to find the NPC, but must now decide whether to sacrifice their acquaintance for the revenant, or to let the revenant wander until the body decomposes.

The revenant was named Charl the Rotted in life, for his face was destroyed by a *staff of withering*. He was a neutral evil fighter, but will not volunteer this information, nor will detection spells reveal it.

Quick Stats: Revenant (Charl the Rotted): MV 9; AC 10 (0); HD 8; hp 62; THAC0 13; #Att 1; Dmg 2-16; MR Special; Special attack

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Hear Our Prayers Avatar Series, 2 of 3

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: *Legends & Lore*
XP Value: 90,000 for killing the
avatar,
5,000 per evil villager



Daddy!

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 250 each for good role-
playing



Hear Our Prayers Avatar Series, 2 of 3

Area: This encounter takes place either in a large town or a small city. The PCs should be nearing the town as the encounter begins, rather than actually being in town at the time. As they near the city, they should see flames arising from various quarters, and hear the sounds of rioting and mayhem.

Situation: The avatar of a god of intermediate power and evil alignment (DM's choice) has come to this city to grant the prayers of the worshippers of the city, to reward them for their tireless devotion. Many hundreds of devotees have asked for powers of destruction, and the avatar answered these prayers gleefully, with the

stipulation that the powers would last for only a single night. There are at least 200 people running around the town with spell effects activated by will, useable once per turn. The spells' power does not exceed the fourth level. The PCs, if they enter the city, will have to contend with 2d20 of these, but no more than 1d4 at a time.

If the PCs can kill the avatar, the powers granted immediately cease. The avatar is sitting in the square in the center of town, surrounded by a *prismatic sphere*. When the PCs begin their attack, the avatar withdraws the power from the citizens, so the PCs do not have to worry about attacks from that quarter.

Quick Stats: The avatar has the statistics of any that the DM chooses.

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Daddy,!

Area: While the PCs are in a city, they must visit the market sometime. This encounter occurs only when the market is at its busiest, with people constantly milling about. The vendors do a brisk trade. Guards patrol constantly, watching out for thieves and other wrong-doers.

Situation: While the PCs move through the market, the guards pursue a halfling thief. She is running toward the PCs and she is rapidly tiring. Her crime was stealing some fruit, for she had not eaten in some time. Unfortunately, she was easily spotted and the guards gave chase. As the PCs come upon the scene, Jasmine flings herself into the arms of the largest PC she can find, shrieking, "Daddy!" (or "Mommy," if that

is appropriate). The PC may make a Dexterity check at -10 to avoid the halfling; otherwise, the halfling wraps herself around the PC's neck. The guards address the "parent": "Is this your child?" Meanwhile, Jasmine whispers her plight into the PC's ear. If the PC says Jasmine is indeed the PC's child, the guards demand 5 gp for their time, and suggest the child be disciplined. Jasmine can then become a useful ally. If the PC disavows the thief, the guards drag her off. The PCs see her later, nursing the stump of a hand. They have earned an enemy.

Quick Stats: Jasmine (Halfling): MV 9; AC 7; Th 5; hp 28; THAC0 18; #Att 1; Dmg 1-6 + 1; MR Nil

Guards (4): MV 12; AC 5; F3; hp 24 each; THAC0 18; #Att 1; Dmg 1-8; MR Nil

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Checklist, Part 4 of 6

217: Ungrateful Steed
218: Circus Trouble
219: Mad Maid
220: Sculpture Garden
221: Sadieville
222: Snake's Revenge
223: The Gunslinger
224: Rights of Fishermen
225: Sticky Seat
226: Home for Dinner
227: Cornered Player
228: The Lottery
229: Treat the Sick . . .
230: Lost
231: Black Labyrinth
232: Lost Treasure
233: Below Decks

234: Ancient Wisdom
235: Escaped Slave
236: Sinking Ship
237: Spiders and Flies
238: A Nightmare on Four Feet
239: Tiger by the Tail
240: Dividing the Spoils
241: Wild Hunt
242: Asking for a Raise
243: Icy Desert
244: The Clutch
245: Big Birds
246: Captured Beauty
247: Damsel in Distress
248: Heart's Hunters
249: Scammed
250: Piercers at the Gate
251: Troubled Waters
252: Black on Black

Deck of Encounters Icons

Climate: Arctic, Sub-arctic,
Temperate, Sub-tropical,
Tropical



The Prince or the Pauper

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 150



The Swarm

Danger: Low
Climate: Tropical
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 490 for avoiding them,
975 for killing entire
swarm



Hunters and Hunted

Danger: Low
Climate: Sub-arctic
Terrain: Scrub
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Checklist, 4 of 6

253: Pudding Peril
254: I Am the Cheese
255: A Sticky Situation
256: Suspended Animation
257: Moss Grows Fast
258: A Slimy Mess
259: It's Only a Game
260: Something Rotten
261: Fools Rush In
262: Fire and Ice
263: Let Sleeping Dogs . . .
264: A Sticky Situation
265: Strangers in the Night
266: Dogged Pursuit
267: Armor, What Armor?
268: Pick-Up Line
269: Accused at Sea
270: A Party Shadowed
271: Shadows in the Mist
272: Dancing Bait
273: Slugfest
274: Heads Up

275: Kiss of Death
276: Ghost of Honor
277: Welcome to My Parlor
278: The Wizard's Bag
279: Magical Safe
280: Road Warrior
281: Antic Ambush
282: The Natives' Drums
283: Fish Out of Water
284: Trial by Triton
285: . . . And Now I Feel Like I'm Being Watched
286: Seascape
287: A Most Attractive Painting
288: Time Bomb

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Deck of Encounters, Icons

Attributes: Strength, Dexterity,
Intelligence, Wisdom, Charisma



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The Prince or the Pauper

Area: This takes place in a poorer area of a town, or anywhere where there is a large homeless population. The market square here is dirty and dingy, and those of lower station crowd the area. It is entirely possible that the PCs might never choose to enter such an area themselves. In that case, perhaps they have taken a wrong turn, or must pass through this area to get to their final destination.

Situation: As the PCs push through the mass of unwashed bodies, the sight of an unusual beggar attracts their attention. A legless elf sits with a bowl of alms in front of him, his ragged clothes wrapped tightly about him in the hot sun. Even as the party notices him, they see a burly man dressed

in silken finery kick the elf's offering bowl across the market. Distaste crosses the man's face as the elf clutches at his leg, and he kicks the elf to shake the beggar free.

The elf is, in reality, the elven prince Thidourus Starmantle (F7/W8), who has taken the liberty of disguising himself as a beggar to test the goodness of the citizens of this city. The burly man is an associate of his who has agreed to this charade. If the PCs do not take any action, the burly man pushes the elf away and vanishes into the crowd, with no ill effects. If the PCs attempt to intervene, Thidourus stops the show and thanks the PCs. He tells the PCs the truth, and lets them know that he may have need of their services later. This card will give the PCs a useful elven contact.

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The Swarm

Area: As PCs travel across a steamy, tropical plain, they gradually hear the sounds of thousands of insects coming their way. Observant characters can see the grass several yards away is being methodically being destroyed. The PCs are in the path of a swarm of army ants.

Situation: Few threats are as horrible to characters as those posed by insects. In this case, the PCs have two options: escape or attempt to destroy the swarm.

Intelligent PCs will choose the first option, as most character parties can outrun the relatively slow-moving horde. If they run beyond the length of the swarm to the sides, they will be out of danger, as the swarm will not turn to pursue them.

Smaller characters (dwarves and gnomes) may have more difficulty outrunning the insects, and they will require the assistance of taller PCs.

If the PCs wish to destroy the swarm, they will have to do so in a clever manner. Water-creating spells such as *cloudburst* temporarily disperse the swarm, but will not cause its permanent destruction. *Fireball* and other fire spells will do permanent damage and may even kill the entire horde, but there is also the chance of setting the plains afire, creating another threat to the PCs and their environment.

Quick Stats: Ants (10,500): MV 6; AC 10; HD 1 hp per 10 ants; hp 1,050 (entire swarm); THAC0 special; #Att 1; Dmg 1-6 + poison; MR Nil

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Hunters and Hunted

Area: The PCs may be hired in any city for this adventure. Their destination is an area of thick brush and undergrowth, where they will have difficulty maneuvering. Bows and other missile weapons are used at a penalty, and tracking is difficult.

Situation: The PCs are retained by a wizard to hunt and capture a great cat "for research purposes." They are paid to track, subdue, and transport the creature without causing it permanent damage. The wizard will offer them payment for this task well above any fee the PCs could normally expect. If they ask about this, he will insist that the great cat is nothing more than an ordinary predator, and the added gold is merely to insure its safe and undamaged arrival.

When the PCs arrive in the brush-filled area, they find the tracks of a very large and heavy feline, but there are no other signs. After several hours of fruitless tracking, a tremendous cat will leap out of the underbrush and lunge at one of the party. The great cat is a giant smilodon that, while unintelligent, is a great hunter.

The smilodon has the advantage in this environment because the PCs are bunched too closely together for missile attacks. Once the great cat has killed or wounded an opponent, it will disappear back into the brush and wait for another opportunity to attack—the PCs become the hunted and must escape with their lives.

Quick Stats: Smilodon: MV 12; AC 6; HD 7+2; hp 37; THAC0 11 (13); #Att 3; Dmg 2-5/2-5/2-12; MR Nil

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Lurker Above

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



The Hostile Forest

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 100



Mistaken Identity, Version 1

Danger: Low
Climate: Urban
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Blinded, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 75



The Goblin and the Ogre

Danger: Low
Climate: Temperate
Terrain: Rough
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 100



Lurker Above

Area: The PCs are hired in any large city. Their destination is not far, an area filled with old ruins and crumbling buildings. At one time this was a great city, until a dragon's attack leveled the place to the ground. Treasure hunters have just about cleaned the place out, and the lack of fresh victims has prevented large monsters from making their lairs in the ruins.

Situation: The PCs are retained by a noble whose ancestors lived in the ruined city. He asks them to retrieve a ring from a certain house, a ring that will prove his status and grant him land rights. The ring itself is not valuable except to the noble and his family. A wizard friend of his has scried for the ring, and discovered that it lies in a

pile of leavings of the victims of a lurker. The wizard has asked that if they encounter and kill the lurker, they collect the gas sacs it uses to fly so she can make a *potion of levitation*. Any incidental treasure that the creature has accumulated the PCs may keep for themselves.

Naturally, the creature will drop on the party from above as soon as they enter its territory. The nonintelligent creature knows only that food has come within its reach, and will not withdraw from combat.

Treasure immediately apparent in the lurker's lair includes 500 gp, 3,000 sp, and a snuff box worth 80 gp.

Quick Stats: Lurker: MV 1, Fl 9 (B); AC 6; HD 10; hp 57; THAC0 11; #Att 1; Dmg 1-6; MR Nil; Special attack

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The Hostile Forest

Area: This encounter takes place in thick woods. The sun pushes weakly through the trees, but its force is heavily muted by the gloom of a thick canopy of leaves. The undergrowth here is sparse, but every bush seems to hide hostile eyes. If inspected, the bushes reveal nothing, but a feeling of being watched persists.

Situation: The party has inadvertently walked through the guarded perimeter of an encampment of wood elves. Though still a mile away from the heart of the encampment, they are far too close for the comfort of the guards. The DM should take pains to point out to the PCs that the forest radiates hostility, so that their fears of ambush increase dramatically over time.

If the PCs continue in the direction they were originally going when they broke the perimeter, they feel the "displeasure of the forest" bearing down ever more heavily with every step they take. After 200 yards, the forest falls ominously quiet; the only sound is that of the PCs marching through the woods. After 300 yards, arrows fall in a heavy rain around the PCs, seemingly from nowhere. Roll as if to hit, but no arrows should hit the PCs. After the hail of arrows, a dozen wood elves emerge from the forest and demand that the PCs leave. They will not listen to negotiations and will fight if the PCs do not leave post-haste.

Quick Stats: Wood Elves (12): MV 12; AC 5; HD 1+1; hp 8 each; THAC0 19 (18); #Att 2; Dmg 1-6; MR Special

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Mistaken Identity, Version 1

Area: This encounter works best after the PCs have been somewhere where they saw a gargoyle (passing by a tower with one on the roof, consulting with a wizard who had one as a guardian). The DM should only use this encounter if at least one of the PCs has a +1 or better weapon.

Situation: Anytime the PCs are peacefully wandering the city, a gargoyle comes screaming out of the sky and viciously attacks them (roll randomly to determine its target). It screams nearly incoherently in broken Common for revenge; anyone who pauses to listen can determine that the creature is yelling about a chipped wing, and that it believes the PCs are responsible for its injury.

The gargoyle was in fact injured by a group of vandals who threw stones at the creature from behind and ran before it could see its attackers. With its limited intellect, the gargoyle has decided that the PCs are the culprits and it attacks them almost mindlessly. Despite whatever the PCs tell it, it will not stop attacking until they are dead, or it is.

If the DM wishes to continue this encounter after they kill the beast, the PCs can be confronted by the creature's master (an evil wizard) who demands reparation, either in magical items or in service. This is an excellent way to begin a quest!

Quick Stats: Gargoyle: MV 9, Fl 15 (C); AC 5; HD 4+4; hp 24; THAC0 15; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

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Blinded, Part 1 of 2

Area: A small but lovely lake at the edge of an inviting wood greets their eyes. A delicate figure can barely be seen at the edge of the lake; when the PCs draw near, they see a vision too precious for mortal senses.

Situation: The PCs come upon a nymph picking flowers on the edge of a beautiful lake. All of the PCs see her; at least one will be struck with *blindness* at the sight of her. If the party is evil, mostly neutral, or makes any threatening motions toward the nymph, she will run into the woods. They will not see her again, but her druidical abilities will make the forest uncomfortable for them until they leave.

If they are good-aligned or have a druid

with them, the nymph will approach the party hesitantly. She will apologize for the blinding effect (explaining, truthfully, that it is beyond her control), and tell them that she can cure the stricken PC—for a price.

The nymph explains that a tribe of horrible, vicious orcs has moved into the area and they are disrupting her peaceful forest. If the PCs eliminate the orcs for her, she'll be more than happy to heal the blind PC and lead them to a forgotten treasure trove. The orcs are a wretched bunch that the PCs should finish with no trouble.

Quick Stats: Nymph: MV 12; AC 9; HD 3; hp 12; THAC0 17; #Att Nil; Dmg Nil; MR 50%; Special attacks and defenses

Orcs (5): MV 9; AC 10; HD 1; hp 4, 3, 2, 4, 7; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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The Goblin and the Ogre

Area: The encounter takes place in rough terrain, with some scraggly trees gracing the landscape. There is a natural sort of trail running through the rises and dips of the rough landscape.

Situation: As the PCs move along, they hear a tremendous, crashing noise. With only the sound as warning, a huge ogre appears around the bend. When it spots the PCs, it throws itself at their feet and crawls toward them, whimpering. If the party listens, they make out, "Save me, and I serve you forever! It's coming! We're doomed!" The creature attempts to crawl behind the PCs, hiding itself behind their bodies. The PCs may all make saving throws vs. spells to disbelieve this, for it is

an *improved phantasmal force* with *ventriloquism* cast upon it to make it sound real. If the PCs strike it, it will react.

By now, the PCs should be fairly worried. It should be anti-climactic when a small goblin ambles around the bend. The goblin "spies" the ogre, shakes his head, and wiggles his fingers. The ogre disappears with a puff of blue smoke and an agonized scream. The goblin demands the party's treasure. If they do not give up, it pulls a stick from its tunic and begins to gesture. If the PCs still do not give in, it sighs in disgust and disappears. If they kill the goblin, they find a *ring of spell storing*. The stick, however, is just a stick.

Quick Stats: Illusionist Goblin: MV 6; AC 10; HD 1; hp 8; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Gnoll Cubs, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 150



Trophy

Danger: Low
Climate: Arctic
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Sea Food

Danger: Low
Climate: Temperate
Terrain: Aquatic, Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



The Marching Band

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Dexterity
Encounter: Device
Add'l Info: None
XP Value: 200



Springheel

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: DMG, pg. 148
XP Value: 2,000



Gnoll Cubs, Part 2 of 2

Area: This area is within 400 yards of the previous encounter. The scene is nearly identical, except for the bloodstains decorating the grassy knolls. The blood is spread over one hill, in small scattered patches. As the PCs move up the hill, the spatters become more common.

Situation: As the party reaches the crest of the hill, they witness a scene of carnage. Fifteen gnolls lie unmoving in the cleft between the hills, in various postures of death. There are two distinct groups of gnolls here, one dressed in black-dyed furs, the other wearing necklaces of ears.

One black-furred gnoll yet lives. It obviously is not long for this world, as wit-

essed by the large wounds it has sustained in the fighting. If the PCs bear the gnoll cubs, they react to this gnoll with familiarity, crying out anew. The older gnoll's eyes clear momentarily, and it coughs out, in rudely accented Common: "I recognize you as people of honor. I charge you to see to the well-being of these cubs, and to raise them in true gnoll fashion. In return, I offer you the bauble over which the Blacks and the Ears have slaughtered each other. When the cubs grow, give this to one of them." It hands its gleaming axe to the PCs, then dies. If the PCs do not have the cubs, the gnoll simply growls weakly at them and dies. If the PCs take the axe, they may discover that it is a *battle axe +2*.

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Trophy

Area: A small village rests on the edge of a flat, arctic wasteland.

Situation: On the northern (or southern) edge of civilization, the PCs hear rumors of a rare, white arctic owlbear that terrorizes the wastes and kills any creatures foolish enough to venture into its territory. Naturally, the PCs fall into this category when they are recruited by a big-game hunter (a 5th-level fighter) to help him hunt and track the beast for his collection. He wants no help in killing the beast, only companionship and aid in carrying his trophy home.

The hunter is confident of his ability, and talks incessantly about previous hunts and his collection of mounted and stuffed

monsters. He's basically a good guy, though, and after a few days wandering the wastes after the owlbear's tracks, the PCs should feel comfortable around him.

Of course, the hunter is startled when the owlbear attacks. In his haste to attack, he slips on the ice and is knocked unconscious. The PCs must now protect the wounded man and attempt to kill the savage creature. This owlbear is the largest of his kind anyone has ever encountered, and it has survived and even prospered in the harsh arctic environment.

Quick Stats: Owlbear: MV 12; AC 5; HD 5+2; hp 42; THAC0 15; #Att 3; Dmg 1-6/1-6/2-12; MR Nil; Special attack

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Sea Food

Area: This is a small coastal town, really nothing more than a few fishermen's huts thrown together on the rocky shoreline, gathered around a small building that serves as inn and tavern. The huts stand on stilts that rest on the damp grass growing a few feet back from the piled rocks. A flat, grassy plain extends away from the shore, and a ramshackle wooden pier juts about 50 feet out into the water. The fishing boats are moored to the pier, bobbing on the choppy waves.

Situation: The time is late afternoon. There is a storm brewing, and the characters would be best advised to find shelter before the night falls. The inn is a welcome place. When the PCs enter the inn, they

startle 10 fishermen, who clutch spears and tridents fearfully as the PCs enter. They visibly relax as they see that the intruders are humans or demi-humans. They inform the PCs that their village comes under attack by fishermen from under the sea when the weather turns nasty, and they have gathered their families here at the inn to fight them off. Outside, a peal of thunder sounds, lightning cracks, and a panicked lookout upstairs calls out, "Here they come!" Whether the PCs help the fisher folk or not is up to them. If they leave the building, the sahuagin attack them first. If the PCs stay, the fishermen will fight along side of them.

Quick Stats: Sahuagin (25): MV 12; AC 5; HD 2 + 2; hp 14 each; THAC0 19; #Att 1 or 3; Dmg by weapon or 1-2/1-2/1-5; MR Nil

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The Marching Band

Area: A dungeon corridor with stone gray walls is the setting. The corridor is 10 feet wide, and there is a silver and gold baton stuck upright between two of the flagstones on the floor.

Situation: If the PCs remove the baton from the flagstones, two portals, glowing in a bright mist, open directly across from each other. The area in between is quickly filled with people in gaudy outfits, carrying instruments that make strange noises, almost music, marching from the left to the right across the passageway, from one portal into the other, and then vanishing. If the PCs watch, they notice that the band members reappear on the left side about five rounds after they vanish through the

right side. If the PCs try to move through the strange band, they must each make a Dexterity check at -6. If they succeed, they manage to force their way through the crowd; if they fail, they are forced into the right-hand portal. Only their bodies go through the portal. Their minds are instantly transported into the body of one of the band members. The PCs can continue through the crowd, but must make a Dexterity check at -8. Each time the body passes through the portal, their minds are transported into a new body. It takes 1d20 rounds to get back into the original body, and the PCs may force their way through the crowd without further danger of being forced through the portal. Any borrowed body eventually reverts to the PC's old body.

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Springheel

Area: This encounter takes place at night, in a posh neighborhood. There is a chill in the air, and guard patrols are few and far between. The streets are deserted, for few dare the chill of the night. The streets are set on rolling hills, so visibility is limited. The streetlamps, although they burn bright, do nothing to alleviate the chill, they only seem to accentuate the gloom of the moonless evening.

Situation: As the PCs walk along the street, a figure leaps over the 10-foot wall and points a strange weapon at them. It holds a short sword in its other hand. The figure is about 5'6", and wears a non-reflective golden cloak, hooded to keep the face hidden. However, what light does fall on

the hood reveals that a scaly, reptilian skin texture. It gestures at the PCs' money pouches with the strange weapon (actually a 6-shot repeating hand-held crossbow, disguised to look like something odd). If any PCs try to take action, the creature (a half-elf named Springheel, with a disguise applied to his face) fires at them and retreats, leaping back over the wall. If the PCs somehow manage to catch Springheel, they can find a *ring of jumping* and a *short sword +2*.

Quick Stats: Springheel: MV 18; AC 2; T8; hp 41; THAC0 17; #Att 2; Dmg 1-4/1-6 +2; MR Nil

The poison on the hand-held crossbow quarrels causes the PCs to save vs. poison at -2 or sleep for 1d4 turns.

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The Follies of Youth

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: None



Mistaken Identity, Version 2

Danger: Low
Climate: Any
Terrain: Any, near a village
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 250



Apprentices

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: PHB, pg. 39
XP Value: 1,000 for catching the thieves, less 100 for each item stolen



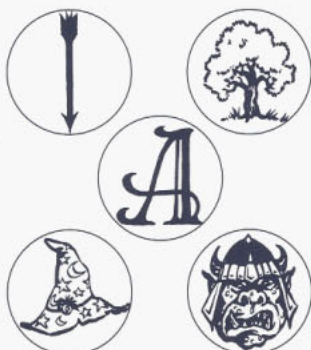
Slumber Party

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 270



Birds of a Feather

Danger: Low
Climate: Temperate
Terrain: Any
Attribute: Intelligence
Encounter: Monster
Add'l Info: None
XP Value: 300



The Follies of Youth

Area: These events make take place in any inhabited area where the PCs have boasted of their prowess, and where impressionable ears might have been listening. If the PCs have bragged about their exploits, or regaled tavern guests with tales of might, this encounter is very appropriate.

Situation: As the PCs prepare to ride out on their next adventure, their departure is delayed by a young girl who rushes up, red-faced and panting, burdened down by a backpack full of odds and ends. She screams out, "Don't leave without me!" and she hurls herself at the legs of the nearest PC. The child, named Katie, clings to the PC for dear life, until she is sure that the party will not suddenly vanish.

Mistaken Identity, Version 2

Area: The location is a small village, one established at some distance from any other civilized outpost. It has all the trappings of an ordinary village. The main difference between this village and others the PCs have seen is the large, angry crowd standing on the main road into the town. The crowd looks as though it was about to set out in the same direction the PCs came from, and they seem surprised to see the PCs coming toward them.

Situation: The leader of the mob steps forward and levels an accusing finger at the PCs. "How dare you come back here after what you've done!?" The crowd behind him mutters angrily, and surges forward a step or two. The leader continues to ha-

Apprentices

Area: This encounter takes place in a crowded area of any city, anywhere where there are more people than sidewalk space. A crowded marketplace works best for the encounter, because the crush of people is usually greatest there.

Situation: This encounter can be used for two purposes: to rid the PCs of some powerful item, or simply to bedevil them for a while.

As the PCs move through the marketplace, they are marked by low-level members of the local Thieves' Guild. Until the PCs leave the crowded areas of the city, they are the targets of today's thieving exercise: to pick a mark clean.

Every third round (should the PCs fail

Slumber Party

Area: A lovely green meadow stretches in front of the PCs' eyes, restful and inviting. The only noises are of small birds, insects, and . . . loud snoring?

Situation: When the characters follow the sound of the snores, they discover a cluster of six sleeping orcs who cannot be roused from their slumber by any means. The orcs are dressed for a hunting expedition, but they have no weapons or other possessions. A search by sharp-eyed characters will discover several small arrows stuck into the creatures. Druids and perhaps rangers will recognize the tiny weapons as those commonly used by sprites, and realize that the sprites' sleeping potion is keeping the orcs asleep.

Birds of a Feather

Area: This encounter may take place anywhere, but an ideal encounter location would be one where the PCs have to flee for cover across a wide expanse (maybe about 100 yards long). They should have ready access to something which they can seal against the aerial attack that they will soon face.

Situation: As the PCs are about halfway across the expanse, whether it be a field, a city square, or a glade in a forest, they are quite suddenly attacked by a huge flight of sparrows. The sparrows divebomb, pecking at the PCs, fluttering around them madly, and then swooping away again. The PCs can gain about 20 yards before the flock wheels and swoops at them again.

If the party explains that she cannot come with them, she sits and sulks. If the PCs think they have solved their problem though, they are sadly mistaken. Katie pursues them doggedly, far into the wilderness. If the PCs come near, she brightens, if they tell her they will return her to town, she will run away, only to follow them from farther back. After five attempts to join the party, she runs back to town (a good distance away, now), crying.

The PCs can resolve this at the very beginning by returning Katie to her home before they set off. Otherwise, they earn themselves the hatred of one small girl.

Quick Stats: Katie: MV 12; AC 10; 0-level human; hp 2; THAC0 20; #Att 1; Dmg 1-3 (knife); MR Nil

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rangue the PCs, claiming that they have destroyed the livelihood of the entire village, that the money they stole was the village's only way of making it through the hard winter months, that he cannot believe they would have the gall to return so soon, and on, and on, and on.

The reality of the situation is that a group of con artists saw the PCs, developed masks that resembled the PCs' faces, and began scamming the village. If the PCs can somehow prove their innocence, the village will send people with them to look for the con artists who are spoiling the PCs' reputations.

Quick Stats: Villagers (45): MV 12; AC 10; 0-level humans; hp 4 each; THAC0 20; #Att 1; Dmg 1-6 (clubs, pitchforks, etc.); MR Nil

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to notice the lightening of their loads, or to catch the thieves in the act), another thief approaches them and attempts to lift some small item of value. Weapons and heavy items are left strictly alone, for the disappearance of such a weight is sure to alert the owner. Unless the item is very valuable, these items are left alone.

If one thief is caught and the guard is not called, the thieves will continue to work their trade. Sometimes, the thieves will take the opportunity to steal from the PCs while the PCs lecture the failed thief. Only after the guard is called will the thieves cease their exercises.

Quick Stats: Apprentices (5): MV 12; AC 8; T1; hp 3 each; THAC0 20; #Att 1; Dmg 1-4; MR Nil; pick pockets 35%

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The sprites are still in the area, having only just defeated the orcs. They were about to move the sleeping orcs far from the meadow when the PCs appeared. In fact, the sprites watch the PCs from a few yards away, using *invisibility* to hide in the tall grass. They do not wish to encounter the PCs at all, and their actions depend upon the characters' next moves. If the PCs kill the sleeping orcs, the sprites become agitated but do not attack (unless the characters are of evil alignment). If a druid or ranger PC tries to address them, the sprite's spokesperson will appear and asks only that the PCs leave their meadow.

Quick Stats: Sprites (23): MV 9, Fl 18 (B); AC 6; HD 1; hp 4 or 7; THAC0 19; #Att 1; Dmg by weapon; MR Nil; Special attacks and defenses

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Anyone caught in the sparrow cloud automatically takes 1d12 points of damage per round (save vs. petrification for 1/2 damage); there are three rounds in which the sparrows attack. The PCs can choose to take only 1d4 points per round if they throw themselves flat on the ground and crawl for safety. If they choose this route, though, they are exposed to the sparrow cloud for 8 rounds.

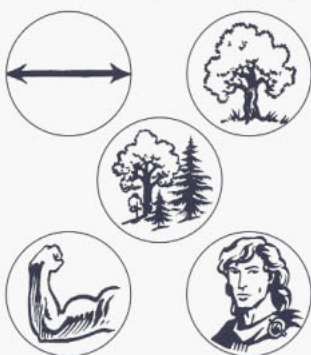
Once the PCs make it to cover, the birds lose interest and will cease to attack. The DM can link this into a campaign or leave as an unsolved mystery.

Quick Stats: Sparrows (300): MV Fl 24 (B); AC 7; HD 1/2; hp 1; THAC0 20; #Att Special; Dmg see above; MR Nil

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The Hunter

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 4,000 for defeating
Thorek,
0 for leaving before he
returns home



Lost My Head

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 65



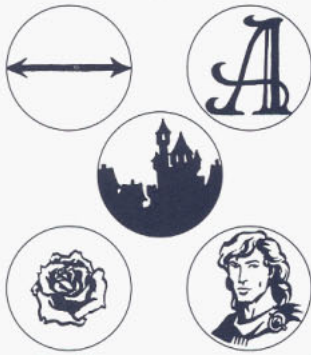
The Wild Hunt

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: *Legends & Lore*
XP Value: 200 for each evil
fighter killed,
1,000 for participating in
the Hunt,
1,000 for resisting the
Hunt



The Man in Black Tavern Series, 3 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



Looks Can Kill, Part 1 of 2

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



The Hunter

Area: The encounter takes place in the deep forest. The forest area that surrounds this mysterious place was teeming with game both large and small, but as the PCs enter the clearing, life has either disappeared or has fallen completely silent. In the center of the clearing stands a small cabin, decorated with the stuffed heads of dead creatures. The only thing that differentiates this cabin from others like it in the forest is that the heads are those of intelligent, good creatures.

Situation: If the PCs investigate the cabin, they see the heads on the wall include those of unicorns, pegasi, couatl, blink dogs, and even a tiny pixie head. The inside of the cabin contains the skins of

these creatures, spread over the walls and used as bed coverings. There is no one inside the cabin, and a quick glance around reveals that the weapons of its master are gone, evidenced by an empty weapons rack.

The PCs can choose to wait for the master of the house; if so, they will wait until nightfall. The hunter returns home just after dusk carrying two dead arakocra slung over his horse. He is a big man, clad in hunter's green. He carries a bow and long sword, and does not react well to intruders in his home. He attacks anyone inside his cabin immediately, neither seeking nor giving any quarter.

Quick Stats: Thorek the Hunter: MV 12; AC 2; F12; hp 95; THAC0 9; #Att 2/1; Dmg 1-8 + 6; MR 20%

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Lost My Head

Area: The PCs stop for the night in a small, provincial village.

Situation: The villagers are as townfolk everywhere. The PCs might hear some tall tales about evil creatures wandering about at night, but these may be passed off as tavern tales. If the PCs discount the stories out of hand, though, or appear too cavalier about the possibility, the villagers refer to "Ol' Headless" and briefly mention that their town has a monster of its own. Further inquiry brings a sharp rebuke to the townfolk from the innkeeper, who tells PCs not to mind silly tavern tales of bored townfolk.

That night, one of the PCs sees a humanoid figure weaving its way through town,

occasionally bumping into houses, stores, and hitching posts. If they go to investigate, they find a headless zombie wandering through the streets, apparently looking for its head. If any of the PCs move to attack the creature, a loud shout from the tavern stops them.

It's the innkeeper, of course, who rather sheepishly explains that the harmless zombie has become a sort of "good luck charm" for the village. He asks that the PCs leave the creature be, and assures them that the only ones ever harmed by the zombie were foolish people who didn't leave it to search for its head in peace.

Quick Stats: Zombie: MV 6; AC 8; HD 2; hp 10; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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The Wild Hunt

Area: This encounter takes place near some standing stones located in the forest. The weather is stormy and fierce, with stiff winds blowing at high speeds.

Situation: While the PCs are near the standing stones, lightning strikes the stones and electrifies the air. The concussion knocks any PCs who fail a Strength check to the ground and blinds them for a moment. When their eyes clear, they see a tall, dark-skinned man carrying a glowing spear and wearing an antlered helmet, surrounded by dogs with eyes and tongues of green flame. Anyone of good alignment who sees this spectacle must save vs. spells or be swept up in it when the Master leads the Hunt through the forest. Those who

are caught in the Hunt can run with it without tiring, though it all seems dream-like later. Only when the Hunt falls on a group of 30 travelers does the reality of it sink in. These travelers wear the sigil of an evil god, and fight the Hunt and those with it until one side or the other is dead.

Quick Stats: Evil Priest: MV 15; AC -3; P14; hp 60; THAC0 12; #Att 1; Dmg 2-7 + 5; MR Nil; Spells

Evil Underlings (30): MV 12; AC 4; F4; hp 25; THAC0 17; #Att 1; Dmg 1-8; MR Nil

Master of the Hunt: MV 18; AC 0; HD 20; hp 200; THAC0 1; #Att 3; Dmg 1-6 + 9; MR 25%

Wild Hunt Pack (20): MV 21; AC 2; HD 5; hp 30 each; THAC0 14; #Att 1; Dmg 2-8; MR 15%

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The Man in Black Tavern Series, 3 of 3

Area: This encounter takes place in an upper-class tavern in the city. The usual clientele has not yet arrived for the evening, and the bartender is alone save for a mysterious man dressed in black, seated in the darkest corner of the bar.

Situation: After the PCs place their order and make their way to a table they may make a Wisdom check. If successful, they notice the man in black trying to watch them without looking like he's trying to watch them. When he notices that the PCs have spotted him, he hastily looks away. His gaze continues to creep back to the PCs, and he continues to look away anytime they catch his glance. This goes on

until another patron enters the tavern. At that point he begins to watch both the PCs and the newcomers. If the PCs get up to talk to him, they find that he is actually quite an engaging fellow. If the PCs are friendly, he reveals that he has been paid by the owner to sit there and look menacing and to help the bouncers if they need it. He will accept offers to adventure; he has taken this job solely for the money.

Quick Stats: Rilifin, the Man in Black: MV 12; AC 0; F6/W6; hp 45; THAC0 15; #Att 1; Dmg 1-8 + 3; MR Nil

SPILLS: 1st level: *cantrip, charm person, magic missile, shield, shocking grasp*; 2nd level: *web, blindness*; 3rd level: *dispel magic, hold person*.

Treasure: long sword +3, bracers AC 2, ring of blinking, 5 pp, 50 gp, 30 sp, 50 cp, 1 500-gp ruby.

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Looks Can Kill, Part 1 of 2

Area: Any medium to large city will do.

Situation: When the PCs enter a city, they are invited to dinner at the home of a minor, local noble. At dinner, the noble questions them incessantly about the strange monsters and creatures that they've encountered on their travels. He is friendly but very intense. After dinner, he leads them out proudly to his garden, which is filled with stone statues of all kinds of mundane and fantastic creatures. He invites the party to inspect the statues, and they can see that the level of detail on the statues is far beyond the work of mortal craftsmen.

As they wander the garden, a servant rushes out of the house and whispers ur-

gently to his master. The noble, excited, rushes the PCs into a room with frosted glass that looks over the garden. The PCs see a cage with a displacer beast being set in a clear spot by servants. The servants run inside, and suddenly the PCs see the great cat turn to stone, while the noble giggles. After a few minutes, he ushers the PCs into the garden again to admire his latest acquisition. He leads them to a recessed enclosure that holds a very fat—and blindfolded—basilisk. If any of the PCs threaten to expose him for having such a dangerous pet, the noble will use his influence to see them run out of town.

Quick Stats: Lesser Basilisk: MV 3 (fat); AC 4; HD 6+1; hp 25; THAC0 15; #Att 1; Dmg 1-10; MR Nil; Special attack

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The Stench The Irritated Wizard, 1 of 2

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device, NPC
Add'l Info: PHB, pg. 145
XP Value: 1,000



Under the Claw

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 175



Suspicion

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



The Cursed

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,050 for eliminating
the ghouls and in-
forming the surviving
family members,
0 for looting the tomb



Fierce Wind

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



The Stench The Irritated Wizard, 1 of 2

Area: This encounter can take place anywhere. It is not likely to take place where low-level NPCs are not likely to be found, such as dungeons or catacombs. Any location near a city or town is useful.

Situation: It's a calm day, though slightly overcast. The PCs are about their business when a mass of vapors rounds a bend and approaches them. The vapors confine themselves to a 20-foot cube, and are obviously magical. Inside the cube, there is a dim figure, who is shouting for the PCs to wait, to hear him out. If the PCs wait for him, he hurries right up to them, engulfing them in the cloud that surrounds him. Immediately, it becomes clear that the cube of

vapors is a *stinking cloud*, somehow magically centered on this man. Each PC must make a save vs. poison, or be nauseated for 1d4+1 rounds after they leave the cloud. If they make a save, they are unaffected, though they must save each round they are in the cloud. The man explains that he somehow irked a wizard, who then forced a cursed item (a ring with a *permanent stinking cloud*) on him. The man shows the PCs a ring that is stuck on his finger; when he waves his arm, the cloud moves with it. This curse has made the man a pariah, for he cannot do anything with anyone else without making them sick. He asks for the PCs' help in removing it. A *remove curse* spell allows the ring to slide off easily.

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Under the Claw

Area: This takes place in a lonely wood where peasants hunt for their dinner.

Situation: A hunter out in the woods spotted a hippogriff overhead and thought its hide would be of value so he downed it by emptying his quiver into the beast.

After it fell, he approached it to finish it off and skin the hide. Unfortunately, the hippogriff wasn't quite dead and it grabbed the hunter and pinned him, too wounded to think about killing him. The hunter is mad with fear and his screams can be heard some distance away.

The PCs will have to figure out how to get the hunter away from the hippogriff. If the party gets too close, the hippogriff will start to panic and claw the hunter (who is

a 0-level human with 5 hp).

They could kill it quickly with missile fire (though if they don't kill it in one round, it will claw the hunter), a druid could approach it cautiously and get close enough to heal it, or they could rush it quickly and hope to pull the hunter out before it can hurt him.

Eventually, the rest of the herd will show up (seven more) and the hunter will be eaten by one of the smaller hippogriffs. If the PCs succeed in rescuing the hunter, he will offer them lodging as thanks.

Quick Stats: Hippogriff: MV 18, FI 36; AC 5; HD 3+3; hp 10; THAC0 16; #Att 3; Dmg 1-6/1-6/1-10; MR Nil

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Suspicion

Area: The PCs are traveling through an open, temperate forested area. They come across a large glade and are immediately confronted by a group of centaurs who are armed and very, very hostile.

Situation: The centaurs have just fought off a raid by a vicious band of human bandits and were just starting to tend to their wounded when the PCs appear. They immediately take the PCs for more bandits come to finish them off, and attack without question if the PCs are not quick to announce themselves. If the PCs are at all belligerent or defensive the centaurs attack, believing them to be in league with the bandits.

If the PCs offer their help, the centaurs

will be suspicious. If there is an elf in the party, the centaurs will be more willing to believe the characters' good intentions. Clerics will have to display their holy symbols before they may approach the wounded centaurs.

Once they are convinced of the party's good intentions, the centaurs will be grateful for any aid the PCs can render, especially if they can help the centaurs find the bandit camp. They do not expect the characters to help them fight the bandits, but if the PCs offer their services the centaurs will gratefully accept.

Quick Stats: Centaurs (8): MV 18; AC 5; HD 4; hp ; THAC0 17; #Att 3; Dmg 1-6/1-6/by weapon; MR Nil

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The Cursed

Area: This episode occurs in a poorly lit street, at night, filled with fog and dark shapes.

Situation: This town has a major ghoul infestation, but the epidemic was kept secret from the public. The town guard has been hunting ghouls for weeks and the ghouls are starting to panic.

In an attempt to survive, a few ghouls have decided they need to pass on the curse in order to increase their numbers. Six ghouls will jump out of the fog and from behind and rush the party, focusing all their attacks on a single PC. They will fight only one round and then they run back into the fog. They will continue their recruiting drive (sometimes even attacking

guardsmen) around town until they make enough ghouls to feel safe again or until they are destroyed.

If a PC is killed by ghouls in this way he will at first appear dead, then it will appear that he has recovered and come back to life. The deceased PC now becomes an NPC under the DM's control. The NPC's wounds will not heal properly and he has no heartbeat, gains no sustenance from food, and within a few days develops a craving for carrion, especially human flesh. A *remove curse* spell will allow the NPC to die a natural death.

Quick Stats: Ghouls (each): MV 9; AC 6; HD 2; hp 10; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil

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Fierce Wind

Area: This invisible stalker can be used anywhere near a band of orcs.

Situation: An orc shaman has managed to summon an invisible stalker through the use of a magical item. He ordered the creature to destroy his rivals in the tribe, but his control over the creature was not good.

The stalker has slaughtered most of the tribe, including the shaman, and now it hunts through the camp looking for more victims. The PCs will hear the sounds of fighting and perhaps orcish curses.

By the time they arrive at the disturbance, all of the orcs will be dead (it looks as if there were about 30). If they look closely at the bodies they will notice that there are no blade wounds, only broken

bones and crushed limbs. They may also find a shaman and a large, cracked diamond that still radiates magic (this was the magical item the shaman used).

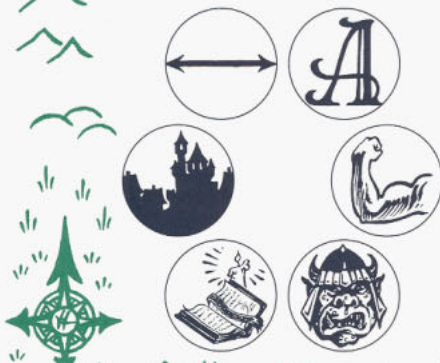
The stalker is still searching the camp for prey. He will attack after the PCs have had some time to look around the camp and wonder what just happened here. The bodies are all still fresh and the diamond looks as though it was used in a spell, but beyond that they must guess. The orcs have a total of 72 gp.

Quick Stats: Invisible Stalker: MV 12, FI 12; AC 3; HD 8; hp 31; THAC0 13; #Att 1; Dmg 4-16; MR 30%

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False Friend

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



Hungry Hatchlings

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 280



Terror in the Wood

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



Shark Attack

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 525



Late Vengeance

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



False Friend

Area: This encounter may occur in any small city or large town. It should take place only when a PC decides to separate from the party, or when one of the PCs goes off alone.

Situation: Unknown to the party, they have been tailed by a doppelganger since they entered this city. The doppelganger has been hired by one of the PCs' foes (or one of the people whose unpleasant attention they may have drawn) to eliminate them by any methods possible. The doppelganger has chosen to kill them off one by one.

Once one of the PCs leaves the rest of the party, the doppelganger begins tailing the PC. If the PC has the alertness profi-

ciency, he may make a roll with a -3 modifier to notice that he is being followed. However, if he takes steps to avoid the "tail," the doppelganger quickly assumes another form. Eventually, when the shapeshifter has gotten close enough to the victim, he changes into the form of one of the PCs and draws the victim to someplace fairly deserted, where he will attempt to kill the PC. If the doppelganger succeeds with one PC, he takes that PC's form, and continues to whittle away at the rest of the party until discovered, at which point he flees, to haunt the PCs another day.

Quick Stats: Doppelganger: MV 9; AC 5; HD 4; hp 28; THAC0 15; #Att 1; Dmg 1-12; MR Special

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Hungry Hatchlings

Area: This encounter may occur in any dungeon with nooks in the ceiling.

Situation: A batch of grell babies have just hatched out of their eggs above the PCs on a ledge near the roof. The grell lay their eggs and abandon their children, who come out of the eggs small but fully self-sufficient.

The nasty little creatures are quite hungry and will float out of their nest and drift towards the floor where they will descend on a single PC like a swarm of bloated locusts.

There are eight baby grell in all. Any attempts by the rest of the party members to attack them risk hitting the PC under attack. Any attack with a weapon, except

for daggers or fists will hit the captured PC on a failed attack roll. Furthermore, if an attack with a sword or spear kills a grell baby and leaves extra damage points after the kill, the extra damage is applied to the PC to whom the grell was attached.

For every grell beyond the first that is attached to a PC, reduce his saving throw vs. paralyzation by -1, because there of the large amount of paralyzing poison coursing through his bloodstream, which is very difficult to resist. The young grell will detach themselves after taking half damage. The grell younglings have no treasure.

Quick Stats: Grell Young (8): MV 12; AC 4; HD 1; hp 6; THAC0 19; #Att 11; Dmg 1-2 x10/1-3; MR Nil

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Terror in the Wood

Area: This encounter occurs in a forest or hilly area with foliage deep enough to hide a leucrotta.

Situation: A pair of hunters were out hunting a stag. The picked up a leucrotta's tracks (which look just like a stag's) and followed the creature for several hours, certain they would eat well tonight.

The leucrotta smelled them coming and set an ambush, killing one hunter and leaving another mortally wounded. The leucrotta, hearing more prey approaching (the PCs), has hid itself in the woods. As soon as the PCs see the wounded hunters, the leucrotta will start making screaming noises like a wounded man under attack.

If the mortally wounded hunter is

healed before any PCs go into the bushes to meet the leucrotta, the hunter will warn the PCs and they may be safely away. If someone simply jumps into the bushes to give aid to the screamer, the leucrotta will attack. Rangers may notice the "stag" tracks and guess what is going on.

The mortally wounded hunter's name is Allan. He will offer the PCs a place to stay and good food for the night if they heal him. If they don't heal him, he will die. He will also give them a mule in the morning to carry their baggage.

Quick Stats: Leucrotta: MV 18; AC 4; HD 6+1; hp 40; THAC0 15; #Att 1; Dmg 3-18; MR Nil

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Shark Attack

Area: While on a fishing expedition in deep water, the characters have too much luck when their catch attracts the attention of a group of very hungry sharks.

Situation: Even if the characters throw their catch overboard, the sharks will not be satisfied. That only whets their bottomless appetites, and they go into a feeding frenzy, attacking the characters' boat. They will not quit until they have mouthfuls of PCs or the PCs kill them.

Unless the PCs kill the sharks, they will eventually chew through the hull to get at the characters (sinking the boat in the process). Characters will probably not want to get too close to the water, as the sharks can heave themselves toward the

PCs with astounding speed. Weapons such as bows and arrows are more effective, though these have penalties because they're shooting through the water. Some spells may be more useful.

There is also the chance that the sharks' attack might attract the notice of a group of sahuagin. If this occurs, the PCs are in for a very dangerous time, since they are virtually at the doubtful mercy of the fish men. DMs should only add this complication if they are sure that the characters are capable of handling such dangerous foes in their own territory.

Quick Stats: Sharks (3): MV Sw 24; AC 6; HD 5; hp 25, 26, 34; THAC0 15; #Att 1; Dmg 2-8; MR Nil

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Late Vengeance

Area: The haunt will appear in or around an ancient ruined castle on a somber moor.

Situation: Duke Rucher, called the Black Duke, swore on the day of his death that he would smash Holdings Castle to the foundation. However, Sir Unther, master of Holdings Castle, slew Duke Rucher in battle in front of the castle. Now Rucher haunts the castle looking for a physical form with which to complete his mission.

Holdings Castle is long destroyed and stands in ruins not far away. However, this does not satisfy the mad haunt who wants nothing less than the total destruction of Sir Unther's home.

The haunt will appear as a will-o-wisp on the castle wall at night, making a watch-

man think that some ancient sentry is still walking his beat. The haunt will attempt to lure the curious into the castle and attack them a few at a time. Once he possesses a body, the haunt will begin destroying the castle. Of course, he is not really equipped to do so in a timely fashion, so unless the PCs can drive the haunt out, they will have to help him destroy the already ruined castle so that he will end the possession. It is possible they could repair old siege engines to speed up the process.

Quick Stats: Haunt: MV 6; AC 0; HD 5; hp 35; THAC0 15; #Att 1; Dmg special; MR Nil

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Down the Hole

Danger: Medium
Climate: Sub-arctic
Terrain: Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 120



Sculpture Garden

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



The Clutch

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,100



Pick-Up Line

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 120



Home for Dinner

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 975



Down the Hole

Area: This occurs in a tundra or frozen forested with snow and ice.

Situation: While camping or marching a PCs drops a valuable item down a small hole. A ring or a dagger will do, anything that is loosely held by the owner.

When the PC puts his hand down in the hole to recover his lost item, he discovers that it is home to a wolverine who does not care to see a human hand wandering around in its living room.

The wolverine will viciously bite any exposed fingers; if it does 5 hp of damage with its mouth, it may even bite off a finger. Once the PC removes his hand from the hole, the wolverine will emerge, charging out of her hole in pursuit, snapping

and screeching at the party. If the wolverine is attacked, it will retreat back into the hole and growl menacingly from within.

If the PCs poke fire into the hole, the wolverine will retreat deep inside. However, fire will melt the permafrost in the ground and the entrance to the wolverine's den will become muddy. This makes the item hard to find, only 20% chance per round. The wolverine will return to the entrance of her hole in 1d6 rounds after the fire is gone.

Quick Stats: Wolverine: MV 12; AC 3; HD 3; hp 14; THAC0 17; #Att 3; Dmg 1-4/1-4/2-5; MR Nil

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Sculpture Garden

Area: This may take place in the garden of any castle or mansion belonging to a wealthy person. The PCs may be guests or thieves in this place.

Situation: The master of the house was once an explorer or merchant and, while on a long journey, was unfortunate enough to encounter a great medusa. The creature quickly killed all of his comrades and he was to be next.

He pleaded with the creature not to kill him and offered it everything that he had. Ordinarily, the medusa would have killed him but she conceived of a wicked little game that would keep her amused for a time. So she followed the man back to his house and moved into his garden. From

here, the medusa demands food every once in a while and she has to be fed. If the PCs are guests in this terrible place, they may end up as dinner.

The garden is filled with statues, and the master refers to this spot as his "sculpture garden." He will say that they were carved by a mad artist, but that they have a certain life-like quality that he cannot explain away. Whenever the PCs enter the garden, whether for a walk or for a closer look at the mysterious statues, they are at risk.

Quick Stats: Medusa: MV 12; AC 3; HD 8; hp 30; THAC0 13; #Att 2; Dmg 1-6/1-6 (poisoned longbow); MR Nil; Special attacks

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The Clutch

Area: This takes place in a section of heavy forest and, although the undergrowth is thick, it is not impassable. The trees are broad and tall, their branches start just above 6 feet. They are ideal for climbing, if the PCs should so choose. There is a hill nearby, and the mouth of a large cave lies at the base of the hill.

Situation: If the PCs pass within sight of the cave, an adult owlbear rushes out of the cave, screeching its fury. It will attack the nearest PC, attempting to keep them away from the cave. The owlbear will pursue the PCs if they flee, and stand between them and the mouth of the cave if they hold their ground.

Inside the cave is a female owlbear with

four young. If the male is killed and the PCs enter the cave, both the mother and the young owlbears will attack. The mother attacks with extra ferocity if its young are threatened, and gains a bonus of +2 to hit and damage.

If the owlbears are killed, the PCs may search the cave. There are five shallow graves, each holding a recent victim of the owlbear family. The combined total of treasure is 327 gp, a dagger +3, and two gems worth 100 gp each.

Quick Stats: Owlbears (2): MV 12; AC 5; HD 5 + 2; hp 37, 34; THAC0 15; #Att 3 + hug; Dmg 1-6/1-6/1-12 or 2-16; MR Nil
Young Owlbears (4): MV 9; AC 5; HD 3; hp 18 each; THAC0 17; #Att 3; Dmg 1-4/1-4/2-8; MR Nil

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Pick-Up Line

Area: This encounter occurs in a tavern, inn, or hostelry.

Situation: The PCs are approached by a beautiful woman with bright green eyes. She is a young selkie, and she introduces herself as Elkrye and ask if she can dine with the group. Elkrye will be as charming as she can while trying not to take no for an answer. If the PCs allow her to join them, Elkrye will immediately order several bottles of expensive wine and a curious assortment of food (oysters, chocolate cake, and fish with strawberry preserves). This is Elkrye's first time among the "overworlders" and she has remained in human form too long. During the meal Elkrye realizes she will not be able to stay in human

form long enough to get home. If the party is reasonably polite to Elkrye and answers all her strange questions she will become suddenly very serious. Elkrye will then appeal to the party to help her in her time of need, asking the PCs to take her to her home waters—a half day's hard ride. She will even tell them her nature if necessary. If the PCs agree, Elkrye will be very grateful, giving the party a large pearl (1,000 gp) in thanks.

If the PCs attack Elkrye she will attempt to flee or get help. Elkrye has the pearl, 20 gp, 25 pp, and *bracers of defense* AC 6.

Quick Stats: Selkie: MV 12, Sw 36; AC 6 from *bracers of defense* (5 in selkie form); HD 3+3; hp 21; THAC0 17; #Att 1; Dmg 1-4 (1-6 in selkie form); MR Nil

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Home for Dinner

Area: The mimic can be found in a dungeon preying on humanoids.

Situation: The PCs find a treasure chest with the few remains of some humanoid's weapons and clothing lying scattered around it. In fact, a hobgoblin was trying to open the treasure chest, which is a mimic. The creature ate him whole and is now sated.

The PCs can try as hard as they like to open the chest but it will not budge. The mimic is stuffed on hobgoblin and it has no desire to open up and eat anything else. Thieves who try to pick the lock will discover that it has no proper lock, only the semblance of one; it must be locked in some magical way.

The mimic will not get hungry enough to attack someone for another week. By this time the PCs have probably carried it to some safe place and have been trying in vain to open it. When the mimic catches a PC by himself it will spring, smash him, then eat him whole. All that will be left will be metal objects and clothing.

The creature does not like light and the PCs may feel it quiver a bit when brought into the sunlight for the first time, if they carry it out of the dungeon.

Quick Stats: Mimic: MV 3; AC 7; HD 7; hp 42; THAC0 13; #Att 1; Dmg 3-12; MR Nil; Special attack

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Piercers at the Gate

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1920



Heads Up

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Lost Treasure

Danger: Medium
Climate: Sub-tropical
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Suspended Animation

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



Road Warrior

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 12,000



Piercers at the Gate

Area: This encounter occurs at the old entrance to either a ruined castle or underground fortress.

Situation: The ruins the characters are approaching can only be entered by passing beneath an ancient portcullis. The large, old portcullis is raised, and time has welded it in place, its many teeth encrusted with stony deposits. The teeth are larger towards the center, although some have apparently broken off over the years leaving gaps in the structure.

Many of the portcullis' teeth are actually part of a colony of piercers. The piercers wait for beings to walk beneath the gate before dropping onto their prey. If a PC walks beneath the entrance the piercers

will attack. If any PCs attempt to study the portcullis before walking under the structure, tell them that the teeth are very uneven, not just in length but in alignment as well. The piercers are not intelligent and have not bothered to hang in an even row. This should seem strange to any PC who notices the arrangement. The extreme left side of the portcullis has no teeth at all, and hence no piercers. Astute PCs may stay close to the left wall, thus avoiding the piercers' attack. There is no treasure to be found here.

Quick Stats: Piercers (12): MV 1; AC 3; HD 1 (x2), 2 (x4), 3 (x3), 4 (x3); hp 4, 7, 8, 9, 12, 15, 17, 22, 25, 28, 30; THAC0 19 (1-2 HD), 17 (3-4 HD); #Att 1; Dmg 1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 4-24 (4 HD); MR Nil

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Heads Up

Area: This encounter is useful in any old castle or dungeon where it is likely that some evil person might have died a grisly death. The stone walls are cracked and crumbling, and much of the mortar has crumbled to dust. The floor and ceiling are cracked as well, but they remain stable.

Situation: As the PCs move through this area, they are attacked by the spectre whose bones lie in a hidden compartment under the floor. The spectre does not go for a full frontal assault, however, for it has learned the hard way that adventurers are notoriously difficult to kill. Instead, it lies in its compartment under the floor, waiting until the PCs have passed its area. It then flows out of the floor and rematerializes

behind the PCs. It attacks the rearmost PC once and dives into a crack in the wall. It continues to play hit-and-run games with the PCs until a PC or the spectre has died.

Its method of attack is such that only those who beat its initiative roll can attack it in that round; those PCs who fail the initiative roll cannot get a shot on it, even as it disappears through another crack. The spectre waits a few rounds (1d4) between attacks, so that the PCs will not be ready for it. It can come from the ceiling, the walls, or the floor.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 50; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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Lost Treasure

Area: This encounter may occur in any desert area, preferably near cliffs that could conceal an ancient and deadly tomb.

Situation: Many months ago bandits broke into the ancient and forgotten tomb of a great pharaoh. The bandits accidentally disturbed the mummy encased in the sarcophagus and several of them were killed. The others escaped deep within a cave that connects to the tomb with the treasure room.

Meanwhile the mummy, unable to rest until its treasure is returned, stalks about in the tomb and wanders around the cave entrance hoping to find the bandits. That was many months ago. In fact, the cave that connects the treasure room to the

pharaoh's tomb has no entrance to the surface and the bandits are dead from hunger and thirst.

The PCs may kill the mummy. If they return the majority of its treasure, it will rest again and they don't have to worry about it. They could even pilfer a few items. The pharaoh's treasure consists of statues and other art objects worth 5,000 gp and several gems worth a total of 2,000 gp.

The mummy will not allow the PCs to stay in the tomb even if they return the treasure, and it will chase them from the tomb should they try to return.

Quick Stats: Mummy: MV 6; AC 3; HD 6; hp 40; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks

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Suspended Animation

Area: This encounter occurs in any dark, narrow corridor.

Situation: As they turn a corner the party notices a haggard looking man in shabby armor floating slowly towards them. The man's feet do not seem to touch the ground and his body appears blurry and indistinct.

The armored man has been dead for at least a few days. He has recently been absorbed by the gelatinous cube that is currently sliding down the corridor toward the PCs. The man's body is positioned at the back of the cube, and that is causing him to appear hazy.

The party should roll for surprise (at a -3 penalty) when they see the man. If the

PCs are not surprised, they may notice the gelatinous cube. However, if the PCs focus on the man's form and allow him to drift within 10 feet of them, the closest PCs will be attacked by the gelatinous cube. PCs touched by the cube must save vs. paralysis as well as taking damage.

The gelatinous cube will attempt to make its way down the corridor, regardless of any PCs who flee or attack the creature.

The cube contains 300 cp, 250 sp, and 50 gp. Additionally, the man wears silver bracers worth 400 gp.

Quick Stats: Gelatinous Cube: MV 6; AC 8; HD 4; hp 21; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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Road Warrior

Area: This encounter takes place on the middle of a road in desolate terrain.

Situation: One of the true tanar'ri, a nal-feshnee, was pleased with this rutterkin. As a reward for a variety of vile acts, it has been given leave to kill 100 humanoids on the Prime Material Plane. The unfortunate PCs happen to have taken a route that places them in the rutterkin's path of destruction.

The rutterkin is particularly hunched and misshapen. It stands in the road holding its snap-tong waiting for humanoids. When it sees the party it gives a hideous laugh and shuffles toward them. If the PCs run, it will pursue them to the ends of the earth. The rutterkin will fight until slain,

never retreating. It enjoys the pain its weapon causes. The snap-tong does 2-8 points of damage and continues to do the same each round until the victim breaks free by hitting the weapon (AC 5).

The rutterkin has a great number of powers including the ability to cause *fear* by touch, *fly*, *telekinesis* 3x/day, *teleport without error*, *cast darkness 15' radius*, and *gate in* (50%) 1-8 least tanar'ri once per day. However, this rutterkin does not want to share its reward and is thus loathe to use this power. The rutterkin has no treasure.

Quick Stats: Tanar'ri-Rutterkin: MV 12; AC 0; HD 4; hp 31; THAC0 17; #Att 1 or 2; Dmg 2-8 (w/snap-tong) or 2-7/2-7; MR 10%; Special attacks and defenses

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A Nightmare on Four Feet

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 10,000



Fire and Ice

Danger: Medium
Climate: Arctic
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 6,000



Seascape

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Strength
Encounter: Device
Add'l Info: None
XP Value: 1,000



The Bigger They Are Tainted Water, 1 of 2

Danger: Medium
Climate: Any
Terrain: Mountains
Attribute: Intelligence
Encounter: Device
Add'l Info: **PHB**, pg. 133
XP Value: 3,000 for restoring the
village to its original
size



A Draining Experience

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,925 (975 each)



A Nightmare on Four Feet

Area: This encounter may happen anywhere indoors, but it must happen at night. **Situation:** As the PCs set themselves down to rest for the night (preferably after they have divested themselves of their gear), they hear the sound of galloping. The hoofbeats seem to come from out of nowhere, and resonate through the night. Suddenly, two figures riding gaunt black horses with smoking hooves seem to melt through the wall, as if the wall was not even there. The figures are shrouded in black, and their eyes glow a hungry red.

Without a word of warning, the figures raise their scythes and spur their mounts to attack. They accept no quarter, and they will give no quarter. They are emissaries of

the Lower Planes, come to claim the lives of the PCs for their intrusions in the workings of evil.

Quick Stats: Wraiths (2): MV 12, Fl 24; AC 4; HD 5 + 3; hp 43, 40; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks
Nightmares (2): MV 15, Fl 36; AC -4; HD 6 + 6; hp 52, 50; THAC0 15; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks

The nightmares can set any combustible material on fire with their hooves. They can also emit noxious vapors, which blind and choke all those within 10 feet. Victims of the cloud must save vs. paralyzation or suffer -2 to their attack and damage rolls until they are free of the cloud.

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Fire and Ice

Area: This encounter takes place in the middle of an arctic wasteland.

Situation: The party is traveling across a snow covered plain, with nothing but ice and snow for miles around, when they see a slight but rapid shifting in the snow and ice about 30 yards in front of them, approaching rapidly. Two rounds later the ice-blue form of a remorhaz rears out of the snowy ground 20 feet in front of the party. The polar worm glows redly and steam rises from the ice and snow surrounding it.

The remorhaz is hungry and will bellow its hunger in a huge roar as it begins to attack. With its first attack, the remorhaz will attempt to swallow a PC or pack ani-

mal (DM's choice) whole. The remorhaz only succeeds on a natural 20; otherwise it does normal damage.

The remorhaz will continue to attack until either it dies or the party can escape. The remorhaz is only hit by magical weapons, and its back is so hot that any PC touching it will take 10-100 points of damage.

If the PCs manage to kill the remorhaz, they can follow its icy trail back to its lair some 5 miles distant. The lair is 50 feet long and contains the remorhaz' treasure: 1,200 gp, three diamonds (worth 300 gp each), and a *ring of warmth*.

Quick Stats: Remorhaz: MV 12; AC 0/2 (head)/4 (underbelly); HD 9; hp 71; THAC0 11; #Att 1; Dmg 5-30; MR 75%; Special attacks and defenses

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Seascape

Area: This encounter can be resolved anywhere that a painting of a seascape would likely hang—in the home of the captain of a ship, within a dragon's hoard, or on the wall of a sea wizard's tower.

Situation: As the PCs enter the room where the encounter occurs, their eyes are instantly drawn to the illustration hanging crookedly on the wall. It is a seascape, a rolling sea on which a doomed ship pitches into the next great swell. The painting is excellently rendered, the waves done so well that it seems that they might burst free of the confinement of the frame at any time. The picture's hook must have slipped, for the painting hangs at a 45 degree angle from true, leaving a lighter patch on the

wall, showing how it was intended to be hung. The painting radiates magic if anyone attempts to *detect magic*.

If the PCs right the painting, the water breaks free of the frame, spilling out at an incredible rate into the room where the PCs stand. The force of the water is inflicts 3d6 points of damage on whoever righted the painting, knocking the hapless person across the room. Once the painting is straightened, the water continues to pour through until the painting is pushed back to its 45 degree list again. This feat requires a combined Strength of 30, and two people, for the pressure of the water pouring through is intense. Once the painting is made crooked again, the water flow ceases. The scene then shows a placid ocean, with a ship sailing gaily across it.

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The Bigger They Are . . . Tainted Water, 1 of 2

Area: This is an idyllic village located high in the mountains, where the air is fresh and the trees are tall. As the PCs round a bend on the trail, they see that the trees are not the only tall things.

Situation: The alpine village the PCs enter seems completely normal . . . except for the fact that everything, including the people and the houses, is twice as large as it should be. The stream running through town is of a "normal" size, at least relative to the PCs. When the villagers spot the PCs, they look extremely surprised. Most of them rush over and ask "the halflings" what they are doing in the mountains. The villagers do not recognize the fact that they are the

ones who are too tall. The DM might suggest that the PCs shrank when they entered the town—though a quick glance outside the village's bounds reveals that the trees outside are of normal height. The truth of the matter is that there is a mage living in a cave higher up the crag. The run-off from his lab has created this effect. If the PCs drink the water from the stream for 2 days in a row, they must save vs. spell at -4 or become *enlarged*. This can be easily *dispelled* on individuals, though it will return the whole village to normal height if cast on the water, for which the villagers would be very grateful.

Quick Stats: Villagers (35): MV 12; AC 10; Fl 1; hp 7 each; THAC0 20; #Att 1; Dmg 1-8 (x2); MR Nil The villagers multiply all damage by two because of their great size.

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A Draining Experience

Area: This encounter takes place on a hazy moor. The cracked road meanders between large rocks and low barrow mounds, rising from the rough terrain.

Situation: As the PCs make their way down the road, they may notice that even the sparse vegetation in this district does not grow on the barrow mounds. All is silence, except for the sighing wind that blows away some of the mist, revealing two wights, crawling from the barrow mound to attack the PCs.

These two wights are controlled by a third, inside the mound. They will fight viciously until turned or destroyed. The PCs need magical or silver weapons, or holy water to hit the wights.

If the PCs destroy the first two wights they can enter the barrow mound. However, the third wight waits just inside, ready to attack the first PC entering. This wight will also attack fiercely, but it will flee if it is reduced to 8 hit points or less.

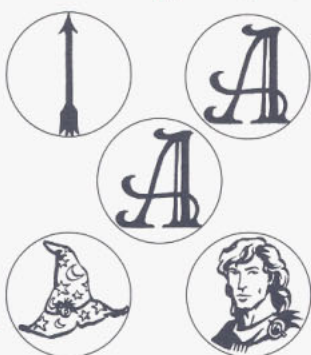
The wights' treasure consists of 3,500 cp, 800 sp, 275 gp, two amber pendants (worth 75 gp each), a golden circlet (200 gp), and a suit of *chain mail*, +2.

Quick Stats: Wights (3): MV 12; AC 5; HD 4+3; hp 18, 22, 31; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

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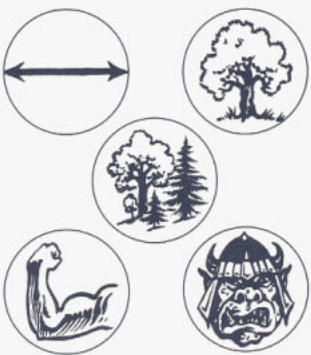
Wishful Thinking

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: **PHB**, pg. 197
XP Value: 5,000 if the PCs discover where their items have gone



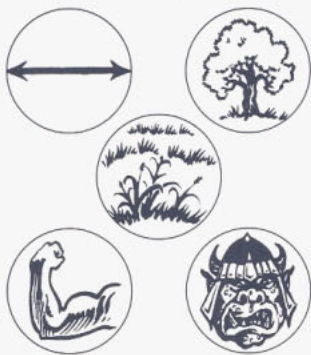
The Forest's Bliss

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



The Unwelcome Guest

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



Rival Colors

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 2,000



Boarish Behavior

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,600 (650 each)



Wishful Thinking

Area: This encounter can occur any place, at any time.

Situation: The PCs are busy doing whatever they are doing when they notice that some of their most valuable possessions are missing (this is a good opportunity for the DM to get rid of various magical items). No amount of searching will discover the items, for they have disappeared to another part of the world. If the PCs perform divinatory magic to discover the whereabouts of their goods, they discover that their items are now in the possession of someone who specifically *wished* for an item like the PCs', and who resides roughly 2,000 miles away. The PCs must now decide if their missing items are worth traveling the

world to retrieve. Items, in fact, which they have no proof they have ever owned. They could simply kill the new owner, they may try to reason with him or her (assuming they ever find the wisher), or they can forget about it and chalk it up to experience.

The experience point bonus on this card is given if the PCs discover what has happened to their things and role-playing the recovery. If they do not role-play it well, within the previously established dictates of character and alignment, they should not receive the bonus.

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The Forest's Bliss

Area: This is an extremely beautiful part of the forest, with sunlight filtering gently through the leaves. The birds chirp brightly and cheerfully, though a bit sleepily, for it is getting on toward evening. There are few insects out right now, and the air seems possessed of a golden quality. Everything seems peaceful and still.

Situation: The PCs are moving through the forest when they hear the faint sounds of a lute and two women singing. If they investigate, they see two beautiful women (who are actually wolfweres) sitting in a glade, playing a lute and singing along. They seem unaware of the PCs' presence, and continue to sing blissfully. Their song has no words; it is apparently just a vocal

exercise.

If the PCs intrude into the glade, the women start with surprise, their song jangling off abruptly. Once the women see that the PCs mean them no harm, they begin to sing again and encourage the PCs to do so as well. However, this song forces the PCs to save vs. spell or be *slowed* for 5-8 rounds. Once even a single PC is affected, the women assume their wolf-human forms and attack the rest of the party, concentrating on the *slowed* individual.

If the PCs defeat the wolfweres, they can sell the lute for 150 gp.

Quick Stats: Wolfweres (2): MV 15; AC 3; HD 5 + 1; hp 33 each; THAC0 15; #Att 1 or 2; Dmg 2-12 + weapon; MR 10%

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The Unwelcome Guest

Area: The encounter takes place on a well-traveled road, near an underground complex.

Situation: On the way to a major center of trade, the party encounters a poorly-guarded caravan. At first, the merchant appears nervous, for as yet he does not know whether the party wishes to greet him or rob him. His scant few guards seem equally ill at ease, eyeing the party with care.

During the exchange with the cautious jeweler, the party may notice a slight tremor beneath them (i.e., if they successfully make a surprise roll). One round later, a Xorn, ravenous for a meal of precious minerals, shoots through the ground from the

caverns below. Ignoring the blows from the guards, the xorn concentrates entirely on procuring its feast.

Only if the party members begin to damage it will the xorn turn from the wagons and attack, targeting first the characters who have inflicted the most damage.

If the party successfully defends the caravan, the merchant will reward each member with a gem or piece of jewelry valued from 500-1,000gp.

Quick Stats: Xorn: MV 9; AC -2; HD 7+7; hp 46; THAC0 13; #Att 4; Dmg 1-3(x3)/6-24; MR Nil

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Rival Colors

Area: This encounter is set in a remote bordertown.

Situation: While staying in small town, the party hears rumors about recent difficulties with a new member of the community. A new half-elven priest by the name of Krolar wishes to establish a second temple, a temple of Isis (or another suitable deity), in the town.

If the party offers to drive Krolar from the town, they will be paid handsomely enough in gold—3,500 gp. However, if the party takes the time to speak with Krolar, he will explain that his presence is no threat to the local religion. He has no intention of proselytizing, he simply wishes to offer the townspeople another religious option.

In fact, Krolar makes a counter offer: if the party will assist him to find a place in the community, he will perform services and spells for them as if they were members of his temple. If there are priests of other deities in the party, Krolar will assure them that he will make no requests that will conflict with their beliefs.

If he is attacked, Krolar will first use *hold person* spells to incapacitate his foes and then escape by casting *sanctuary*, using his *mace* +2 only as a last resort.

Quick Stats: Krolar: MV 12; AC 3; HD 8; hp 36; #Att 1; Dmg By weapon; MR Nil

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The Inheritance

Area: This dungeon encounter is set near any small town.

Situation: While resting in the commons area of a popular tavern, the party is approached by the heir of a wealthy miser.

Apparently, the young man explains, his ancestors were so greedy that they refused to have their wealth distributed to their offspring, even after their deaths. The man explains that he would never violate the sanctity of his parents' resting place were it not for his starving family.

In exchange for one-half the treasure, the youth is willing to direct the party to the tomb and let them keep the other half of his inheritance.

Following his directions, the party locates

the tomb and breaks into the final resting chamber of the young man's parents. Uncovering a grand coffin, built for two, the party discovers the family wealth. However, no sooner do they move to collect the ornate coffers and sacks of coins than the lid opens and two mummies climb out. In addition, four more mummies, servants of the miserly parents, step out from behind the nooks and crannies of the room and join their masters.

The entire treasure consists of 8,000 gp, 600 pp, and a gold anklet worth 500 gp.

Quick Stats: Mummies (6): MV 6; AC 3; HD 6+3; hp 36; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks and defenses

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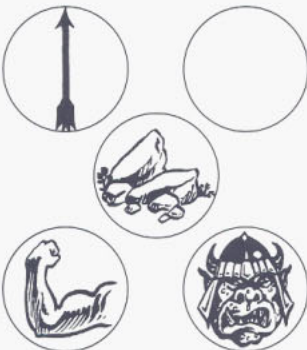
The Dark Secret

Danger: Medium
Climate: Tropical
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



The Assassination

Danger: High
Climate: Baator
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 36,500



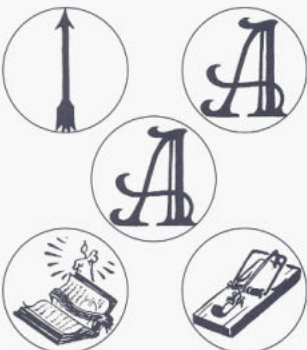
In the Clutches

Danger: Medium
Climate: Sub-tropical
Terrain: Desert
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 500 per character for avoiding combat, 8,400 total for killing the thri-kreen (1,400 each)



Wishing Well, Version 2

Danger: High
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter: Device
Add'l Info: PHB, pg. 197
XP Value: Varies



Aiding the Unknown

Danger: High
Climate: Temperate, Tropical
Terrain: Mountains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



The Dark Secret

Area: This encounter takes place in a temple, deep within the jungle.

Situation: In the interior of a dense jungle lies a temple dedicated to an ancient reptilian elder god. Four devout worshippers, yuan-ti abominations (two with human heads, two with human hands), live here and maintain the temple.

If the party is camped nearby, three of the yuan-ti slither out at night and attempt to kill the party in their sleep. They will fight with intelligence, first killing those party members who are on watch. The remaining yuan-ti stays at the temple, tending the flocks of wingless birds they use when food no longer wanders into the jungle.

The Assassination

Area: This encounter takes place anywhere near civilization.

Situation: On a well-traveled road, the party passes a small convoy transporting an extremely important, lawful good priestess to a local temple.

The convoy, in little hurry, stops to trade news and refreshments with the party. However, as the religious entourage prepares to depart, two cornugons *gate* in and attempt to slaughter the priestess.

The cornugons concentrate their entire energies on butchering their target, regardless of who intervenes. However, if the party becomes too much of a nuisance, the baatezu will attempt to *gate* in 2-12 barbazu or 2-16 abishai to distract the party

Shadow of Death

Area: This encounter is set high in the mountains.

Situation: As the party enters a valley set between two tall peaks, a giant shadow momentarily darkens the path. Glancing upward, the party sees a giant bird, a roc, circling off in the distance. Suddenly, from the other direction a second roc dives silently toward the party while the first begins its return.

If the party is using any beasts of burden, the rocs will try first to make off with them, clutching them in their great talons and flying to their nest. Otherwise, the rocs target the party members. If the rocs can, they will try to capture two human-sized prey in their claws at once, often

Wishing Well, Version 2

Area: The well may be placed in any location; however, there must be a sizeable community (of more than 20, but preferably less than 300) within 5 miles of the well for this encounter to work properly. It appears to be a typical well.

Situation: The PCs first see the well behind a framework of wood and stone, with signs all over it, proclaiming "Do not enter under penalty of law!" The PCs, being adventurers, are likely to ignore this stricture. If they penetrate the barrier (not an easy task), they may approach the well. There is a small, dingy sign hanging from the roof of the well: "Wishing Well."

If the PCs throw in a coin and make a

Aiding the Unknown

Area: The encounter is set on a high mountain plateau.

Situation: Atop a high plateau, the party discovers an elderly man who is near death. While the party bandages his wounds, he tells them that he has no memory of how he got to this location. But he would be grateful, he says, if the party were to escort him to his family in a nearby village.

In reality, the man is a wounded silver dragon, leading the party to his dragon children. The trip home is uneventful, for most of the intelligent life forms here already know who, or rather what, the old man is. However, just before reaching his young, he tests the party a final time by casting *spectral force*, creating the illusion

If the party investigates the temple, they will discover several large tomes that detail the origin of the yuan-ti "race" in revisionist form. The three books may be sold to sages for 100 gp each. If any yuan-ti encounter the party before the works are sold, there is a 50% chance that they know about the theft and they will attack on sight, fighting to the death unless the books are surrendered.

(If used in connection with **The Half-breeds** encounter, captured individuals will be taken to this temple for preparation as food and for breeding stock.)

Quick Stats: Yuan-ti Abominations (4): MV 9; AC 0; HD 9; hp 49; THAC0 11; #Att 2; Dmg Variable; MR 20%

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while they try to finish the job. Only after the priestess has fallen will the cornugon shift focus and attack the party, hoping to avenge the irritation the characters have caused.

Should the party defeat the baatezu and escort the entourage for the remainder of its two week journey, the temple will offer them its eternal gratitude and the promise of future assistance in the form of magical aid and spells.

Quick Stats: Baatezu—Greater—Cornugon MV 9, FI 18 (C); AC -2; HD 10; hp 55; THAC0 11; #Att 4 or 1+weapon; Dmg 1-4 (×2)/2-5/1-3 or 1-3 + weapon (+6); MR 50%

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choosing targets not based not on their power, but on their proximity to each other.

Once the rocs have been defeated, the party may attempt to find the nest. Atop one of the two peaks the bundle of trees used by the rocs can be found. There are two eggs in the nest, found amid a smattering of gold. Also in the nest are several pick axes that belonged to dwarves who failed to destroy the roc's young. If the party returns these to a nearby dwarven mining community, they will be rewarded 250 gp, providing they are willing to surrender the eggs.

Quick Stats: Rocs (2): MV 3, FI 30; AC 4; HD 18; hp 99; THAC0 5; #Att 2 or 1; Dmg 3-18(×2) or 4-24; MR Nil

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wish, the object of their desire appears before them—provided that it can be found within 5 miles. The well simply transports the object from its resting place to the character making the wish. However, wishes for things outside that radius have no effect. A PC wishing to be transported outside the area will be taken to the limits of the well's effectiveness.

The catch to the well is that the people of the area have grown tired of having to trudge the 5 miles to the well every time something valuable turns up missing. When the PCs make their wishes, the peasants have had enough. Even worse, many are retired adventurers, familiar with the arts of battle. The 10 of them are of a level comparable to the PCs.

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of a hostile mob. If the party does not continue to protect him, the old man reverts to his normal form, commands the party to depart, and then returns to his young. If the group works to discourage the mob, however, the man leads them to his home, reverting to his true form only when he is reunited with his children.

Once safely returned to his offspring, the silver dragon rewards the party with gold and jewelry.

Quick Stats: Dragon, Silver: MV 9, FI 30 (C); AC -7; HD 19; hp 133; THAC0 3; #Att 3; Dmg 1-8(×2)/5-30; MR Variable; Special attacks

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End of the World

Danger: High
Climate: Sub-tropical
Terrain: Mountains, Plains
Attribute: Charisma, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 20,000 if they slay the dragons,
7,500 if they negotiate an escape



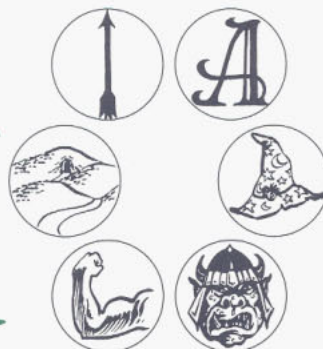
Guano Caravan

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000 for defeating the vampire,
1,000 for solving the mystery



Moebius Loop

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM; PHB, pg. 167
XP Value: 20,000



The Cloak of Evil

Danger: High
Climate: Tropical
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



The Lord of Carrion

Danger: High
Climate: Temperate
Terrain: Plains, Mountains
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



End of the World

Area: This encounter takes place at the far edge of a savannah that extends to the horizon. The plain here suddenly ends in an enormous cliff, the bottom of which cannot be seen because of the thick clouds more than 2000 feet below. The plain extends to the north and the south as far as the eye can see, in a virtually straight line. It looks like the end of the world, like the earth has come to a sudden stop. There is no far side that the PCs can see.

Situation: As the PCs gaze at this spectacle, they are distracted by the sound of flapping wings. Below them are two small red shapes, silhouetted against the white clouds. The shapes quickly grow in size until the PCs realize that the small shapes

Guano Caravan

Area: This is a rural area that has recently been plagued by many mages throwing *fireballs*. There is hardly a square acre that has not been singed or burnt. A rural farming town, it is also a favorite hang-out of fire wizards and others who attend mage-fairs, and practice for them here.

Situation: A vampire has recently decided to settle down here. However, as all know, vampires tend to hate the roaring flame of *fireballs* being cast at random. Thus, to prevent any more of that, in what he has come to think of as his territory, the vampire Willis V. has instituted sanctions against all bat guano, a prime ingredient of *fireballs*. First, using his ability to control animals, he drove away all the bats in the area

re actually very large red dragons. The dragons fly toward the PCs at an incredible speed; the PCs have exactly 3 rounds to prepare themselves before the dragons reach them. The two dragons are a mated pair, and in need of food for their hatchlings. They attempt a snatch-and-grab on the weakest looking member of the party, and take the party member to their cave, located just above the cloud cover. They return in several rounds to bargain for the return of the PC—they require five head of cattle before they will even consider the release of the PC, and they may not release the PC even then.

Quick Stats: Dragon, Red; age category 5 (2): MV 9, FI 30; AC -4; HD 14; hp 98 each; THAC0 2; #Att 3 + special; Dmg 1-10/1-10/3-30 + special; MR 30%

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and sent the rats into the bats' caves to ensure that the guano was consumed (after harvesting all the guano he needed, of course). Then, when local mages tried to have guano sent in by caravan, he caused mists to descend, and set his wolves against the caravaneers. Now, any caravan even rumored to carry guano will not enter this town or even approach within 50 miles. Any mage who manages to acquire the stuff, loses it mysteriously on a misty night. The PCs should put the clues together fairly easily: bats, rats, wolves, and mist tend to spell vampire. The hard part is finding its lair.

Quick Stats: Willis V. (Vampire): MV 12, FI 18; AC 1; HD 8 + 3; hp 63; THAC0 13; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

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Moebius Loop

Area: This encounter takes place in an underground passageway, which should ideally be near a spellcaster's lair. If the being the PCs are seeking has access to scrolls and can read them, so much the better. The hall is approximately 100 feet long, appearing as a standard, featureless dungeon hallway. There is a door on either end of the hallway: one through which the PCs enter the hall, the other at the far end. There are no secret doors here.

Situation: The hallway that the PCs have entered is being guarded by two elementals who have been used in the creation of a unique version of a *distance distortion* spell. These two elementals have combined to make a moebius loop of the hall-

way. For the next 20 turns (that is when the spell expires), anyone traversing the hallway is stuck in the loop. The PCs will think they are making progress, until they reach the mid-point of the hall, when suddenly, no matter how fast they run, they can neither retreat nor advance. Both ends of the hallway are simply inaccessible until the spell expires.

If the PCs cast *dispel magic* on the hallway, they can release the elementals from their bondage. If the PCs reach for their weapons, the elementals attack. If not, the elementals will return to their own plane.

Quick Stats: Elementals, Earth (2): MV 6; AC 2; HD 16; hp 105; THAC0 7; #Att 1; Dmg 4-32; MR Nil

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The Cloak of Evil

Area: This encounter occurs deep in an underwater maze.

Situation: While the party is near an unsettled cove, an aquatic elf beckons to them to approach him. If the party rushes up with weapons drawn, the elf will change his mind and dive underwater.

However, if the party approaches with caution, or with open arms, the elf will smile and begin to speak. Deep beneath the waves, he says, his people are being slaughtered by the evil race of rays known as *ixitxachtli*. He has been empowered by his queen to offer the party 3,000 gp and a *trident of warning* if they will find a way to defeat the dreaded rays.

If the adventurers agree, he will give

each of them a small, slimy piece of purple-colored seaweed that he directs them to eat when they are ready. Doing so conveys effects identical to those of a *potion of water breathing*, and last for 18 turns.

The entire horde of *ixitxachtli* numbers considerably more than six dozen. However, the party will need only to slay several hunting parties to encourage the *ixitxachtli* to withdraw, rather than killing the entire clan of hundreds.

Remember that most spells and weapons operate differently underwater than they do on land.

Quick Stats: Ixitxachtli (72): MV Sw 12; AC 6; HD 2+2; hp 14; THAC0 19; #Att 1; Dmg 3-12; MR Nil

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The Lord of Carrion

Area: This encounter is set on an ancient battlefield.

Situation: While crossing a great plain, the party notices a vast number of bodies, recently dead, littered about the land. Off in the distance is a creature with the obvious gait of a zombie, lumbering toward the group.

Even farther off is another figure standing in the distance, gesturing. Just as the first zombie is upon the party, another one rises before the hands of a gesturing zombie lord. The battle is joined.

The zombie lord will not wait for its followers to fall before it enters combat, moving toward the party as quickly as its new minion begins to move. As the zombie

lord comes within 30 yards of the party, it will select its targets based upon each adventurer's reaction to its odor. It will first attack those suffering from *contagion* or bent over retching, and then move to face the others. Any character who becomes a zombie will rise in 1-4 rounds and fight for its new lord.

If the party slays the foul undead creature, they will find clutched in its hand a dirty silver scepter worth 100 gp.

Quick Stats: Zombie Lord: MV 6; AC 6; HD 6; hp 33; THAC0 15; #Att 2; Dmg 2-4 (x2); MR Nil; Special attacks
Zombie: MV 6; AC 8; HD 2; hp 11; THAC0 19; #Att 1; 1-8; MR Variable

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War Party

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,125



The Inheritance

Danger: High
Climate: Desert
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



The Waters of Immortality

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 2,000 for not drinking,
6,000 for drinking and
escaping,
0 for drinking and not
escaping



Information Sink

Danger: Any
Climate: Any
Terrain: Any
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 2,000 if the PCs can get
Schlade to reveal the
information



Shadow of Death

Danger: High
Climate: Sub-tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 9,000



War Party

Area: The PCs are wandering in the underdark, in search of lost treasure or adventure. Danger finds them first, in the shape of a kuo-toa war party.

Situation: To the PCs definite misfortune, they've gotten themselves caught in the opening sallies of a revived drow/kuo-toa war. This band of kuo-toa is scouting the area in search of drow, trying to find a potential battle site. When they encounter the PCs, the kuo-toa take it as a sign of their eventual victory and try to capture the characters as religious sacrifices.

The kuo-toas' many abilities and familiarity with the surrounding area should make this a very tough battle for the characters. If they manage to kill the fish crea-

tures or escape, the smartest thing would be for them to retreat to the surface and stay out of the situation entirely. If they stay in the underdark, they will not only have to fight off hordes of the fish creatures but probably drow scouting parties as well.

This encounter may serve as a jumping-off point for a campaign, as the PCs, and anyone else they can convince of the danger, try to keep the underground war from erupting onto the surface world.

Quick Stats: Kuo-Toa (28): MV 9, Sw 6; AC 4; HD 2, 3, 5, or 6; hp 7, 17, 27, 35; THAC0 19 or better; #Att 1 or 2; Dmg 2-5 or by weapon type; MR special. The kuo-toa war party consist of: 20 normal fighters, 5 3rd-level fighters, 2 5th-level fighters, and 1 6th-level cleric/thief, the party leader.

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The Inheritance

Area: This dungeon encounter is set near any small town.

Situation: While resting in the commons area of a popular tavern, the party is approached by the heir of a wealthy miser.

Apparently, the young man explains, his ancestors were so greedy that they refused to have their wealth distributed to their offspring, even after their deaths. The man explains that he would never violate the sanctity of his parents' resting place were it not for his starving family.

In exchange for one-half the treasure, the youth is willing to direct the party to the tomb and let them keep the other half of his inheritance.

Following his directions, the party locates

the tomb and breaks into the final resting chamber of the young man's parents. Uncovering a grand coffin, built for two, the party discovers the family wealth. However, no sooner do they move to collect the ornate coffers and sacks of coins than the lid opens and two mummies climb out. In addition, four more mummies, servants of the miserly parents, step out from behind the nooks and crannies of the room and join their masters.

The entire treasure consists of 8,000 gp, 600 pp, and a gold anklet worth 500 gp.

Quick Stats: Mummies (6): MV 6; AC 3; HD 6+3; hp 36; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks and defenses

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The Waters of Immortality

Area: This encounter takes place in any dungeon with suitable passageways.

Situation: As the PCs move down the dungeon passageway, they must each make a Wisdom check. If successful, they hear the sound of burbling water from behind one of the walls. If the PCs investigate, they find that it is quite easy to break through the wall.

Behind the wall, they see a large natural cavern, about 100 yards in diameter. There is a spring streaming off into a dark crack. There is also a wooden sign dangling from the ceiling, suspended by a thin, rusty chain. The sign points to the spring, and contains one simple word: "Immortality."

The water radiates strong alteration

magic. If any PCs drink any of the water, even just a drop, they find it to be a sweet but fiery liquid that quickly spreads through their veins. In addition, they see that the wall has closed up behind them. Those who have not tasted the water can still see the exit, and may leave at any time they like. If they have tasted the water, they find that there are no exits. The walls suddenly become impenetrable to anything the party attempts. There is no way out of the room for the PCs short of a *wish*. The benefit of the water is that it effectively renders the drinkers immortal. Drinkers can not be killed, though pain still remains real. Nothing changes except for the fact that the PC is trapped. If they escape using a *wish*, they become mortal again. The water has no effect if taken from the area.

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Information Sink

Area: This encounter can take place anywhere, but is best suited for the end of a long trek. A hermit's cave in the mountains, a small house on stilts in the middle of an alligator-infested swamp, and other such places are all ideal.

Situation: The next time the PCs are searching for information, they are directed to the hermit known only as Schlade. Schlade lives in an area decided upon by the DM, at a distance of not less than 50 miles from the PCs' current location. The directions to Schlade's place are tortured and convoluted, but will eventually lead the PCs to his location.

When they arrive, Schlade greets them at his door with a scowl. He is a tall, red-

haired man who wears leathers that smell as if they have not been cured, and he favors one leg. His hair is unkempt, his beard scraggly. He turns away from the door, leaving it open for the PCs to enter or not, as they choose. Unless there is a woman in the group with a Charisma of 17 or higher, Schlade will not willingly talk to the PCs. He is unafraid of death, and wears an *amulet of proof against detection and location* to keep the PCs from prying information from his head. This particular amulet also prevents psionics. If the PCs badger him for longer than six hours, he breaks down and tells them what they need to know, but not before.

Quick Stats: Schlade the Hermit: MV 9; AC 10; F4; hp 35; THAC0 17; #Att 1; Dmg 1-8 + 2; MR Nil

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Shadow of Death

Area: This encounter is set high in the mountains.

Situation: As the party enters a valley set between two tall peaks, a giant shadow momentarily darkens the path. Glancing upward, the party sees a giant bird, a roc, circling off in the distance. Suddenly, from the other direction a second roc dives silently toward the party while the first begins its return.

If the party is using any beasts of burden, the rocs will try first to make off with them, clutching them in their great talons and flying to their nest. Otherwise, the rocs target the party members. If the rocs can, they will try to capture two human-sized prey in their claws at once, often

choosing targets not based not on their power, but on their proximity to each other.

Once the rocs have been defeated, the party may attempt to find the nest. Atop one of the two peaks the bundle of trees used by the rocs can be found. There are two eggs in the nest, found amid a smattering of gold. Also in the nest are several pick axes that belonged to dwarves who failed to destroy the roc's young. If the party returns these to a nearby dwarven mining community, they will be rewarded 250 gp, providing they are willing to surrender the eggs.

Quick Stats: Rocs (2): MV 3, Fl 30; AC 4; HD 18; hp 99; THAC0 5; #Att 2 or 1; Dmg 3-18(x2) or 4-24; MR Nil

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Provincials Avatar Series, 3 of 3

Danger: High
Climate: Any
Terrain: Urban, Plains
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: *Legends & Lore*
XP Value: 35,000



Fool's Luck

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for accepting
Nylie into the party



Provincials

Avatar Series, 3 of 3

Area: The area is a large, isolated city, one that is totally self-contained. The walls stretch around the fields, so that no one can speak with the inhabitants unless they enter the walls of the city. The walls are well-patrolled by cadres of guards—a sensible precaution, given the possibilities of raiders in this area.

Situation: No matter how the PCs approach the city, whether by air, tunneling, walking, or whatever other method they may devise, they encounter a glowing, humanoid being as soon as they approach within 500 yards of the city.

The being identifies itself as the avatar of a neutral lesser deity (DM's choice). It

explains that this is the only city left in which the god is still worshipped, and the god has gone to great lengths to ensure that these believers remain believers. The city is a theocracy, regulating the word of the god. For these people, there is but one god, this one and no others. For that reason, the avatar and the city officials (read: priests) do not allow the priests of other gods to enter the city. Any PC priests and paladins must remain outside the walls; if they insist on entry, the avatar will do its best to rid itself of them, either by killing them or transporting them. Also, all of the PCs are carefully watched within the walls to make sure they do not speak of other gods to the populace.

Quick Stats: The avatar takes the statistics given the god in *Legends & Lore*.

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Fool's Luck

Area: This encounter can take place in any city.

Situation: When the PCs get ready to leave the city, Nylie, the local fool, approaches them, begging to be taken along on their quest. If the PCs hesitate at all, the fool pleads with them to reconsider. He tells them that he will perform any test they ask, no matter how outrageous. If the PCs are slow in suggesting anything, Nylie suggests that he can run to the corner a fair distance off and back in under 15 seconds. Before the PCs can object, Nylie is off and running . . . the wrong way. However, when he reaches the halfway point, he slips in a puddle and lands in the roadway. As he stands, a speeding wagon catches him in

its traces and carries him to the correct corner. He manages to disentangle himself and fall to the ground. He stands up just in time to be clipped by another speeding wagon, which knocks him through the air to land at the PCs' feet before the 15-second time span is up. Any other tests they devise have similar results: Nylie begins in the wrong way, is knocked back somehow, and just when disaster seems certain, he completes the job. If the PCs take him along, they will find that their decision was the correct one. Nylie will serve as a fine means for the DM to get the PCs out of sticky situations, as well as a means to inject humor into the game. Nylie's true nature is up to the DM.

Quick Stats: Nylie: MV 12; AC 10; F1; hp 8; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Checklist, Part 5 of 6

- 289: Youth Gang
- 290: Two for the Road
- 291: No Rest for the Wicked
- 292: The Bigger They Are (Tainted Water)
- 293: Don't Tread on Me (Tainted Water)
- 294: Subterranean Stalker
- 295: A Friend in Need
- 296: Honor Bound
- 297: Native Earth
- 298: The Forest's Bliss
- 299: What Gullible Eyes You Have!
- 300: Thieves in the Night
- 301: The Moonlit Village
- 302: Unexpected Guests, Part 1 of 2
- 303: Unexpected Guests, Part 2 of 2
- 304: Boarish Behavior
- 305: In the Path of Battle

- 306: Avid Reader
- 307: Guess Who's Dinner
- 308: Food Fight
- 309: Save Your Elves
- 310: In the Clutches
- 311: Bumping in the Night
- 312: Awakened Ancestors
- 313: Terror in the Tar
- 314: The Sacred Censer
- 315: The Willing Sacrifice
- 316: A Draining Experience
- 317: Evil on Ice
- 318: Wight Warren
- 319: Triple Threat
- 320: Youthful Indiscretion
- 321: Chained Fury
- 322: The Unwelcome Guest
- 323: Full Metal Dinner
- 324: A Dangerous Game

Deck of Encounters Icons

Terrain: Plains, Scrub, Swamp, Hills, Mountains



The Golden Ring

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 100



Buzzed

Danger: Low
Climate: Sub-tropical
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,940



Catfood

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 500 for feeding and befriending the cats, 1,300 for killing them (though this is not encouraged)



Checklist, 5 of 6

325: The Freak Show
326: The First Wave
327: The Halfbreeds
328: The Dark Secret
329: Invasion Force
330: Feeding Time
331: . . . In a Handbasket
332: Explosion
333: Wishing Well, Version 1
334: Wishing Well, Version 2
335: Surge
336: Goodbye, Blue Sky
337: Inversion
338: Knight Song
339: Wishing Well, Version 3
340: Wishful Thinking
341: Wild Magic
342: Cursed Friend
343: Orga the Barbarian
344: Rualla Kunnadye
345: The Queen of Thieves
346: Rival Colors

347: Tentacles of the Deep
348: Meteor Shower
349: Errand Boy
350: The Exchange
351: Collection Day
352: The Assassination
353: Deserters
354: The Six Horrors
355: Like Little Insects
356: The Mission
357: Trespassing
358: Aiding the Unknown
359: A Trusty Hound
360: The Sight of Vengeance

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Deck of Encounters, Icons

Terrain: Forest, Rough, Aquatic, Desert, Dungeon, Urban



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The Golden Ring

Area: This encounter takes place in a quiet city by-way, where the passers-by are common but not plentiful. There are several twisting alleys nearby, but none are so shadowed that they hold any danger. The streets are relatively clean, and the boardwalk has been freshly swept.

Situation: As the PCs move down the boardwalk, the sun glints off a golden ring wedged into one of the cracks between the planks. If one of the PCs bends down to pick it up, another hand appears in his field of vision, and the shabbily dressed individual who owns the hand cries out, "Aha! There it is! I've been looking for this for hours!"

If the PCs ask him about the ring, he will

claim that he was on his way to pawn it, for he needs the money to feed his wife and children. Should the PCs want to keep it, he will gladly sell it to them for not less than 20 gp; he does, after all, have a family to care for and this is a treasured heirloom. If they try to give it back to him, he desperately offers to sell it to them, claiming that such noble adventurers like those of the party could surely offer him a better price than a pawnshop. He seems genuinely heartbroken if the PCs refuse.

The ring, beautifully etched, is really a copper ring with a thin plating of gold to make it look valuable. Connor is a con man, and he has made 100 gp from this trick today.

Quick Stats: Connor: MV 12; AC 8; T2; hp 9; THAC0 20; #Att 1; Dmg 1-4

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Buzzed

Area: The sound of angry buzzing fills the PCs' ears as they walk through a section of the forest. Before they can react, a group of giant wasps swoops down on the characters, determined to paralyze and serve them to their young for dinner.

Situation: This encounter is designed for cockier PCs who believe that no "normal" monster could possibly hurt them. The wasps attack unmercifully, and carry paralyzed opponents back to their hive to be devoured. Smoke and fire are the only weapons that deter the insects, and even those only keep them at bay.

If the PCs destroy the wasps without even one of their number being paralyzed by the poison stings, the DM should have

more wasps attack. This encounter should force them to go into the wasp's hive to rescue at least one of their number. The hive will contain at least 3 more giant wasps, regardless of how many the PCs have already faced. Furthermore, this experience will teach them the folly of regarding natural threats as unchallenging.

The nest contains 27 transparent gems (amber) hidden in the walls and floor. Each amber is worth 50 or 100 gp each.

Quick Stats: Giant wasps (7+): MV 6, Fl 21 (B); AC 4; HD 4; hp 27, 24, 23, 20, 19, 18, 14; THAC0 17; #Att 2; Dmg 2-8/1-4; MR Nil; Special attack

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Catfood

Area: This encounter takes place in the deep forest, well away from human habitation. The forest is all old-growth, with very little undergrowth because of the shading of the canopy. It is a beautiful area of the woods.

Situation: This area of the woods is also the home of two elven cats, who have made a comfortable nest for themselves here. As the PCs pass through this area, the cats decide to see if the PCs will feed them. One of them uses its *tree* ability, seeming to meld into the branches. The other cat approaches the PCs, meowing hungrily. It uses its *ESP* on the PCs to determine if they are friendly and if their intentions are good. If the PCs produce

food for the cat, it sniffs at it, eating half of it if it is palatable. It then turns and walks around the tree where its mate lies hidden. The first cat *tree*s itself, while the second one hops down from the tree to finish off the food. The cats will then guide the PCs through the forest to their destination, keeping them away from the danger spots. If the PCs leave food for the cats with the intention of capturing them, one of the cats takes the bait. The other lies unseen, waiting for the PCs to come grab at the cat. Once they reach for it, both cats use *enlarge* and attack. All the woodland creatures in this forest will ever thereafter react negatively to the PCs.

Quick Stats: Elven Cats (2): MV 18; AC 4; HD 3 + 6; hp 29, 23; THAC0 17; #Att 3; Dmg 1-2/1-2/1-3; MR 20%

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Disciple

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Strength, Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 400



Orcs on the Rise, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Forest, Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 100



Hobbies, Part 1 of 2

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 175 for killing the
undead,
350 for investigating
the cause



Blinded, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 270 for ogre



On the Warpath

Danger: Low
Climate: Temperate
Terrain: Forest, Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 90



Disciple

Area: This encounter takes place in any city.

Situation: There are three parts to this encounter: **THE SHADOWING**—When the PCs enter the city, they are observed by a wererat named Wylkin. Wylkin follows the PCs for several blocks, until he selects the most ratlike of the PCs as his target. This will usually be the thief of the party; otherwise, he chooses the smallest human possible. The PCs may not notice him, since he is in rat form. **THE HUNT**—When Wylkin has selected his target, he will stalk his target for three days, observing his prey in action. The PC being hunted has a chance of noticing that Wylkin is following him. Each day, the PC has a 25% of notic-

ing, though it requires a Wisdom -6 check to determine the source. If Wylkin is detected, he flees. **THE GAME**—Finally, Wylkin makes his move. While the PC is sleeping, Wylkin sneaks into the area in rat form. Changing to his half-human form, he automatically gnaws on the PC for 6 points in the first round. He will continue to attack as long as the battle goes his way, but flees if it begins to go badly. The PC has a 1% chance per point of damage of becoming a wererat. If the transformation does occur, Wylkin approaches the PC, saying he senses a kindred spirit. He offers to teach the PC how to use his or her new abilities.

Quick Stats: Wylkin the Wererat: MV 12; AC 6; HD 3 + 1; hp 23; THAC0 17; #Att 1; Dmg by weapon; MR Nil

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Orcs on the Rise, Part 1 of 2

Area: The forest in this area is deceptively pleasant, although there is a faint aura of menace emanating from the thick undergrowth. The trail here is too narrow for passage by more than two abreast, or single file, if mounted. The trail winds between two bluffs, rising so gradually from the rest of the forest that the PCs will barely notice that they are in a defile 100 feet deep until it is too late. Trees rise up both sides of the bluffs, but do not impede either movement or vision.

Situation: When the party ventures about 200 yards into this 400-yard-long ravine, a huge orc rises up on the left hand bluff and calls out in crudely accented Common.

"Adventurers! Throw down your weap-

ons and valuables, step back from them exactly 20 paces, and lie face down on the ground! If you do exactly as I say, no harm will befall you! If you try anything, I may be persuaded to change my mind!" If the party looks as if it is complying, the orc will begin down the hill. As he does so, another orc, this one armed with a long-bow, takes the other's place on the bluff. The PCs will hear a noise behind them, and if they look, they see two more orcs similarly armed. If the party complies, the orc will be as good as his word; none of the party will be harmed. Any who resist are fair game, and the archers will not hesitate to shoot.

Quick Stats: Orcs (7): MV 12; AC 5; HD 1+1; hp 9, 8, 7, 7, 6, 5, 4; THAC0 20; #Att 1 or 2; Dmg 1-8/1-6; MR Nil

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Hobbies, Part 1 of 2

Area: Any small urban setting will do. The townsfolk are friendly but nervous, especially as nighttime approaches.

Situation: Something has been digging up graves in a small village. The villagers are understandably unnerved by this, and ask all wandering adventurers to check it out. The villagers are poor and cannot promise a reward, but anyone who helps them will be heralded as a hero and have friends for life in this area. If the PCs agree to investigate the graveyard, they will see a single ghoulish methodically and purposely digging up the graves.

If the PCs attack, they will, without doubt, kill the creature. A short time later a zombie approaches the graveyard obvi-

ously looking for the ghoulish. If the PCs kill the zombie, no further undead appear.

If they follow either creature when it leaves at dawn, however, they will discover more. The creature brings the corpses it digs up to a small, modest home on the outskirts of the village. From the holy symbol (to a neutral deity) displayed in the window, the PCs should realize that this is the home of the village priest. Further surveillance will reveal the presence of a few more zombies, crawling into fresh graves at the back of the house as daytime approaches.

Quick Stats: Ghoul: MV 9; AC 6; HD 2; hp 12; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

Zombie: MV 6; AC 8; HD 2; hp 6; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Blinded, Part 2 of 2

Area: The nymph's woods are bright and cheerful, and birdsongs fill the air. PCs can see small sprites and other faerie folk peering at them from behind the trees.

Situation: The nymph lives up to her promise, and leads the PCs to a small forest cave. She tells them that the treasure is buried deep in the back of the cave, but they must first deal with the very large, and aggressive ogre that lives in the cavern. She, of course, will wait outside.

The ogre is a horrid specimen, a foul, nearly unthinking beast. It is large and powerful, but it is also very stupid, and PCs should quickly dispose of it.

When the PCs search the cave, they find

orc bones, a pile of filthy leather armor, and four gleaming short swords. In the PCs' hands, they are normal weapons, but in the hands of an orc the swords are +2 weapons, truly a great treasure—for orcs. The nymph honestly didn't know that the treasure is useless for the characters, but giggles anyway at the irony of the situation and disappears into the forest. As the PCs leave the wood, a tiny sprite comes to them bearing a large gem (500 gp value) and says it is a gift from the nymph, who wishes to make amends.

Quick Stats: Nymph: MV 12; AC 9; HD 3; hp 12; THAC0 17; #Att Nil; Dmg Nil; MR 50%; Special attacks and defense

Ogre: MV 9; AC 5; HD 4+1; hp 29; THAC0 17; #Att 1; Dmg 1-10 (or by weapon +6); MR Nil

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On the Warpath

Area: The area is forested and covered with gently rolling hills. The hills are about 30 feet above a stream that winds between them. The trees are mostly tall and thin, affording little cover. They grow close enough together that visibility is limited to a few hundred feet, but they are not so thick as to provide a hiding place.

Situation: As the PCs proceed to their next adventure, they must make a Wisdom check at +3. If they succeed, they hear the sound of marching, the drumming of booted feet coming toward them over the nearby hill. If they choose to investigate, the PCs see a large force of approximately 20 goblins double timing through the woods. They are abnormally quiet for gob-

lins, though the snap of leaves and twigs and the rustling of the underbrush attests to their reality. Their faces are grim and painted for war. Each is armed with a brutal, short sword, a short bow, and a quiver of wickedly barbed arrows.

The party has the option to avoid the goblins or to engage them in combat. If they avoid the goblins, the goblins will not notice them. If they choose to engage the goblins, the monsters will fight in orderly fashion, with half of them providing arrow fire to defend those fighting with swords in the front ranks. They have no treasure on them except their weapons.

Quick Stats: Goblins (20): MV 6; AC 6; HD 1-1; hp 7 (x4), 4 (x16); THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Southbound Express

Danger: Low
Climate: Temperate to Sub-
Arctic
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 120



Heretics

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Dexterity
Encounter: NPC
Add'l Info: None
XP Value: 300



Invasion

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,720



Wrapped Around Your Finger

Danger: Low
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 10



The Night of the Knife

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for detaining
Jack until the guards
pass by,
0 for allowing him to
escape



Southbound Express

Area: This is a zone of foothills, though they are more rock than earth. Jagged pieces of rock lie scattered about the river-cut ravines. The hills vary widely in height, some little more than molehills, while others reach as high as 100 feet.

Situation: As the PCs pick their way through the hills, they hear the sound of pounding feet echoing through the ravines. Because of the strange acoustics of the area, the PCs cannot determine where the noise originates until a running figure breaks around a bend in the northern part of the ravine.

It is a hobgoblin chieftain, running at full tilt, headed south. He carries two long swords, crossed over his back, and holds a

bow in his right hand. A nearly empty quiver of arrows bounces at his left side. He has obviously been running for some time, based on the sweat and grime caked on his boots and leggings, but he does not appear to be winded.

If the PCs do nothing to stop him, the hobgoblin vanishes out of the southern end of the ravine. He will not respond to any hails. If any obstacles appear in his path (like the PCs), he will either go around them or hack at them with both swords. He looks very strong.

If the PCs kill him, they can take both of the *long swords* +1 he carries over his back.

Quick Stats: Hobgoblin Chief: MV 12; AC 2; HD 4; hp 22; THAC0 17 (+1); #Att 2; Dmg 1-8 + 4/ 1-8 + 4; MR Nil

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Heretics

Area: The encounter takes place at night, within a city. If the PCs venture beyond the boundaries of the higher-class district in town, this encounter may be used. The area is a lower-class neighborhood, where the streets are narrow and not well patrolled. The streets are mostly deserted, and passers-by hurry on, intent on errands of their own.

Situation: As the PCs move through the area, they see flickering lights as if from candles flickering around the corners of a poorly drawn curtain. If the PCs investigate, they find that they cannot see anything significant through the folds of cloth. Once they draw this close to the building, they clearly hear the sounds of low chant-

ing, building toward a climax. If the PCs try the door near the window, they find it unlocked. The acolyte on the other side appears to be very surprised as the PCs open the door. Inside, there are 10 robed figures gathered around an altar of the district's foremost, illegal, evil god, led by a hooded priest. After a moment of stunned silence, they rise as one and charge the PCs, howling death threats. They pursue through the streets if necessary, but try to avoid the city watch. The PCs now have an enemy looking for them, in the form of a fanatical, underground religious organization.

Quick Stats: Adherents (10): MV 12; AC 8; P1; hp 5 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Invasion

Area: A village on the edge of a great sea has been targeted for invasion by a renegade group of sahuagin. The attack falls on the night the PCs decide to stay in town.

Situation: These renegade sahuagin are tired of waiting for the priestesses of their race to determine when to mount a full-scale attack on surface dwellers. They have decided that by raiding a village on their own, without the priestess's approval, they may be able to convince the rest of their folk that the time for invasion is now.

Their attack on the village comes at night. The PCs must defend and drive the fishermen back into the sea, or watch the town be destroyed by the ruthless creatures. They will be aided in part by the

townspeople (mostly 0-level fishermen and perhaps a handful of 1st-level fighters), but the bulk of the town's defenses will fall upon the PCs.

The sahuagin are led by one lieutenant; if he is killed, a morale check is required. Otherwise, the creatures will continue attacking until it becomes clear that the PCs have the advantage.

The sahuagin leader wears a pearl-encrusted necklace, worth 300 gold pieces. They have no other treasure.

Quick Stats: Sahuagin (15): MV 12, Sw 24; AC 5; HD 2+2 (3+3); hp 11 (22); THAC0 16; #Att 1 or 5; Dmg by weapon or 1-2/1-2/1-4/1-4/1-4; MR Nil

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Wrapped Around Your Finger

Area: The encounter may take place on any heavily traveled road. There are drainage ditches running along the side of the road, currently dry. Drivers and carts pass frequently along the road in both directions.

Situation: As the PCs move along the road, they catch a glint of something in the drainage ditch to their right. If they investigate, they find a ring, which appears to be gold, lying in the ditch. The ring is actually copper plated with a thin veneer of gold to make it look valuable. It will not radiate magic, but the PCs might believe that they can make some money by selling it. If one of the PCs chooses to wear the ring, the gold plating will wear off within a few hours, and the copper ring leaves a

green band around the PC's finger.

If the PCs wish to sell it, no self-respecting jeweler will touch it. However, they might be able to get rid of it by selling it to someone else on the road, preferably a self-important merchant. This should prove to be no problem, as there are many pompous peddlers along this road; the main problem the PCs should have is one of conscience. If the PCs are of good alignment, they receive no experience points for this solution.

Quick Stats: The ring has no redeeming characteristics, it is perfectly ordinary and quite worthless.

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The Night of the Knife

Area: This encounter takes place in a dismal part of a large town, in a district of refineries and mills. There is a thick fog rolling in tonight, blanketing the town. The light from swinging street lanterns bathes the streets in an eerie glow, penetrating the fog just enough to give the impression that the fogbank gives off a dull gleam. The streets are mostly deserted.

Situation: As the PCs pass through the fog, they can hear a faint scuffle on the cobblestones ahead of them, followed by a dull thump. A muttered curse issues out of the fog ahead, followed by staccato footsteps, as if someone is striding toward them. Moments later, a tall figure looms out of the fog in front of the PCs.

"Evening," the man mutters, tipping his cap. He continues his brisk stride past the PCs, disappearing into the thick fog as quickly as he came. Unless the PCs detain him now, they have no chance of catching him, though they have little grounds for this action. If he is detained, the man is of impeccable breeding and manners, and is utterly charming. His hat and hood hide his face, and he will not reveal it to the PCs if he can help it. If the PCs continue onward, they stumble across the mutilated body of a man. His blood still steams in the fog, splattered in a spreading pool around his body. One solitary, bloody footprint leads away from the body in the direction from which the PCs came.

Quick Stats: Jack: MV 12; AC 7; T10; hp 50; THAC0 16; #Att 1; Dmg 1-6; MR Nil

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A Bone in the Throat

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 100



The Near-Sighted Paladin

Danger: Low
Climate: Temperate
Terrain: Any, near a major city
Attribute: Charisma
Encounter: NPC
Add'l Info: PHB, pg. 27
XP Value: 150



Mistaken Identity, Version 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for above-average role-playing



Swimming Hole

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 270



The Fishing Dispute

Danger: Low
Climate: Temperate
Terrain: Aquatic, Forest
Attribute: Wisdom
Encounter: NPC
Add'l Info: PHB, pgs. 131, 132, 142; DMG, 145
XP Value: 500



A Bone in the Throat

Area: This encounter takes place in a dungeon passageway roughly 100 feet long. A skeleton is attached to a series of light chains outside of a heavy door. The chains are attached, with some slack, to each of the skeleton's limbs, giving it the appearance of a giant, skeletal marionette. The hallway is only 5 feet wide, making it necessary to pass the skeleton closely to get to the door.

Situation: As soon as the PCs close to within 30 feet of the skeleton, it jerks to life. A red glow lights in its eyes, and it stomps around its confined area, trying to approach the PCs. It can only advance 5 feet, however, before the chains jerk it to a halt. It looks very much like a giant pup-

pet, animated by a clever puppeteer. If the PCs continue to advance, it stops jerking and raises one arm, points two fingers, and fires two knuckles at the lead character. The knuckles fly unerringly to their targets, striking for 1d4+1 points of damage. It will continue to fire two per round, until it has fired 20, or until the PCs move to within 5 feet of it, at which time it will attack with the remainder of its fingers. The skeleton has been here for some time, imbued with a powerful magic that has not weakened. The skeleton can be turned as a wraith, but since it has nowhere to flee, it will continue to attack. Once the PCs defeat it, they can proceed.

Quick Stats: Enchanted Skeleton: MV 12; AC 5; HD 4; hp 30; THAC0 17; #Att 2; Dmg 1-6/1-6; MR 15%

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The Near-Sighted Paladin

Area: This encounter may take place near any habitable area the PCs have just left. The encounter occurs as soon as the PCs have traveled about 10 miles from the city.

Situation: The party is moving along at a good pace when they hear the thunder of hooves behind them. It sounds almost as if an entire regiment of cavalry is bearing down on them at an incredible rate of speed. If they move off the road, they see a knight in full armor galloping past them at an astonishingly fast clip. They will find him waiting quietly near some trees later on; when he senses their presence, he will leap up, bastard sword in hand, and proceed to question them.

If the PCs remain on the road, the knight

reins up and demands their unconditional surrender. He introduces himself as "The famous paladin Kelvran Orcsbane," and produces a warrant for the arrest of a gang of bandits who are supposed to work for the Witch Queen. The warrant describes the brigands, who vaguely resemble the PCs.

With some quick talking, the PCs should be able to extricate themselves. The paladin is aware of his bad eyesight (although he is not ready to admit to it), and will let the PCs go if their explanation is convincing enough. He can later provide a useful NPC contact, if the DM desires.

Quick Stats: Kelvran Orcsbane: MV 12 (24 on warhorse); AC 1; Level 7; hp 65; THAC0 14 (10); #Att 3/2; Dmg 1-8 +4; MR Nil

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Mistaken Identity, Version 3

Area: This is a small village, one in which all the locals seem to know one another, but stare at strangers. The PCs are walking down a wide and dusty street, the street radiating the heat of the sun that shines down upon it.

Situation: As the PCs enter town, a small fellow walks up to the burliest human PC and hands him a sack containing 100 gp, and says, "Here you go. Sorry it took me so long to get it back to you." He walks away quickly before anything else can be said. If the PCs enter a tavern or restaurant, the manager hurries over and guides the PCs to the best table in the house, and asks the same PC, "Would you like the usual, sir?" If the PC declines, the manager

looks a little surprised, but complies. If the PC takes the usual, the manager brings him his favorite food. The manager is deferential to the PC's friends, as though they were important because of the company they keep. As the PCs leave, a stunningly beautiful woman rushes up to the PC, plants a firm kiss on his lips, and says, "Darling! Come home, dear. . . it's been so long, and I've missed you so!" She guides the PC to a fine house, and as she ushers him in, the PC sees a man who looks exactly like him, dressed in similar clothing, coming down the stairs. How the encounter is resolved is up to the DM: it can be a doppelganger, a long lost twin brother, or anything else. Whatever the case, it is sure to be amusing.

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Swimming Hole

Area: The PCs are approaching a temperate, freshwater lake. The DM should emphasize that the area is peaceful and serene, with no dangers anywhere apparent.

Situation: As the characters approach, the nixies of the pool combine their magic and attempt to *charm* four of the PCs. If the spell fails on all four, the nixies curse their luck and withdraw back into the water without any further confrontations with the characters. If the PCs spot the faeries and are foolish enough to go into the water after them, the nixies will defend their territory to the full extent of their abilities. The PCs will be in very unfamiliar territory, and the nixies have no compunction about defending themselves with all of

their magical abilities.

Charmed characters move toward the water, and unless they are saved by *dispel magic* or are physically restrained, they will be the nixies' servants for one year. PCs may attempt to rescue their *charmed* comrades, of course, but again the nixies will have full advantage.

If characters are *charmed* and end up as nixie slaves, they still may be retrieved by party members in return for favors or tasks assigned by the nixies. The DM is encouraged to be devious in creating other favors and tasks.

Quick Stats: Nixies (40): MV 6, Sw 12; AC 7; HD 1/2; hp 2 or 4; THAC0 20; #Att 1; Dmg by weapon; MR 25%; Special attacks and defenses

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The Fishing Dispute

Area: The location is a formerly idyllic little village sitting next to a peaceful lake. The lake, in contrast to the village nearby, is clear and serene. The village appears to be dilapidated and worn. There is evidence of a recent fire, and it looks as though the village has been abandoned just recently.

Situation: Two of the local residents, Rakas and Lorud, once fast friends, have become involved in a fishing contest of sorts. Where once they would fish together peacefully, they soon began competing with each other to see who could catch more fish. As the contest wore on, they became less and less friendly to each other. Then they started sabotaging each other's gear, boats, and even their personal lives.

It finally escalated into an all out war between the two fishermen, with the rest of the town being used as pawns of one side or the other.

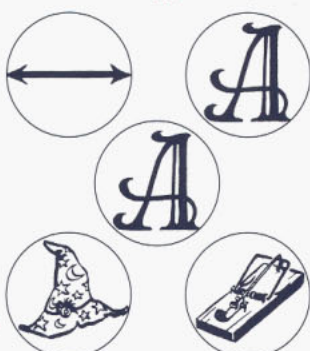
When the PCs enter the town, one or the other will approach them and accuse them of being the hirelings of the other. He will demand that they leave town at once. If the PCs do not, the man jumps up and down, screaming, and then run through the town shouting, "Cheater!" Soon after, the other shows up and performs the same routine. The PCs can try to talk to the two combatants, but there is little chance that they will see reason.

Quick Stats: Lorud: MV 12; AC 8; F1; hp 5; THAC0 20; #Att 1; Dmg 1-6
Rakas: MV 12; AC 8; F1; hp 7; THAC0 20; #Att 1; Dmg 1-6

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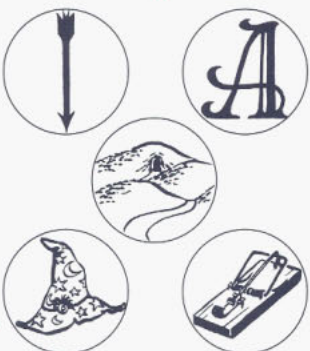
Dispelling Doubts

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pg. 148
XP Value: None



The Repulsive Ring

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pgs. 165 and 209
XP Value: 100 for gaining the ring,
0 for allowing it to escape



Charlatan

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: PHB, pg. 153
XP Value: 1,000 for discovering the truth



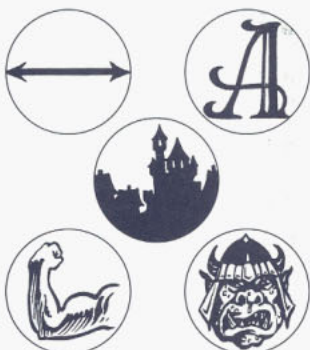
Arcane Knowledge

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Looks Can Kill, Part 2 of 2

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



Dispelling Doubts

Area: This encounter can take place in any area the DM deems effective, for it is a random event, rather than an encounter that requires planning.

Situation: As the PCs move through the adventure area, they step into an area that has somehow been made into a *dispel magic* zone. This field dispels all magic for the period of 1 hour. However, all items are allowed a save, as detailed in the spell description of *dispel magic*. This effect also prevents mages from using spells for 1d6 rounds.

This is an ideal card to play directly outside the main villain's door. It is sure to brighten the players' days when they learn that their favorite magic is gone. The actual

workings of how the zone came to be there are up to the DM. Perhaps a mage (maybe even the villain) has been experimenting with the creation of such zones and stumbled across this method by accident. The result might be unreproducible, though the wizard has been looking for ways to spread it throughout strategic points in his lair.

Likewise, this might simply be the result of magical energies combining in a certain nexus, or the residue of repeated *dispel magic* spells cast in the area.

The zone could also be an anomaly, a natural phenomenon caused by a unique magnetic field fluctuation. Regardless of the explanation, the PCs will have no small difficulty dealing with this.

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The Repulsive Ring

Area: This encounter takes place in a small chamber. There is a square table in the center of the 10 x 10-foot room, and an open window at the opposite end of the room. Sitting on the center of the table is a glowing ring.

Situation: The ring has had both *continual light* and *avoidance* spells cast upon it. If a PC reaches for it, it bounces off the table and hovers in the air (it is actually sitting on an *invisible* plank that leads out of the window). Unless the PCs can cast *dispel magic* on the ring, they will never be able to reach it. If they cast this spell, both the *avoidance* spell and *continual light* will be lost; the ring is worth only 5 sp without these spells.

If the PCs continue to approach the ring, it skitters out the window and is lost. If they somehow manage to force it off the plank and into a corner, they will not be able to pick it up; their hands will be turned aside a foot away from the ring. If they somehow force the ring into a bag, the bag will hover 1 foot away from their bodies.

Quick Stats: The ring is useless except for the *continual light* spell. It can only be used for a light source, because its poor workmanship is not of sufficient quality to allow this ring to hold a spell of any real power.

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Charlatan

Area: This can occur in any small town in where the villagers are superstitious.

Situation: A local thief has been cursed with a *babble* spell, the reverse of the wizard spell *tongues*. Unfortunately for the thief, the wizard who cast the spell also cast a *permanency*, to avenge himself for the loss of his valuable treasures and spell components. He then released the thief back into her home town, where she walked the streets babbling indecipherably until someone decided that she was touched by the gods. From that moment on, she was free to do whatever she liked, and she was more than happy to play this roll to the hilt. Free room and board, who could ask more? She can get away with

anything in this town. If she gets caught stealing, the person simply takes back the item she took, and says nothing more of it. Because of this, she has gotten very sloppy. When she attempts to pick the pocket of a PC, she has a 35% chance of success. If she misses by more than 20%, the PC will notice. However, if the PCs do anything to her, the villagers angrily converge on the PCs to drive them out of town. They are likewise irritated if the PCs remove the spell, thinking that this means that the gods no longer smile upon them.

Quick Stats: **Jhana:** MV 12; AC 4; T7; hp 33; THAC0 17; #Att 1; Dmg 1-6 +3; MR Nil
Villagers: MV 12; AC 10; 0-level humans; hp 4 each; THAC0 20; #Att 1; Dmg 1-6 (club); MR Nil

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Arcane Knowledge

Area: As the PCs relax in a large city, the word goes out through the grapevine that a strange "blue-skinned giant" is looking to hire a small group of adventurers as his personal entourage and to be his guardians during his stay in the city.

Situation: This scenario works best if the characters have not encountered spelljamming craft or creatures before, and are ignorant of wildspace and the spheres.

An arcane's spelljamming ship crash-landed on the PCs' planet. The ship is in need of many repairs, and the arcane has come to the city to find the equipment he needs. He seeks to hire the PCs to accompany him in the city as bodyguards and servitors while he searches for the rare

equipment he requires to fix his ship.

The arcane will not haggle with the party over the price of their hire; he offers a price, more than fair, for their service, and expects an immediate answer. He will not answer any of their questions about what he is looking for or where he came from.

When the arcane has completed its business, if the PCs have performed their duties adequately, the arcane will ask them if they wish to extend their service further by acting as bodyguards on the way back to his ship. The DM should play up the wonder of first encountering the idea of spelljamming, and this is an ideal hook by which to launch a spelljamming campaign.

Quick Stats: **Arcane:** MV 12; AC 5 (3); HD 10; hp 38; THAC0 11; #Att 1; Dmg by weapon; MR 40%

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Looks Can Kill, Part 2 of 2

Area: Any medium to large city will do.

Situation: If the PCs participated in the previous encounter, they are summoned only to learn that his pet basilisk has escaped. He pleads with them to find it and kill it quickly and quietly, before anyone finds out it was his. He'll offer them a substantial reward if they carry out this task. If they try to tell anyone else about the noble's ownership of the creature, he'll countercharge and say that they brought the thing into the city to kill him and take his estate.

Finding the basilisk should be fairly simple: the PCs just follow the trail of new statues of animals and a few unfortunate

people. Capturing or killing it is more difficult, given the danger involved. The PCs have one advantage: because the noble fed the creature so well, it is fat and slow, allowing the PCs to gain initiative in each round of combat. If the PCs are clever, they can get a hold of mirrored shields to deal with the creature at close range; otherwise, they are better off using spells and arrows from a distance.

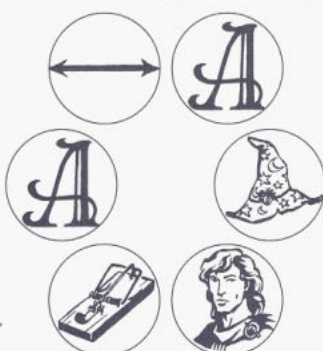
Once the creature is killed, the PCs have an additional opportunity to make a profit by selling the creature's body to interested mages or alchemists, for the creation of spells and potions.

Quick Stats: **Lesser Basilisk:** MV 3; AC 4; HD 6+1; hp 25; THAC0 15; #Att 1; Dmg 1-10; MR Nil; Special attack

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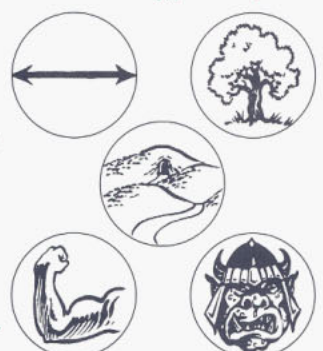
The Invisible Woman The Irritated Wizard, 2 of 2

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device, NPC
Add'l Info: PHB, pg. 142
XP Value: 1,000



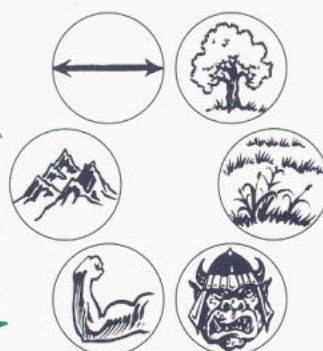
Hook Family

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Look to the Skies!

Danger: Medium
Climate: Temperate
Terrain: Mountains, Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



The Giant's Baby

Danger: Medium
Climate: Temperate
Terrain: Mountains, Plains
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Sly Jackal

Danger: Medium
Climate: Sub-tropical
Terrain: Desert
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,680



The Invisible Woman The Irritated Wizard, 2 of 2

Area: This encounter should take place soon after the previous one. Like *The Stench*, the encounter can take place wherever low-level characters are likely to be found.

Situation: As PCs go about their business, they feel a tap on their shoulders. If they have the ability to see invisible things, they have no trouble discerning a helpless-looking young woman standing beside them. Otherwise, there is no easy explanation, until a disembodied female voice speaks.

"I've heard you gentlefolk are experienced in removing the curses of the local wizard. I too, as you can see, or rather as you cannot see, am in dire need of your

services. I, too, irritated the wizard, and was given permanent invisibility as payment for angering him. The worst thing is, I merely spurned his advances, for he is a disgusting little old toad."

If they desire to help the young woman, the PCs will have to figure out some way to remove the curse on her necklace, which is the item that keeps her permanently invisible. If they remove this curse as well, the PCs might draw the attention of the wizard, who will not be happy that so many of his curses are being dispelled by the PCs. To show his esteem for their abilities, he might very well send them an item that will put them in the same boat as the NPCs with whom he has been dealing.

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Hook Family

Area: This encounter occurs in a natural cavern. It is damp, dark, and dank with chilly air.

Situation: The PCs find the cave a comfortable place to rest in for the night. Little do they know a family of hook horrors lives here.

Searching the cave will reveal only that there are many holes in the walls, high above their heads, near the ceiling. It is unlikely that anything could climb out of those holes and make it safely to the floor. Otherwise, the cave is empty.

The hook horrors are asleep when the PCs enter, but when they awaken (in 1d6 hours or when the PCs make a loud noise) they will try to scare the PCs away by rub-

bing their bony arms together, making a loud rasping noise.

If the PCs are sufficiently intimidated, the hook horrors will climb down from their holes to attack them, retreating back up the wall when things get tough.

There are eight hook horrors in all, but one, the dominant female, will not fight. All others will crawl out of their holes and down the walls to attack. They will climb down the walls quietly but they will be very loud when attacking because they want to scare the PCs away from their lair and the dominant female.

Quick Stats: Hook Horrors (7): MV 9; AC 3; HD 5; hp 28; THAC0 15; #Att 3; Dmg 1-8/1-8/2-12; MR Nil

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Look to the Skies!

Area: The area is a wide, grassy plain located near some craggy mountains. The time is late afternoon. The clouds in the sky have begun to take on a menacing cast. It looks as though the PCs might get wet before the day is out.

Situation: If the PCs have been watching the clouds, determining the weather, they will see a shape winging away from the mountain. If they continue to watch, they see the shape heading directly toward them. It rapidly closes the distance, and the three heads of the chimera become evident.

The PCs should be at least 200 yards away from cover when this encounter begins. If they begin to run for cover when

they see the chimera, they can make only 150 yards—50 yards short of the covering woods.

The chimera has no formulated attack plan except to swoop down on the PCs and kill them for food and treasure. It will fight to its best ability until it has suffered more than 50% of its hit points, until a PC is dead, or until the PCs make it to cover. It knows that it is at a disadvantage in the woods, and it will not follow the PCs into the forest. Instead, it will use dragon flames to create a forest fire, trying to drive the PCs out in the open where it can get at them. Dead PCs are taken to its lair in the mountain and consumed.

Quick Stats: Chimera: MV 9, Fl 18; AC 6/5/2; HD 9; hp 63; THAC0 11; #Att 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; MR Nil

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The Giant's Baby

Area: Craggy blue mountains, their tops in the clouds, rise high above the sunlit plains of the valleys below.

Situation: While the PCs are in the mountains, a thick fog descends on them, seemingly from out of nowhere, which reduces their visibility to about 10 feet. As the PCs adjust to the fog, they notice a pair of giant feet standing motionless in a few feet away. Looking up, it becomes apparent that the feet belong to someone who is easily 20 feet tall. The fog lifts as quickly as it came, revealing the stern face of a cloud giant. The giant bends down and asks, "Have any of you seen my child?" The giant goes on to tell them that his child has wandered away and he would be happy to

pay the PCs 10,000 gp in worked silver jewelry for her safe return. The giant points the PCs in the direction where he last saw the child. The young giant has wandered down into the plains, leaving a swath of devastation behind her, as children are wont to do. Her trail is not hard to follow, but persuading her to return is more difficult. The child is having too much fun to go home now. The PCs must convince the child to return with them.

Quick Stats: Cloud Giant: MV 15; AC 0; HD 16; hp 118; THAC0 3; #Att 1; Dmg 1-10 or by weapon (6-24 + 11); MR Nil
Cloud Giant Baby: MV 9; AC 0; HD 10; hp 42; THAC0 7; #Att 1; Dmg 1d6; MR Nil

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Sly Jackal

Area: Jackalweres attack anywhere in the deep desert; this encounter takes place on a cool, dark night.

Situation: Four jackalweres are hunting when they see the PCs crossing the desert. Two of them change to human form, and their two pack mates gnaw on them a little for effect. The two gnawed "humans" charge into the PCs' camp screaming about jackals chasing them, trying to eat them.

The other two jackalweres chase them, but they retreat before the PCs can engage them in combat. Once the human form jackalweres get into the PCs' camp, they attempt to use their natural gaze ability to put as many PCs to sleep as possible.

Once most of the PCs are asleep, or if the

jackalweres' true nature is discovered, they will attack, changing into jackal form and howling to the rest of the small pack to join them.

PCs can become suspicious (and immune to the jackalwere's *sleep gaze*) by realizing that jackals usually hunt in packs larger than pairs. They may also find it strange that two men are out in the middle of the desert with no equipment, being pursued by only two jackals.

The jackalweres have 300 cp, 50 sp, and 2 gems worth 50 gp apiece stashed in a rocky cave nearby.

Quick Stats: Jackalwere (4): MV 12; AC 4; HD 4; hp 20; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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Double Image

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 975



First Flight

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



Hungry Fish

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,300



Look, It's Talking

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: of ring



Dead Justice

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Double Image

Area: Any city where the PCs have been in town for a some time; at least long enough to establish themselves and to be known to a few of the more important locals.

Situation: One of the PCs is being imitated by a doppelganger. The creature has been studying the PC for a while, and starts using the PC's appearance to buy things with counterfeit coins, run up bar tabs, pick up items purchased by the character (e.g., a fighter who's having a new sword made, or a wizard who commissioned a piece of jewelry for later enchantment), and making the PC's life miserable.

Eventually someone will confront the PC—about bar tabs, bills for services, counterfeit coins, or any number of other

possibilities. Depending on the severity of the doppelganger's actions, the PC might even be arrested and thrown in jail. The other members of the party will have to solve the mystery—fairly simple, since the doppelganger has been careless and has left a lot of clues behind. Either the PCs can catch and kill it, or the DM may choose to have the doppelganger leave town when the PCs start making inquiries, only to cause more trouble in the next city, and using the same face.

Quick Stats: Doppelganger: MV 9; AC 5; HD 4; hp 20; THAC0 15; #Att 1; Dmg 1-12; MR Special

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First Flight

Area: These events occur in wooded hills with high trees and steep, rocky slopes.

Situation: A young griffon has decided it is time he learn how to fly. He flapped out of the nest, flying as far as 100 yards before he became entangled in the tree tops and came crashing back to the ground, breaking his left wing. He now lies on the forest floor, mewling pitifully (AC 8, hp 4).

The PCs will remember that young griffons can be trained as mounts. The young griffon is too confused and hurt to put up any kind of a fight, though it will make half-hearted attempts to snap at fingers or chomp at a nose (1-2 hp).

Soon the creature's mother will notice that it is missing; within 1d6 melee rounds

after the PCs find the baby, the mother will start looking. PCs may see her swooping overhead. If they don't hold his beak closed, the baby will screech when it sees its mother fly by and she will come down to investigate, attacking anyone who is anywhere near her baby. She will screech while attacking, calling 1d6 adult griffons in 2d6 rounds.

If the PCs make off with the baby, they can heal it and let it go again, or they can train it as a mount.

Quick Stats: Griffon: MV 12, Fl 30; AC 3; HD 7; hp 42; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

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Hungry Fish

Area: The locathah will appear along a rocky coast with a white, frothing ocean.

Situation: A group of locathah have moved to a new territory, having just finished a long journey. They have found a suitable location (a cave) but are very low on food. When the PCs pass by (in a boat or on foot), the locathah will approach them and ask for a toll in food.

If the PCs attack, the locathah will defend themselves, of course, but will not press a battle unless they are really winning. They are interested only in getting food, not starting a war with the local humanoids.

If the PCs turn the locathah down, the locathah will come back later that night to steal all of the PCs' food, overpowering

sentries if necessary, though they will not kill without need.

The locathah will eat about anything but they prefer fish. If the PCs can provide them with a lot of fish, they will warn the PCs of any dangers that may lie ahead on their journey. If the PCs provide them with surface food (fruits, bread, etc.) the locathah will depart, their toll paid.

There are 20 locathah in all. Each has coral jewelry worth 2d10 gp each.

Quick Stats: Locathah (20): MV 1, Sw 12; AC 6; HD 2; hp 12; THAC0 16; #Att 1; Dmg 1-6; MR Nil

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Look, It's Talking

Area: A small, pleasant clearing with a clear, running stream invites the characters to relax and do some fishing.

Situation: Though at first nothing disturbs the PCs, they eventually have a most unusual experience. The characters catch what seems to be a talking fish. Although indistinguishable from any other fish the characters may have caught, this fish hangs limply at the end of the hook, saying things like "Hey! Put me down!" and "I'm gonna tell my master on you." It will not say anything else, regardless of what the PCs say to it. If the PCs think to inspect the fish, they discover that it is quite dead and that the voice is coming from inside.

When they cut it open, they discover

that the fish had swallowed a ring with a permanent *magic mouth* spell on it. The mouth continues to speak to the characters without stopping. If they look, a command word for the ring is engraved on the inside of the ring. The spell may be "reprogrammed" to say anything the PCs wish, giving them a small but potentially useful magical item.

Quick Stats: Dead Fish: (good eatin'!); ring with a reprogrammable permanent *magic mouth*

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Dead Justice

Area: This event occurs at a roadside, the ground is soaked in blood and there are signs of a recent small, fierce battle.

Situation: A bounty-hunter seeking a dangerous bandit has been ambushed and left to die at the side of the road. This bandit led the bounty-hunter on a terrible chase across three kingdoms and he is not about to give up now.

When the PCs approach, they see a horse standing over a fallen man, his body pricked with arrows. The man is dead, and there are tracks from several horses and men.

The bounty-hunter has become a haunt and will rise out of his body when somebody checks to see if he is dead. The haunt

will attack this person, though the target realizes that the haunt is a good creature and has no antagonistic intentions.

Once the haunt has possessed a PC, he will explain that his other comrades were cowards. He arrogantly tells the other PCs to ride with him in search of the Red Bandit, an evil killer.

The bandit is only a few hours down the road, riding slowly, thinking he is safe. Once the Red Bandit is caught, the haunt will leave, letting the PCs deal with the bandit as they choose.

Quick Stats: Haunt: MV 6; AC 0; HD 5; hp 30; THAC0 15; #Att 1; Dmg special; MR Nil

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Divine Intervention

Danger: Medium
Climate: Temperate to sub-arctic
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 1,000 if they realize the cause of their minor troubles



Sadieville

Danger: Medium
Climate: Temperate to sub-tropical
Terrain: Urban
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 3,000



Big Birds

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 840



Accused at Sea

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 120 per PC for avoiding combat



Cornered Flayer

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



Divine Intervention

Area: This takes place in a dour little mountain town. There are no taverns in town; the inns provide bland meals, and they do not serve spirits. The town seems to close down only a few hours after sunset, and rises a couple hours before the dawn. The people of the town are impersonal and suspicious, keeping their mouths shut unless are spoken to. When someone speaks to them, they answer in curt, clipped tones, revealing no more than they have to. They all wear the same religious emblem on a necklace.

Situation: The people of the town are devoutly religious. They founded the town to advance their religion, and prayed to their lawful-good god to send a sign of his

favor, to make their lives more as he would wish them. Their prayer was granted.

Now, anytime anyone in the town does something even remotely not lawful good, something goes awry. If the PCs tell even a little white lie, a window near them breaks. Shopkeepers come out to yell at the PCs, saying, "You broke my window!" If the PCs deny this, another window breaks. The shopkeeper becomes more and more furious. Bootstraps, belts, backpacks, and other items are also good targets for breaking when the PCs behave in a non-lawful good way. The more serious the infraction, the greater the god's warning. The DM is encouraged to be inventive; however, no PC should be stricken dead without using an NPC as an example first.

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Sadieville

Area: This appears, at first glance, to be a typical small farming town, far from other civilization. There are farmers toiling in the distant fields as the PCs enter the town, though they are not as burly as farmers in other areas. Carts driven predominantly by women pass the PCs (or are passed by the PCs) on the road into town, and females lounge in front of the stores, waiting for something exciting to happen.

Situation: This town is completely dominated by women. The men are in subservient positions, tending to the nursing and care of children, sewing, doing the housework, and in general staying at home and maintaining the quality of life for the women.

The women in this town are very tough, and they know it. Indeed, if there are any males in the PCs' party, some of the local hoods come to rough them up. Since they have only rarely seen males who are willing to stand up to them, they assume that these males are no exception. They whistle at the men, calling out derogatory comments about their appearance. If the men show any sign of resistance, the women come out to fight, which they will do until the sheriff breaks it up. The sheriff will only break up a brawl if she thinks someone is going to be killed. The sheriff is a 10th-level fighter and very competent.

Quick Stats: Local Hoods (6): MV 12; AC 5; F6; hp 48 each; THAC0 15; #Att 3/2; Dmg 1-4 or 1-8; MR Nil

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Big Birds

Area: These owlbears may be encountered in any dark forest.

Situation: Two mated owlbears have quite a nest of eggs this year. Both of them have gone out to hunt for the food the chicks will be crying for when they awaken. At this moment they are dragging back a large buck they brought down in the woods.

The PCs happen upon the nest of eggs and wonder what they are. There are five eggs, each about the size of a watermelon. The nest is really just a pile of twigs on the ground and there are many bones littered around the nest from rabbits and larger animals.

While the PCs are wondering at the eggs and discussing what kind of carnivorous

bird laid them, the owlbears come back with their prey. They are not pleased to find intruders at the nest and thus attack without mercy. Their improved THAC0s represent their frenzy when protecting their young.

The owlbears have killed at least one other person in the past because there is a belt pouch here with 36 gp, a silver elven sword, and a suit of elven chain mail.

Quick Stats: Owlbears (2): MV 12; AC 5; HD 5+2; hp 30; THAC0 15 (14 because of frenzy); #Att 3; Dmg 1-6/1-6/2-12; MR Nil

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Accused at Sea

Area: The party is on a boat traveling across a sea or large lake. The encounter occurs at least one mile from land.

Situation: Some adventurers recently killed two young selkies and kidnapped two more. The other selkies only caught a glimpse of the murderers and are searching for them when the selkies come across the PCs. The selkies surround the party's boat and tell the PCs to put down their weapons so they can search for their missing companions. The selkies will be hostile, asking the PCs if they are the "foul murderers."

If the PCs cooperate, allowing the selkies to search the boat (the selkies will let them keep their weapons if the PCs are polite),

then the selkies will apologize. However, if the party is belligerent, the selkies may attack by either holing or overturning their boat, plunging PCs into the cold water. At this point the PCs only hope is the selkie from the **Pick-Up Line** encounter card. Elkrye will defend the party and can save their lives as long as the PCs do not kill any selkies. If more than six selkies are killed, the rest will flee the area.

If the PCs can avoid combat, the selkies will give the party a small medallion allowing the them to ask for aid or shelter from any selkie community.

Quick Stats: Selkies (12): MV 12, Sw 36; AC 5; HD 3+3; hp 12, 13, 14, 16, 16, 17, 17, 17, 19, 19, 20, 25; THAC0 17; #Att 1; Dmg 1-6; MR Nil

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Cornered Flayer

Area: The mind flayer can be found in very deep, strange, and awful caves.

Situation: A mind flayer has gotten lost in the vast underground labyrinth that extends under the whole world. Mind flayers usually do not leave the telepathic range of the elder-brain of their city, for without it the mind flayer is reduced to ordinary senses, a new experience entirely.

The creature is currently using *ESP* in a desperate attempt to find its way home. It has been drawn to the PCs, temporarily mistaking them for other mind flayers or, more likely, drow.

Once the mind flayer gets close enough, it realizes that the PCs are from the surface world. Their thoughts are strange, and

they take comfort from light that burns the eyes. Afraid for its life alone, without protection or comrades, the mind flayer lays an ambush.

The mind flayer will hide in a little nook in the wall and wait until the PCs are close enough to fall within the zone of its mind blast (and too close to cast large area-effect spells). The mind flayer has a *potion of extra-healing*, a *potion of invisibility* (that it will consume in a pinch) and a scroll with two 5th-level wizard spells (determine randomly).

Quick Stats: Mind Flayer: MV 12; AC 5; HD 8+4; hp 48; THAC0 11; #Att 4; Dmg special; MR 90%; Special attacks.

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Troubled Waters

Danger: Medium
Climate: Temperate
Terrain: Aquatic, Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2475 total
1 HD 35
2 HD 65
3 HD 120
4 HD 420



Kiss of Death

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



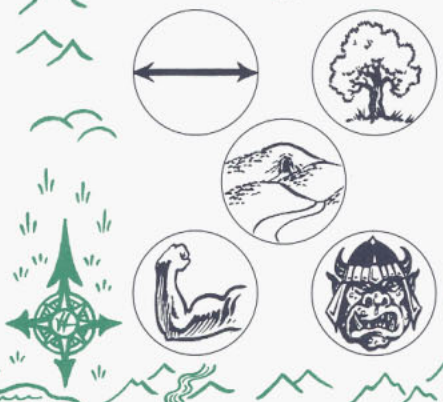
Below Decks

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Moss Grows Fast

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 360 (120 per slime)



Antic Ambush

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 970 (35 each and 270 for the chieftain)



Troubled Waters

Area: The encounter takes place on an underground river or lake. The cavern is very damp and the roof of the cavern is covered by stalactites large and small.

Situation: The party is traveling by boat when the encounter begins. The 18 piercers in this cavern will attempt to drop onto the PCs as they pass beneath. If the encounter takes place on a small river, it will be very difficult for the PCs to avoid the attack even if they are alert to the potential danger.

If a piercer misses its target, there is a 50% chance it will hit the PC's boat. If the piercer strikes the boat it will knock a hole in the bottom. Small boats (rowboats) will sink in 1-4 rounds, medium boats (sail-

boats) 2-8 rounds unless the party manages to stop the leak. Piercers are mollusks and have no trouble existing underwater. If a PC in a small boat is hit by a piercer he must make a saving throw vs. petrification or fall overboard.

If the PCs can examine the bottom of the water below the piercers, the party will discover a total of 1,000 gp in gems, 400 gp, 500 sp, and a flask containing a *potion of healing*. These are the only remains of other unfortunate boaters.

Quick Stats: Piercers (18): MV 1; AC 3; HD 1 (x3), 2 (x6), 3 (x6), 4 (x3); hp 3, 5, 5, 8, 8, 10, 10, 11, 14, 15, 17, 17, 18, 20, 22, 23, 25, 28; THAC0 19 (1-2 HD), 17 (3-4 HD); #Att 1; Dmg 1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 2-24 (4 HD); MR Nil

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Kiss of Death

Area: The encounter occurs in a ruined keep or castle, far from any habitation.

Situation: In the center of some ruins the party finds a spiral staircase descending more than 30 feet into darkness. If the PCs descend they find a large room strewn with rotted silk and satin garments. A box containing several pieces of jewelry and a porcelain doll lies open on a table.

If the PCs approach the box the spectre will attack. This spectre was once the mistress of the keep, and jealously guards her possessions against all living beings. She will begin her attack by attempting to glide behind the last PC, and then kissing the PC on the cheek. The touch of the spectre (if successful) drains two life energy

levels. She will fight until the party leaves the chamber or until she is turned or destroyed. The PCs need magical weapons to hit the spectre. Holy water does 2-8 points of damage and a *raise dead* spell will destroy the monster.

If the PCs manage to defeat the spectre they may approach the box containing her worldly treasures: eight gems (worth 100 gp each), a *philter of love*, and a *dagger +2, longtooth*. The doll and jewelry are worthless, but if the spectre is still alive she will pursue anyone who takes these items that remind her of life among the living.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 44; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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Below Decks

Area: This may occur on any ship in a major port that has just come from a mysterious, desert land.

Situation: The captain of a trading vessel has transported the contents of a tomb for an explorer. Neither the explorer nor the captain realized that a mummy slept in the gold sarcophagus. They could not open it, so they assumed it must be solid or empty.

When they arrived in port the explorer went below decks to check his cargo. There was a terrified scream, the sound of breaking bones, then silence. The sailors abandoned ship immediately and now she sits at dockside with a curious crowd of spectators gathering on the pier.

The captain of the ship has offered a free

trip to anywhere if someone will just go fetch the cargo out of the hold. So far there have been no takers. The mummy cannot be heard from the docks or the deck of the ship, and nobody is exactly sure what is below. The captain is afraid that if he tells them his suspicions, nobody will dare to go below to recover the cargo.

The treasure consists of several gold statues worth 2,000 gp and a great golden sarcophagus worth 3,000 gp, inset with 500 gp in gems. The captain regards all this as his.

Quick Stats: Mummy: MV 6; AC 3; HD 6; hp 40; THAC0 13; #Att 1; Dmg 1-12; MR Nil; Special attacks

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Moss Grows Fast

Area: This encounter takes place in any mossy, damp underground cavern or chamber.

Situation: On the ceiling of the moss-covered area are three young green slimes. The slimes have just regenerated after having been burned away years ago. It will be very difficult for the party to spot the slimes, and they may only do so if PCs specifically state that they are examining the mosses above them. PCs examining the ceiling may notice a ring of bare stone and earth about two inches wide around three particularly bright green mosses (the green slimes).

Green slimes are immobile and have no particular tactics, save that as soon as a PC

moves beneath a slime, it will drop on the character. The green slime quickly eats through metal and attaches itself to living flesh, turning the victim into green slime in 1-4 rounds. Only freezing, scraping, burning, or a *cure disease* spell will stop this process and kill the slime.

The green slimes have no treasure, but the DM may wish to place the slimes between the PCs and something they have been searching for. (Eager PCs may forget to check their surroundings!)

Quick Stats: Green Slimes (3): MV 0; AC 9; HD 2; hp 7, 9, 12; THAC0 19; #Att Nil, Dmg Nil; MR Nil; Special attack

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Antic Ambush

Area: This encounter occurs along a trail in the deep jungle.

Situation: A war party of tasloi is out searching for humans and elves to capture, to bring home and eat. The group consists of 20 warriors and their chieftain, Hoogot. The tasloi are hiding above the trail on which the party travels. When the PCs are in the midst of the ambush Hoogot gives the signal to drop the nets. Even if PCs are scanning the trees they only have a 25% chance of noticing the tasloi. The party also has a -4 surprise modifier when attacked.

The tasloi drop two 10-foot-diameter nets on the party. Anyone hit by a net is entangled. Those with a Strength of 15 or

greater can rip the net with a successful open doors roll. After dropping the nets, the tasloi will swarm out of the trees, shrieking and attacking with clubs.

If Hoogot is killed, the remaining tasloi will flee in a panic. If over half the tasloi are killed, Hoogot will order a retreat. The tasloi will attempt to take any entangled PCs with them when they flee (climbing back into the trees).

The war band has a total of 15 tiny diamonds (worth 25 gp each) and Hoogot has a jade studded club (worth 50 gp).

Quick Stats: Tasloi (21): MV 9, CI 15; AC 5; HD 1 (chieftain 5); hp 3, 3, 4, 4, 4, 4, 5, 5, 5, 6, 6, 6, 7, 7, 7, 7, 8, 32; THAC0 19 (chieftain 15); #Att 2 or 1; Dmg 1-3/1-3 or 1-6 (club); MR Nil

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Tiger by the Tail

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000



Let Sleeping Dogs ...

Danger: Medium
Climate: Arctic
Terrain: Mountains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 500 per PC for
avoiding Remorhaz,
11,000 total for killing
it



A Most Attractive Painting

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence, Strength
Encounter: Device, NPC
Add'l Info: None
XP Value: 5,000



Don't Tread on Me Tainted Water, 2 of 2

Danger: Medium
Climate: Any
Terrain: Mountains
Attribute: Intelligence
Encounter: Device
Add'l Info: PHB, pg. 133
XP Value: 3,000 for restoring the
village to its original
size



Evil on Ice

Danger: Medium
Climate: Sub-arctic
Terrain: Aquatic, Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,900 (975 each)



Tiger by the Tail

Area: This occurs in any civilized area.

Situation: A powerful evil wizard has summoned and captured a nightmare steed and he has great plans. At the moment, the terrible creature is stabled next to the PCs' animals at an inn. It is held in place by a magical bridle.

PCs may recognize the creature for what it is by its glowing red eyes and smoldering hooves. The evil wizard who owns this steed is in the inn, having a drink and resting from his difficult and trying journey. The nightmare is dying to get free.

The PCs may realize that only an evil mage would summon an evil steed and that, at best, the mage cannot be up to any good. The best thing to do would be to kill

the creature and ride away before the mage discovers the action or merely to allow the creature to escape by removing the bridle and letting the nightmare take its own revenge on the evil wizard.

If the nightmare is released, it will ride away, wait until night, and then charge into the inn and kill the wizard while he sleeps. Then it will run away and return to the Lower Planes. If the PCs attack the nightmare in the stable it will defend itself, screaming for help from the wizard it despises.

Quick Stats: Nightmare: MV 15, FI 36; AC -4; HD 6+6; hp 40; THAC0 15; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks

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Let Sleeping Dogs . . .

Area: This encounter occurs in a high mountain pass. The footing on the glaciers is treacherous. There is only one narrow pass negotiable through the mountain range.

Situation: The party is working their way through a treacherous glacial pass in freezing cold weather. As they slowly make their way upwards they notice a deep blue form, 7 feet high, in the ice beside them. At this point the path is very steep and narrow. Turning a corner, the PCs find themselves 30 feet from the head and upper body of an enormous sleeping remorhaz (42 feet long). The remorhaz is blocking the PCs path and does not appear inclined to move.

The PCs can attempt a dangerous ice climb up and around the glaciers surrounding the remorhaz. A second possibility is to create some sort of distraction such as hiding and then getting a pack animal to clatter back down the path. The remorhaz will indeed notice and give chase. If the PCs have *levitation* magic, they may also be able to get around the monster.

If the PCs decide to fight the remorhaz, it will retaliate furiously. It can only be hit by magical weapons and any PC touching the enraged creature's back will take 10-100 points of heat damage.

Quick Stats: Remorhaz: MV 12; AC 0/2 (head)/4 (underbelly); HD 14; hp 95; THAC0 7; #Att 1; Dmg 6-36 (swallow whole on a natural 20); MR 75%

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A Most Attractive Painting

Area: This encounter may be used anywhere that a painting is likely to be found, though this painting would be best suited in a castle, preferably of a noble whose tastes tend more toward the evil side.

Situation: This is a huge, realistic-looking painting, easily 5 x 5 feet square. It depicts a unicorn hunt, with 10 evil-looking men bringing the noble beast down with long spears and bright swords. There are several human and demi-human bodies in the painting, apparently the defenders of the unicorn. Lying next to the bodies are a few of the hunters, slain by the defenders before being brought down. The painting has a special property—anyone who touches the painting anywhere except the frame is

drawn immediately into the painting, which then comes to life for the person who has entered. The painting shows the action that takes place upon the PC's arrival. The bandits attack anyone who appears, despite whatever friendly gestures the newcomer may make. Any number of PCs may enter the painting. The painting works until all the hunters are killed. At that point, all those who entered the painting are ejected, including the dead ones. The painting now shows the dead bodies of the bandits, and the unicorn standing triumphant.

Quick Stats: Bandits (10): MV 12; AC 5; F5; hp 30 each; THAC0 16; #Att 1; Dmg 1-8
Unicorn: MV 24; AC 2; HD 4+4; hp 36; THAC0 15; #Att 3; Dmg 1-6/1-6/1-12; MR Nil

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Don't Tread on Me Tainted Water, 2 of 2

Area: This encounter occurs farther up the same mountain as **The Bigger They Are . . .** The road leads to another village, this one a tiny replica of a normal village.

Situation: At first, the PCs might think that someone has built a small model of a village next to the stream flowing down the hill. Closer examination reveals that this is an actual functioning village, but one reduced in scale to about half normal. When the villagers see the PCs, they shriek and run in terror, for they think that giants have come to destroy them. If the PCs are careful and slow, they can communicate with the villagers. However, any hasty movement inside the village destroys

valuable property, which will not incline the villagers to listen to the PCs. If the PCs drink the water from the stream for 2 days in a row, they must save vs. spell at -4 or become *reduced*. This effect can be negated by an *enlarge* spell cast on the individual. For the whole village to be restored to its normal size, a *dispel magic* must be cast on the waters of the stream. However, the effect will return in a day or so because of the constant run-off from the wizard's experiments. The only way to stop it forever is to get the wizard to move or to cease his work here.

Quick Stats: Villagers (50): MV 12; AC 10; F1; hp 4 each; THAC0 20; #Att 1; Dmg 1-6 (÷2); MR Nil The villagers divide their damage by two because of their tiny size.

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Evil on Ice

Area: This encounter occurs on a snowy plain, by the shores of an icy lake.

Situation: The PCs are moving along a trail that skirts the edges of the icy lake. The ice is still thin and unsafe to walk on. As the party walks along the shore of the lake, four wights, lying just beneath the surface, rise up and attempt to pull PCs into the icy water. The lake is only 3 feet deep here, but any PC pulled into the water will begin losing one point of strength per round, due to the numbing cold. In addition, the water does 1-3 points of cold damage per round. The wights will attack until they each pull a PC to a watery doom or until destroyed (except for the strongest wight, which will flee under the

ice if in real danger). PCs need magical or silver weapons, or holy water to hit the wights. The PCs can flee, but the wights will pursue for miles.

The wights' treasure is stored with their ghastly "trophies," the corpses of several fighters lying just beneath the lake's surface. If the PCs look carefully, they will see the bodies. There are 3,500 gp in coins at the bottom of the lake (30 feet below), but this is probably unreachable. The bodies have two opals (250 gp each), a *short sword of speed*, an ivory torque (500 gp) and a *potion of super-heroism*.

Quick Stats: Wights (4): MV 12; AC 5; HD 4+3; hp 25, 29, 31, 37; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

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Wild Magic

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: **TOM**, pgs. 6-7
XP Value: 10,000



What Gullible Eyes You Have!

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



Full Metal Dinner

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 4,000



Tentacles of the Deep

Danger: High
Climate: Temperate, Tropical
Terrain: Aquatic, Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 2,000



In the Path of Battle

Danger: Medium
Climate: Any
Terrain: Hills, Plains
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: None
XP Value: 35 per soldier killed,
1,000 for getting through the battle



Wild Magic

Area: This is an area of the town where the PCs' favorite hangout was. When they return to it after a hard adventure, a difficult day, or whatever, they find a smoking ruin. There are some thoroughly charred dead bodies littering the area, flung about in disarray. It looks as though a high-level mage dropped a *fireball* here.

Situation: In fact, a high-level mage did drop a *fireball* here, but not on purpose. He stands among the ruins of the building, talking and carrying on like nothing has happened. He is all by himself, but laughs appreciatively at a joke that no one but he can hear. The mage, Daglass Stuard, is a wild mage who has gone quite mad after dealing with denizens from the Outer

Planes. Though he is friendly, he is inadvertently dangerous, for he talks with expansive gestures from his hands, and every time he waves a hand, a random spell effect fires. *Remove curse* will not rid him of insanity.

Quick Stats: Daglass Stuard: MV 12; AC -4; Wiz 20 (wild mage); hp 60; THAC0 14; #Att 1; Dmg 1-6 + 5; MR 30%

Daglass does not need to memorize spells, for he can cast any spell he desires, as long as he has seen it before and has not cast more spells from that level than are available to a 20th-level mage (that is, he can cast 5 each of the 1st- to 5th-level spells, 4 of 6th-level, 3 of 7th- and 8th-level, and 2 of 9th-level, every 8 hours). There is a 20% chance that any spell he casts is disrupted by a wild surge.

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What Gullible Eyes You Have!

Area: The encounter begins on any road at the edge of a forest.

Situation: The party comes across a pretty woman with red hair and dark green eyes; she is sitting on a boulder and seems frightened. If the PCs are nice, she tells of her need to get to the village on the other side of the forest. She is afraid to walk alone. If the PCs say she can go with them, she will hesitantly agree.

Greta is one of a mated pair of wolfweres. They hope the PCs take Greta with them. If so, Greta will play her pan flutes while the PCs are in camp. The music causes *lethargy* (same as *slow* spell) if a save vs. spells is failed. Greta's mate is watching the camp and will attack while Greta

plays. Greta will wait one round, feigning fear, and then attack from behind, hoping for surprise.

If the party does not take Greta in, both wolfweres will follow the group and attack that evening in half-wolf form. If the wolfweres are obviously losing the battle they will retreat, but if one is killed the other will fight to the death.

The PCs need magical or cold iron weapons to hit the wolfweres. Any PC who states he is suspicious of Greta will not be surprised by her attack (unless *lethargic*). Greta has a scroll of *fly*, and *hold person*. Her mate, Ian, has a *potion of speed*.

Quick Stats: Wolfweres (2): MV 15; AC 3; HD 5+1; hp 32, 34; THAC0 15; #Att 1 or 2; Dmg 2-12 + weapon; MR 10%

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Full Metal Dinner

Area: The encounter is set in a small cave, close to a road.

Situation: Traveling along the road, the party spots a cave just as dusk begins to fall. The cave is fairly small, with a single large room bisected by a rock wall that creates two rooms out of the single chamber.

The cave just happens to be the temporary lair of a xorn who is there in search of food. If the party enters the cave, they hear burrowing sounds coming from around a rocky corner. Shortly after the party members begin their investigation, the xorn bursts into the room and proceeds to attack, having smelled any precious metal or minerals on the party.

If the party spends the night outside of

the cave, the xorn will come across their campsite in the middle of the night. Having little sense of tactics, the xorn will rush to the largest mass of precious metals and gems and attempt to take what it can. However, after it has sustained more than 30 hp of damage (or after it has gathered all that it can carry), the xorn will beat a hasty retreat back into its lair.

Should the PCs follow the xorn back into the cave, however, it will ferociously defend its lair and food.

Quick Stats: Xorn: MV 9; AC -2; HD 7+7; hp 46; THAC0 13; #Att 4; Dmg 1-3(x3)/6-24; MR Nil

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Tentacles of the Deep

Area: This encounter takes place in an underground lake.

Situation: In a large subterranean cavern, the party comes across a calm lake. Visible on the shore are unusual markings, and anyone who successfully makes a tracking proficiency check will realize that the markings are actually tentacle-like tracks that lead into the body of the lake. In addition, the tracks appear as if something has been dragged into the lake.

If any member of the party nears the shore, the party will meet the creature that created the tracks. When any individual approaches within 5 feet of the shore, an aboleth attacks, flinging its tentacles at the target. Then the aboleth will attempt to

enslave the target, commanding it to enter the water while it turns its tentacles on another victim.

If the party has not slain the creature within three rounds, 1-3 aboleth offspring will arrive to assist their parent.

Beneath the slime and muck of the cavern floor is buried a *wand of negation* with 14 charges remaining. In addition, the aboleth has enough slime to create several *potions of water breathing*, earning the party 500 gp, when sold to an interested alchemist.

Quick Stats: Aboleth: MV 3, Sw 18; AC 4; HD 8; hp 44; THAC0 12; #Att 4; Dmg 1-6 (x4); MR Nil; Special attacks

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In the Path of Battle

Area: The area is a grassy plain located between two gently sloping hills. The road that the PCs are traveling wanders between these hills for approximately two miles. The encounter takes place shortly before dawn. The crests of the hills are each about one-half mile away from the road.

Situation: As the PCs move along the road, they see the lights of what appears to be a couple of small cities on either hill. As they draw closer, they hear the sounds of camps waking, voices calling out to other voices. Soon, the whole area is bustling with activity. However, the PCs cannot make out details of the camps unless they approach one side or the other more closely.

The camps are the camps of two armies,

poised to strike at each other. The charge begins as soon as the PCs are halfway through the valley. Since the armies are so large, they can spread out all along the crests of the two hills, and there is no doubt that the PCs will be caught by at least some of the fighting. If the PCs continue walking when the bugle sounds, they will have to fight through at least 50 soldiers, more if they pause for a time. If they run, they will have to fight only 20. Both sides automatically assume that the PCs are on the other side, and will attack them.

Quick Stats: Soldiers: MV 12; AC 6; F1; hp 6 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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Invasion Force

Danger: Medium
Climate: Temperate
Terrain: Dungeon, Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 120



Deserters

Danger: High
Climate: Sub-tropical
Terrain: Plains
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 50,000 for avoiding the camp,
100,000 for fighting the "deserters"



Bumping in the Night

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 6,000



Surge

Danger: High
Climate: Any
Terrain: Any
Attribute: None
Encounter: Device
Add'l Info: TOM, pgs. 6-8
XP Value: 1,000 for good role-playing



A Trusty Hound

Danger: High
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000 for performing only good deeds around the dog



Invasion Force

Area: This encounter is set near a medium-sized mountain community.

Situation: For several months, bands of troglodytes have launched endless attacks upon the humans who populate a small mountain town. In an effort to end the bloody assaults, the townspeople have commissioned the party to lead a force against the loathsome reptiles.

The party may attempt a confrontation in two ways. The first tactic is to set up ambushes and interception teams to repel the troglodyte forces, which will cause the creatures to depart the region after three war-parties of 12 troglodytes each are defeated.

The second option is to enter the

troglodytes' lair, where the party must face the entire horde of 90.

Successfully eliminating the tribe will lead to the troglodytes' treasure trove, filled with 3,500 gp in silver, gold, and platinum pieces, pilfered during raids on the town. In addition, several personal items, such as portrait lockets and monogrammed bracelets, are present in the troglodyte coffers. The coins are impossible to trace, but if any party members are caught with the personal items, the entire party is run out of town with recompense for removing the troglodyte threat.

Quick Stats: Troglodytes (90): MV 12; AC 5; HD 2; hp 11; THAC0 19; #Att 3/1; Dmg 1-2(x2)/2-5 or 2-8 weapon; MR Nil; Special attack

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Deserters

Area: This an area where the air is so humid that it seems that each breath comes only with difficulty. The air is sluggish; the rolling hills are dotted with stands of trees, and lights shine through one particularly large stand.

Situation: The PCs see the lights as they cross the latest in a seemingly-endless series of hills. Though the lights were not visible in the half-light just before sunset a few minutes ago, the twilight now shows that a large number of lights fill the stand of trees. It looks like a small military encampment lies beneath the trees. Yet, there is not supposed to be an army for miles around, and there are no sentries posted. The PCs can walk right into the

camp without being challenged, which is even stranger. The men wear no uniforms, but they follow their routines with military precision. If questions are asked of them, they direct the PCs to the commander's tent. The commander offers the PCs 5,000 gp each to simply walk away and forget what they've seen, no questions asked. He is as good as his word, if the PCs leave camp. The camp is full of *shape-changed* alu-fiend tanar'ri, deserters from the Blood War who have found their way to the Prime Material Plain. They cannot wreak havoc and destruction, lest their masters detect them and take vengeance.

Quick Stats: Alu-Fiend Tanar'ri (20): MV 12, Fl 15 (D); AC 5 base; HD 5; hp 35 each; THAC0 15; #Att 1; Dmg by weapon; MR 50%

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Bumping in the Night

Area: This encounter takes place in a dank, cold dungeon passageway. The floor is encrusted with the muck of centuries, a slimy mixture of dust, water, and moss. The stone walls are cracked and stained, and look very unstable. A foul mist rises from the muck, reeking of dead things and decay.

Situation: There are two wraiths who make their homes beyond the crumbling stone wall. Their bricked-in tomb is the source of the stench of death. Once the PCs pass the tomb, the wraiths emerge silently from the cracks in the walls and attack the PCs from behind, cutting off the only avenue of escape. The wraiths appear as humanoid-shaped clouds of black vapor,

roiling constantly with some inner turmoil. They will flee if the party is obviously superior, but will otherwise stay and fight to actual death.

If the PCs investigate the walled-in section the wraiths emerged from, they find two bodies stuffed in a tiny, securely-bricked room. The bodies carry 100 gp between them, as well as a *ring of protection* +3 and a *broad sword* +2. There is also tarnished silver jewelry on the bodies, which, if cleaned, can be sold for about 1,000 gp.

Quick Stats: Wraiths (2): MV 12, Fl 24; AC 4; HD 5 + 3; hp 37, 35; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks

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Surge

Area: This encounter may occur anywhere the PCs cast magic. It is most appropriate in areas where great magic has been cast before, or in areas of wild magic; however, due to the nature of wild magic, this encounter may occur at any time.

Situation: Unknown to the PCs, the district in which they are currently traveling contains threads of wild magic. When one of the spell-casting PCs attempts a spell, the magic contacts one of the wild threads. The results are determined on the table on pgs. 6-8 of the *Tome of Magic*.

The DM is encouraged to play up the uncertain aspects of the wild magic. While it is true that most mages cannot cast wild magic, even on purpose, the district in

which the PCs are currently located is an exception, an area of uncertain magical mechanics. The threads of magic in this zone have been imbued with an uncertainty factor, one which renders any magical work unpredictable. That is, spells, whether cast from memory or scrolls malfunction as described. Spell-like effects, such as those produced by magical items, do not produce the wild magic surge, even if activated within the wild magic zone.

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A Trusty Hound

Area: Any coastal town will do.

Situation: While the PCs move about the city, they pick up a canine companion. An Irish setter begins hounding them through town, panting at their heels and following them into every establishment they enter. The shopkeepers of these places look at the dog, who twitches an eyebrow or an ear and wags her tail at them—after which, they pay no further attention to her. If the PCs make a Wisdom check at -3, they see that other dogs avoid their new friend, and that other animals are evicted from businesses. If the PCs ask anyone the reason for this, the locals just tell them that "ole Filgranisha Long-ears there has earned a place in our hearts." They say this with a

nod and wink at the dog, and say no more. The dog is actually a bronze dragon who has appointed herself protector of this town. She decided to investigate the PCs to make sure they cause no damage in her town. If the PCs are law-abiding and good-natured the day she spends with them, she leads them to a promontory outside of town where she reveals her true nature. She gives the PCs her blessing, and bids them come back to her village any time. If they are law-breakers or trouble-makers, she evicts them from the town.

Quick Stats: Filgranish Long-ears (Dragon, Bronze): MV 9, Fl 30, Sw 12; AC -6; HD 18; hp 120; THAC0 4 (+4); #Att 3 + special; Dmg 1-8/1-8/3-24 and 16d8 + 8; MR 35%; Special attacks

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Body-Snatching

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



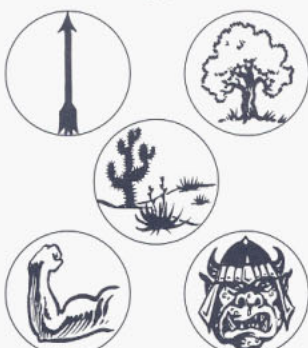
Master of the Night

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Fire Fight

Danger: High
Climate: Temperate
Terrain: Desert
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000



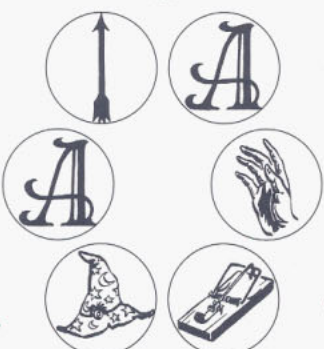
She-Beast

Danger: High
Climate: Temperate
Terrain: Desert, Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



A Childish Manner

Danger: High
Climate: Any
Terrain: Any
Attribute: Dexterity, Intelligence
Encounter: Device
Add'l Info: None
XP Value: 5,000



Body-Snatching

Area: This encounter is set in a small village near a cemetery.

Situation: The townspeople of a small community complain to the party of a recent rash of grave robberies. For all the gold the town can muster (1,000 gp), the party is asked to investigate the thefts.

Tracks and carelessly dropped body parts lead from the graveyard to the home of a wealthy, local eccentric. He is resistant to questioning and will refuse to let his house be searched. However, if anyone breaks in at night without getting caught, he will come across the eccentric's study, where a journal mentions the discovery of several scrolls that should help with an unnamed experiment.

A secret door behind the desk reveals a stairway leading down to a laboratory. Scattered about work tables are scrolls imbued with the power to create a flesh golem, not to mention an assortment of human and demi-human limbs and torsos. In the corner stands the eccentric, sewing fingers on to a corpse's hand.

If the party breaks into the laboratory on the first night, the eccentric still needs one more night to finish work on the final corpse. Otherwise the flesh golem will be complete and able to defend the eccentric upon command.

Quick Stats: Golem, Flesh: MV 8; AC 9; HD 9; hp 40; THAC0 11; #Att 2; Dmg 2-16 (x2); MR Nil

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Master of the Night

Area: This encounter may be located on any outdoor trail.

Situation: Just as dusk falls, the party happens across a dead body lying in the road. Upon closer inspection, the party learns that the cause for its pale skin is that it has been drained of blood. While the party inspects the body, some members have a 15% chance of noticing a dark mist forming in the shadows. Those who do see the gaseous cloud will then see the form becoming more dense and human-shaped. Shortly, a pale human male stands before the party.

As soon as it has formed, the vampire attempts to charm the nearest party member with its *gaze*, bidding the victim to

defend it. Afterwards, the vampire begins to attack, hoping to gain whatever advantage it can from its surprise entrance.

When the battle begins, the vampire summons 10-100 bats to confuse and blind the party, and then the vampire engages them, pummeling and biting its way throughout the fight. When the vampire is struck to 0 hp, it assumes *gaseous form* and floats to its nearby home and coffin. The vampire's coffin is well-hidden, but the party may loot its mansion as long as the vampire cannot attack.

Quick Stats: Vampire: MV 12, Fl 18 (C); AC 1; HD 8+3; hp 47; THAC0 13; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

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Fire Fight

Area: This encounter can take place in any dry, desert-like environment.

Situation: Traveling in the desert at night, the party comes across the site of a recent battle. Amid still burning brush and the smoldering bodies of dark clad desert raiders and their mounts lies a woman whose robes bear unusual markings. Characters who have the spellcraft non-weapon proficiency will recognize the robes as characteristic of certain sects of mages. From the tracks around the area it is easy to recreate the recent events: while traveling alone in the desert, the woman's carriage was beset by a horde of desert bandits intent on taking her worldly possessions, if not her life. While the group inves-

tigates the body of the dead woman, one of the fires, actually a fire elemental, begins to grow. When it reaches its full size of 16 feet, two rounds later, it begins to attack the party.

As expected, the fire elemental carries no treasure of any kind. In addition, the remains of the shattered carriage indicate it no longer holds anything of value either. However, found near the scene of the battle, on one of the woman's severed fingers, is a *ring of elemental command*.

Quick Stats: Elemental, Fire: MV 12; AC 2; HD 16; hp 88; THAC0 5; #Att 1; Dmg 3-24; MR Nil

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She-Beast

Area: This encounter is set in a desert wasteland.

Situation: As the party treks across a forsaken desert, they spy a half-beast, half-human female off in the distance.

As the party comes within 100 yards of the unusual creature, they become aware of a herd of stampeding beasts rushing them from behind. No matter where the party runs, the herd moves to direct the party toward the lamia. The herd is actually an illusion controlled by the lamia to maneuver the party where she wants them.

Once the group is at a closer range, the lamia uses *charm* and *suggestion* spells to divide the group into separate factions and attacks each at leisure.

At first, the lamia will concentrate her efforts on charming and controlling what she thinks are other spellcasters, hoping in turn to get them to control their allies. However, if the fight becomes desperate, the lamia will command any dominated fighters to defend against the others, while she attempts to drain the wisdom from them.

If the lamia is resisted and slain, her cache of gold and silver, worth 5,200 gp, can be found in the deserted ruins of an ancient city nearby.

Quick Stats: Lamia: MV 24; AC 3; HD 9; hp 49; THAC0 12; #Att 1; Dmg 1-4 (weapon); MR Nil; Special attack

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A Childish Manner

Area: This encounter may take place anywhere. The 20-foot-tall machine that sits in the place is a collection of gears and pipes protruding from the ground. The steel-gray exterior of the machine vibrates slightly, emitting a slight hum, too faint to be heard from more than 5 feet away. There is an obvious switch on the machine, located directly under a nozzle. The nozzle is 10 x 10 feet, and the angle of the switch is such that it is impossible to move the switch without being under the nozzle. Beneath the nozzle is only fresh, fertile earth.

Situation: If the PCs move the switch, a fine mist descends upon them from the nozzle. All of those under the nozzle must

make a save vs. spell at -4 or be turned into children again. PCs turned into children lose half their Strength, and are reduced to two-thirds of their original Dexterity. All other attributes remain the same. Their height and weight are likewise reduced to that of children.

Though this may not seem to be an insurmountable problem, it could present some interesting difficulties. Though they may still be strong, their leverage when swinging a sword will be poor, they will not be able to perform the feats they were accustomed to before, and their bodies will not be acclimated to the hardships they have endured. All things will come a little harder. The effect lasts for 1d6 days, after which it wears off suddenly. In that time, horrid things should happen to the PCs.

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Deadline

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 13,000 if they fight and defeat the lich, 5,000 if they avoid conflict



The Gauntlet

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Stubborn Weapon

Danger: High
Climate: Any
Terrain: Any
Attribute: Charisma
Encounter: Device
Add'l Info: DMG, pg. 187
XP Value: 5,000 for convincing the item to work again



Trigger Finger

Danger: Any
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 2,000 if the PCs make it out relatively unscathed



Choices

Danger: High
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Deadline

Area: The first part of the encounter takes place in any city. The second part takes place in a crumbling, old tower that rises above the moors like a decaying finger.

Situation: The encounter begins when a sage seeks out the PCs. Perhaps they have worked together in the past, or the sage has heard of the PCs' reputation. The sage, Firinis, finds them when they enter the city, and tells them that he has a message that must get to an important but reclusive wizard. He will give the PCs an emerald worth 10,000 gp if they accept, as well as an envelope and a map to the wizard's hermitage. The sage appears to be packed for a long journey. If the PCs open the unsealed envelope, they can read the mes-

sage inside: "Anakara: I'm running a little later than expected—about a year behind. Since I know your short temper, I have taken the liberty of fleeing. (signed) Firinis." When the PCs reach the wizard's tower, the door is opened by a lich, who cordially invites the PCs inside, having divined that they are from Firinis. When the PCs give him the envelope, he flies into a rage. He attacks the PCs only if they draw their weapons; otherwise, he stalks over to a *crystal ball*, waves his hands, and the scene of Firinis fleeing appears. A bolt of lightning strikes Firinis dead as the PCs watch. The lich thanks the PCs curtly and advises them to leave.

Quick Stats: Anakara the Brittle: MV 6; AC 0; HD 11+6; hp 80; THAC0 5; #Att 1; Dmg 1-10; MR Special; Special attacks

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The Gauntlet

Area: This encounter takes place in a subterranean complex.

Situation: While navigating through a maze of traps, the party gains the attention of the spirit naga who set them. The naga will wait for some time, as the party makes it way through the foils, hoping to size up the group and determine their strengths and weaknesses.

After it observes for some time, it will pick a time and a place when most of the party is preoccupied, or after they have avoided the traps, and then use its *charm gaze* to turn the party members against themselves. Finally the naga will cast *mirror image* and attack the few who are not affected by its gaze with poisonous bites

and *hold person* spells.

Just before the naga springs, the party has a 35% chance to detect the faint scent of rotting flesh.

If the naga falls below 5 hp, it will offer to exchange information for its life. Should the party agree, the naga will give them directions to its stash of treasure (or any other information the DM wants to provide). When the party arrives, they find 720 sp, an opal worth 1,000 gp, and a vial containing a dose of *gaseous form*, all covered by the remains of the naga's latest victims.

Quick Stats: Spirit Naga: MV 12; AC 4; HD 10; hp 55; THAC0 11; #Att 1; Dmg 1-3; MR Nil

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Stubborn Weapon

Area: This encounter may take place in any area, at any time, although it works best when the PCs face enemies.

Situation: The DM should choose a PC at random, preferably one with a weapon that could conceivably be intelligent. When the PCs are about to enter combat against a creature that is far inferior to them (such as orcs or other low-level monsters), the weapon suddenly speaks to its wielder by telepathy, saying, "I'm too good to be used against that creature. You will not use me to battle vermin."

If the PC persists in using the weapon, it becomes a negative bonus weapon. Whatever bonus it gave the user turns into a penalty (a +4 weapon becomes -4, and +2

becomes -2), because the weapon is actively resisting the wielder's efforts to use it in combat, and this resistance is clear to the wielder. If the weapon is immediately sheathed, it will function as normal against the next enemy. Otherwise, it sulks until the PC soothes it or wins the personality conflict. The personality conflict takes far more time than combat; the PC must do it when there is quite a bit of time. If the PC can not explain its use to the weapon, the penalty remains in effect.

Quick Stats: The statistics are those of the PC's weapon. The weapon's intelligence and ego should be determined by the DM, if necessary.

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Trigger Finger

Area: This encounter can take place anywhere the PCs have not yet been. Unexplored areas are ideal for this card, although it may also be used to make travel from here to there that much more exciting.

Situation: As the PCs go about their business, they step into a magical trigger zone. Rare in the extreme, the trigger activates every single item and spell the PCs have on them. PCs who memorized spells feel them begin to cast spontaneously, while those with magical items see them start to glow. The PCs have exactly 10 seconds to tell the DM what they intend to do. The DM should ask each of the PCs what they want to do. The spellcasters in the party

can direct their spells, but only to the maximum range of the shortest ranged spell. Though the spells are triggered, and are automatically cast without effort on the part of the caster (that is, the spells fire without verbal, somatic, or material components), they fire at the casting time of the longest spell. All the spells fire at once, so if a mage with *fireball*, *fog cloud*, *magic missile*, and *gust of wind* stepped into the area, all four spells would cast simultaneously at 3 segments, at a distance of 0 yards (since the range of *gust of wind* is 0). Effectively, the mage will be standing at ground zero when the *fireball* detonates. The caster can be jarred so that all spells vanish; otherwise, there is no defense. Magical items spend 1 charge per round, their effects directed at random.

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Choices

Area: This encounter is set in a temperate woodland glade.

Situation: Traversing a forest path, the party comes across a large, ram-headed creature, a criosphinx. Sensing the party, the sphinx makes an offer the party cannot refuse—sacrifice 100 gp per member, correctly answer a riddle, or face a violent death.

The criosphinx makes no bones about the fact that it would prefer the gold over either of the other two options, and in fact is willing to let the payment take other forms. However, if the party does not wish to part with their money, admits the sphinx, the riddle will suffice.

After a bit of throat-clearing, the sphinx

turns to the party and asks:

"I am the power of life, the source of all emotion, and yet I sit trapped in a cage of white. What am I?"

The sphinx gives the party three minutes to answer. It will not repeat the riddle (it will warn them of this ahead of time), nor will it offer any hints. If the party correctly responds, "a heart," the sphinx will not hide its disappointment. However, as promised, it will let the party pass unhindered.

Quick Stats: Criosphinx: MV 12, FI 24 (D); AC 0; HD 10; hp 55; THAC0 11; #Att 3; Dmg 2-8(x2)/3-18; MR Nil

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A Wizard and His Clone

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: PHB, pg. 189
XP Value: 16,000 (8,000 for the wizard, 8,000 for his clone)



The Keys to the City

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 500



A Wizard and His Clone

Area: This is a posh area of the city, the homes set back on well-maintained lawns, each separated by a tall fence. The rich folk of this neighborhood value their privacy, and though they are not nobles, they are wealthy enough to make sure they have their privileges as well.

Situation: The area is the setting for the battle between a powerful wizard and his clone. The wizard created the clone in the event he met with an untimely demise—he was having a dispute with the local assassins' guild at the time—and forgot to destroy the thing when the dispute was settled amicably. When the clone finally emerged from his hidden vault, he knew that his maker was still alive, and vowed

to destroy the wizard. He found some of the wizard's clothes, studied the spellbooks, and went to confront the original. The battle has been raging ever since, tearing this neighborhood apart. The local authorities have asked the PCs to stop the destruction.

Quick Stats: Redner the Thorough/Clone: MV 12; AC 0; Wiz 15; hp 45; THAC0 16; #Att 1; Dmg 1-6 + 3; MR Nil

SPELLS: 1st level: *Armor, chill touch, light, magic missile, shield*; 2nd level: *Deafness, bind, invisibility, scare, web*; 3rd level: *Blink, delude, fireball, fly, haste*; 4th level: *Confusion, fire shield, ice storm, minor globe, stone-skin*; 5th level: *Cloudkill, cone of cold, conjure elemental, feeblemind, teleport*; 6th level: *Death spell, disintegrate*; 7th level: *Delayed blast fireball*

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The Keys to the City

Area: This encounter can take place in any city or walled town where the PCs have performed a service that was vital to the welfare of the city. Whether it was clearing the sewers of monsters or preventing an attempt on the life of the mayor, the city now wishes to reward the PCs for their deeds.

Situation: The PCs are honored by a parade through the streets to the center of town. Cheering people line the streets, throwing confetti and small trinkets to the PCs. Though they might fear an attempt on their lives, none will occur. Finally, when the parade reaches the center of town, the parade ends. The mayor calls the PCs to the podium, and presents each of them with a

key to the city, and decrees them "Protectors of Our City, with all the attendant privileges and responsibilities pertaining thereunto." Each key is made of magically hardened gold, with runes carved all along the surfaces. Each PC should make a Wisdom -3 check before accepting the key. If they make it, they notice some of the people in the audience turning away in shame. The mayor, before giving away the keys, formally asks each PC if he or she is willing to accept the key and the responsibility. If the PCs accept, they are taking a *curse*d item. The key keeps them in the city, preventing them from traveling more than 10 miles from its walls. Only a *dispel magic* spell of the 10th level (or higher) will remove the curse, and no town mage will do that favor willingly.

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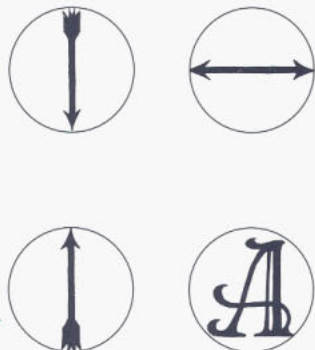
Checklist, Part 6 of 6

361: Gone Fishin'
362: Games Giants Play
363: Cloud Slaves
364: End of the World
365: Body-Snatching
366: Cold Revenge
367: The Sentinel
368: A Cry for Help
369: The Haggard Daughter
370: The Cloak of Evil
371: She-Beast
372: The Cries of Death
373: Hands of Darkness
374: Minds of Death
375: The Tomb
376: The Inheritance
377: The Gauntlet

378: Crashlanding
379: The Hunger
380: Deception
381: Amnesia
382: Shadow of Death
383: Choices
384: Estate Sale
385: The Hunter
386: Covenants
387: A Peace of Wood
388: Guano Caravan
389: Master of the Night
390: Turnabout
391: The Darklights
392: Bad Vibrations
393: Wounded Wyvern
394: The Lord of Carrion
395: A Childish Manner
396: The Old Switcheroo

Deck of Encounters Icons

Danger: Low, Medium, High,
Any



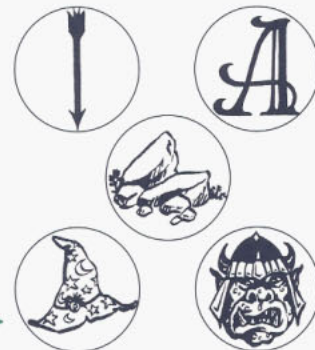
Prankster

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 650



Malevolent Watcher

Danger: Low
Climate: Any
Terrain: Rough
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Drunken Centaur

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 175 if the PCs merely
kill the centaur,
350 if they subdue him



Checklist, 6 of 6

397: The Old Campsite
398: Press Gang
399: Fallout
400: The Waters of Immortality
401: Stubborn Weapon
402: The Sacrificial Test
403: Sports Fans
404: Polling (Avatar Series)
405: Hear Our Prayers (Avatar Series)
406: Provincials (Avatar Series)
407: A Wizard and His Clone
408: The Dentist
409: First Contact
410: The Ravaging
411: Mated for Death
412: Moebius Loop
413: Fire Fight
414: Wind and Woe
415: The Heat of Revenge
416: Dark Raiders
417: Underworld Spies
418: War Party

419: Deadline
420: The Drunken Mage
421: Trapped
422: To Grandmother's House We Go
423: Witch Hunt
424: Information Sink
425: Trigger Finger
426: A Moral Dilemma
427: The Danger of Drink
428: The Plant
429: Daddy!
430: Fool's Luck
431: The Keys to the City
432: Handy NPCs

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Deck of Encounters, Icons

Type: Monster, Device, NPC



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Prankster

Area: This takes place in a wooded glade, hidden in the forest.

Situation: The PCs have unknowingly stumbled into a pixie's private glade. The pixie does not regard trespassers lightly, and wants to do everything in his power to ensure that the PCs leave as quickly as possible. Additionally, he knows that there is someone in the forest who has been harvesting pixie wings for use in *dust of disappearance*, and he suspects that the PCs are responsible for this atrocity. To play with the PCs, he hides several of the trees in the glade with illusions. PCs must make a Dexterity check at -4 to avoid running into one of the hidden trees, or suffer 1d3 points. This penalty goes to -8 if the PC is

running through the glade; the damage increases to 1d4 + 1. To ensure that PCs move more quickly, the pixie also creates an illusion of a swarm of angry bees (both audible and visible) coming to attack the PCs. If a PC runs into an invisible tree, the pixie giggles out loud—any PC can hear this with a Wisdom -3 check. What they make of it is up to them. The pixie will not actively attack the PCs until it has determined they are the pixie-wing harvesters. It can be reasoned with, and will give any PC it has injured a *potion of extra-healing*.

Quick Stats: Pixie: MV 6, FI 12; AC 5; HD 1/2; hp 4; THAC0 20; #Att 1; Dmg 1-4 + 1 (war arrow) or *forget* arrow; MR 25%.

The pixies is ordinarily *invisible*, so any attacks against it suffer a -4 penalty.

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Malevolent Watcher

Area: As the PCs travel through a desolate badlands area, they begin to feel that they are being watched. Perceptive characters will notice a large raven, eyeing the party hungrily.

Situation: The raven is a polymorphed imp. The imp's master died and the creature decided to use its newfound freedom to cause as much trouble as possible before it finds a new master. It spotted the PCs and decided that they were the perfect victims. If the PCs have any small, useful magical items (aside from weapons), the imp will be doubly motivated to cause the PCs trouble, in the hope that it can appropriate such items for its own use.

At first the imp will only watch the PCs

in raven form, observing their abilities. The imp knows that in face-to-face combat, it has little chance against an entire party of adventurers. Instead, it will play increasingly disruptive tricks on the party. In its spider form it will crawl into a character's sleeping bag, only to become *invisible* once the character reacts. The raven form will fly over the PCs' heads, cawing like an evil omen. Once the characters are on edge and paranoid, it will use *suggestion* to cause dissent among the members of the party. If that fails, the imp will sneak into the PCs' camp and steal whatever magical items they have.

Quick Stats: Imp: MV 6, FI 18 (A); AC 2; HD 2+2; hp 16; THAC0 19; #Att 1; Dmg 1-4; MR 25%; Special attacks and defenses

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Drunken Centaur

Area: A medium-sized village without a town watch or guard is the setting.

Situation: Whenever PCs enter a village or city, the first thing they do, usually without fail, is find a bar or tavern. This time, the sound of breaking furniture and loud bellowing draws them to a worn but comfortable inn called The Cracked Mug. As they approach, a middle-aged man wearing an apron rushes out into the street and spots the PCs. He runs up to them and says, "Please, he's destroying my bar! Can you help me?"

If the PCs enter the inn, they see a rowdy, drunken centaur adventurer yelling at a terrified barmaid to bring him more ale. The centaur is standing in the middle of

the bar, a splintered table spread out flat on the floor front of him. Several other patrons cower in the corners of the room, too afraid to move.

The centaur must be subdued, preferably without permanent damage. If the PCs manage the task, the innkeeper will offer them dinner, rooms, and breakfast—all free of charge—out of gratitude. In the morning, the centaur is highly embarrassed by his behavior the previous night and will apologize profusely to everyone involved, and especially to the PCs.

Quick Stats: Centaur: MV 18; AC 5; HD 4; hp 20; THAC0 17; #Att 3; Dmg 1-6/1-6/1-8 (long sword); MR Nil

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The Bridegroom

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 100



Orcs on the Rise, Part 2 of 2

Danger: Low
Climate: Temperate
Terrain: Forest, Hills
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 50



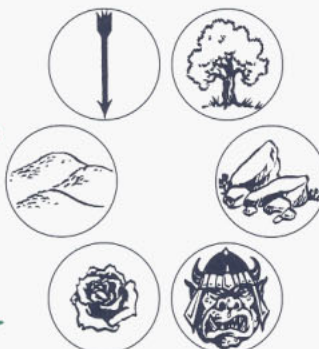
Hobbies, Part 2 of 2

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster, NPC
Add'l Info: MM
XP Value: 1,085 for killing the undead,
2,170 for talking to the cleric



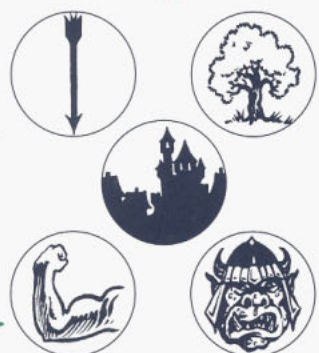
Ogre Bridge

Danger: Low
Climate: Temperate
Terrain: Hills, Rough
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 175



Kobold Raiding Party

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 250



The Bridegroom

Area: Initially, the characters should be on an ocean going vessel of some sort, after which, through no fault of their own, they are shipwrecked on a small, barren rock with no plant life.

Situation: As PCs begin the encounter, they are on a ship. The weather is stormy and the waves are choppy and dangerous. The air grows steadily darker, until it is nearly impossible to see more than 30 feet ahead. The ship continues to crash its way through the waves, driven forward by the strong wind. Even the strongest light is no good against the pounding rain. Each of the PCs must make a Dexterity check. If they fail, they are suddenly thrown 20 feet and take 1d6 points of damage, for the

ship has crashed onto a large, barren boulder. After the storm passes, several hours later, a merman sticks his head above the water, and addresses those aboard the ship. "Greetings, surface dwellers! My companions and I will aid you, if you will agree to have one of your number marry the daughter of our chieftain. A curse on our chieftain decrees that she must marry a surface dweller or die. You need not remain below the waves if you accept." If one of the PCs accepts, the mermen bring out the chieftain's daughter, and conclude the ceremony. The DM is encouraged to develop this encounter further.

Quick Stats: Subullus (Merman Patrol Leader): MV 1, Sw 18; AC 7; HD 2; hp 15; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Orcs on the Rise, Part 2 of 2

Area: This is in an area similar to that in **Orcs on the Rise, Part 1**. However, the bluff does not rise nearly as high, nor is it as steep as the first.

Situation: When the party ventures about 100 yards into this 300-yard-long ravine, an orc, looking sick, dressed in shabby leathers rises up on the left side bluff and calls out in crudely accented Common.

"Adventurers! Throw down your weapons and valuables, step back from them exactly 40 paces and lie face down on the ground! If you do exactly as I say, no harm will befall you! If you try anything, I may be persuaded to change my mind!"

Ideally, this encounter should be played sometime after the PCs have encountered

the first set of orcs. That is, they should be in the same area, but they should also have had a chance to reequip themselves.

If the party complies, the orc scampers down the bluff while another orc covers him with a longbow. The first orc collects the PCs' gear and runs back. He and his companion are loners, unable to attract followers for a band until they can equip them, they have stolen an idea from a more established group. He and his friend are not seriously malicious, and will grovel and whine for their lives if they must.

Quick Stats: Orcs (2): MV 12; AC 5; HD 1+1; hp 5, 4; THAC0 20; #Att 1 or 2; Dmg 1-8/1-6; MR Nil

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Hobbies, Part 2 of 2

Area: Any small urban setting will do. If the PCs played the previous encounter, they have tracked either the ghoul or a zombie to the home of the village priest. If used as a stand-alone encounter, the villagers tell them that they suspect the priest of meddling with "unholy forces" and ask the PCs to investigate.

Situation: When the PCs confront the priest, they find not an evil man, but a lonely, misguided neutral cleric who has taken up the hobby of necromancy out of boredom. He discovered the ghoul in the graveyard and, intrigued, placed the creature under his control. His interest led him to create a few "harmless" zombies.

The priest does not intend for his cre-

ations to do any harm to the village or its people. He truly did not intend to panic the people and promises to keep the undead under tighter rein. He does not wish to fight the PCs; if they threaten him unduly, however, or tell him they will expose his activities to the villagers or his superiors, the cleric will order his minions to attack and use spells against them out of sheer panic.

Quick Stats: Neutral Cleric: MV 12; AC 10; P5; hp 25; THAC0 18; #Att 1; Dmg 1-6 (staff); MR Nil; Special spell use

Ghoul: MV 9; AC 6; HD 2; hp 12; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

Zombies (4): MV 6; AC 8; HD 2; hp 10, 8, 6, 3; THAC0 19; #Att 1; Dmg 1-8; MR Nil

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Ogre Bridge

Area: The rough hills of this area have proven to be treacherous and steep. Finally, they give way to a ravine that is spanned only by a sturdy looking bridge. The ravine is well over 200 feet deep, and lined with sharp, jagged rocks all the way down. The ravine is at least 1 mile long, for it extends as far as the eye can see in this broken terrain.

Situation: Standing in front of the bridge is a single, immense ogre. Though most ogres are reputed to be tremendously stupid, this one seems calm and self assured, with none of the stupid miasma common to many ogres evident in his eyes.

If the PCs approach the bridge, the ogre calls out to them to stop and pay the toll.

He demands an exorbitant fee of 20 gp each to cross the 100 foot bridge. The price is non-negotiable. The ogre suggests that any who do not wish to pay the price can cross the ravine in any other way except by the bridge. Climbing, flying, or hiking 5 miles to get around it are the only viable options. He warns the PCs that casting spells will incur his wrath, and he will hurl a javelin at any spellcaster who seems ready to cast a spell on him. With that exception, he is a calm and reasoning ogre. He does not want a fight, though he will participate in one if the PCs provoke him. He is armed with a bastard sword.

Quick Stats: Ogre: MV 9; AC 3; HD 4 + 1; hp 35; THAC0 17; #Att 1; Dmg 1-10 + 6 (strength bonus); MR Nil

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Kobold Raiding Party

Area: This is a small farming community in the country. The center of the village is occupied by the homes of six families, pens for domestic animals (pigs, goats, and chickens), and a central meeting area around a public town well.

Situation: A party of kobolds has come to raid this community of anything of value—food, money, and livestock. The PCs arrive during the middle of the raid. The kobolds have already ransacked two homes, one of which is now in flames. The raiders are in the process of attacking a third when the PCs arrive.

The kobolds are surprisingly well organized and very well armed. Their party consist of six house raiders, four archers,

and two chiefs. One chief directs the house raiders, while the other commands the archers. The bodies of three farmers indicate that the archers and raiders deal harshly with any who oppose them.

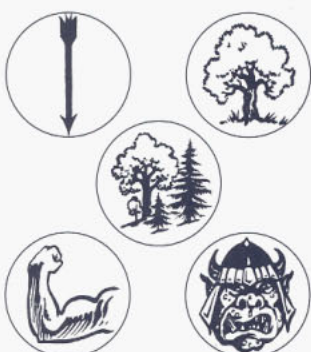
If the PCs try to attack the attackers, the kobolds turn from the farmers to deal with the newcomers. The farmfolk do not assist the PCs' attack, having learned first hand the folly of trying to resist these kobolds. Should the kobolds recognize that they are outmatched by a stronger force, the chiefs sound a retreat while still trying to grab as much loot as possible.

Quick Stats: Kobolds (12): MV 6; AC 7; HD 1/2; hp 4 each; THAC0 20; #Att 1; Dmg 1-6; MR Nil

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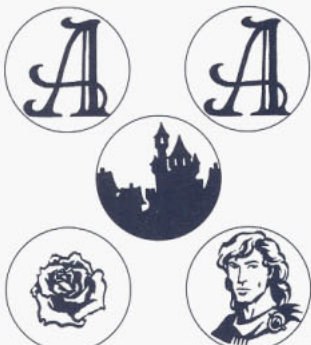
The Crystal Ball

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 130



Town Watch

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: None



Satyr, Part 1 of 2

Danger: Low
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



To Kiss a Frog, Version 1

Danger: Low
Climate: Temperate
Terrain: Swamp
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 150



The Haunted Tree

Danger: Medium
Climate: Any
Terrain: Forest, Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



The Crystal Ball

Area: Set well back in the forest is a woodland cave nearly impossible to see with a merely casual inspection. Shrubs cover the entrance, and the hobgoblin guards inside make sure that none get too close to the mouth of the cave.

Situation: Unfortunately, the hobgoblins do not cover their tracks very well. Anyone merely glancing at the ground can find a trail of many hobnailed boots leading back and forth from the cave to various points in the forest.

If the PCs follow this trail, they see that it leads to a brush-covered wall in a rocky hillside. The two sentries inside are not paying attention to the PCs, being intent on unlocking the secrets of a globe of mul-

tifaceted crystal they found in a raid on a nearby village. The PCs can enter the cave unobserved as long as they are careful not to rustle the brush too loudly (Dexterity check at -3). If the PCs enter the cave quietly, they automatically gain surprise over the hobgoblins, who will fight to the death to protect their prize.

The crystal they were staring at so seriously will fetch a price of 2,000 gp, so finely is it carved. However, the PCs will not be able to sell it in the nearby village, for it was a village symbol before the hobgoblins stole it, and the villagers want it back without having to pay for it. It is not magical.

Quick Stats: Hobgoblin Subchiefs (2): MV 12; AC 3; HD 3; hp 16; THAC0 17; #Att 1; Dmg 1-8 + 2; MR Nil

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Town Watch

Area: This encounter can take place anywhere in town, at any time the PCs are in dire need of assistance. Should disaster befall them on the city streets, this card may be used to extract them from the situation (if that is what the DM desires).

Situation: The DM can use this card to save the PCs when the party has gotten itself into too much trouble. Whether they are being chased by an angry mob, or have been involved in a bar fight with someone who intends to carry it further, this card indicates that the town watch has happened along at a fortuitous moment. The watch is comprised of 2-20 men, each armed with the prevailing weaponry of the district (spears, swords, maces, or

whatever weapon the folks around this town normally use).

If the PCs are clearly the wrongdoers in this situation, the watch will arrest them and drag them away from the scene. If there is no clear villain in the case, the watchmen make sure that everyone disperses, and they will deal harshly with those who resist their orders.

Quick Stats: Town Watch: MV 9; AC 5; F3, F1 (8); hp 22, 7 (x8); THAC0 18, 20; #Att 1; Dmg by weapon; MR Nil

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Satyr, Part 1 of 2

Area: A heavily forested region filled with mundane and magical creatures will do.

Situation: The PCs are drawn to a clearing in the forest by the sounds of piping and gay laughter. There they find a group of satyrs and woodland creatures having a frolic. If PCs wish to join in and offer a contribution of wine, good food, or music, the reveling creatures will make them welcome. Those who approach with violence on their minds will find themselves at the mercy of not only the satyrs, but nymphs, dryads, centaurs, and any other forest creatures the DM wishes to use to punish the players.

The satyrs draw the PCs right into the

celebration and are extremely interested in them, and they are especially attentive to female characters. They mean no harm to the PCs, and are very curious about them and their travels. They do require, however, that all weapons be left outside the clearing, away from the party. Those who can not or will not abide by this edict are asked to leave.

The party continues until dawn and the characters will be left exhausted and alone in the clearing come morning. As one they fall asleep, and the forest creatures slip away through the trees.

Quick Stats: Satyrs (6): MV 18; AC 5; HD 5; hp 24, 32, 21, 16, 20, 31; THAC0 15; #Att 1; Dmg 2-8 or by weapon type; MR 50%

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To Kiss a Frog, Version 1

Area: The encounter takes place on the edge of a swamp, one that the PCs are either just entering or just leaving. There is a stagnant pool to the east, choked with lily pads and reeds. Clouds of insects hover nearby. A large frog sits underneath one such cloud, ignoring the morsels overhead and staring fixedly at the PCs.

Situation: If the PCs notice the frog staring at them so intently (Wisdom check), and they stop to examine it, the frog will speak to them. "Good day, worthy ones. I am Estelle, child of Duke Ferdinos. I was transformed by a cruel curse into the frog form you see. If one of you could spare a kiss, I shall be returned to my rightful form. Otherwise, I shall be condemned to

this cruel existence for the rest of my life!" The frog shuts up, and looks at the PCs expectantly. The frog cannot promise any rewards but her gratitude and the praise of her father. Though her father is a duke, the duchy's coffers have been notoriously empty of late, and funds are very short. She must rely on the PCs' good hearts. Estelle is actually a peasant girl who angered a local witch. After failing to find compassion in the hearts of passers-by, she has made up this story about being the duke's daughter. If kissed, she transforms into a rather ordinary-looking woman dressed in humble clothes. She will admit to the deception after she has changed, but hopes the PCs will forgive her.

Quick Stats: Frog: MV 9; AC 8; HD 1/2; hp 2; THAC0 20; #Att 1; Dmg 1; MR Nil

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The Haunted Tree

Area: The encounter takes place on the border of a small rural community, far from the big cities. The locals are rustic and superstitious, easily given to fears of ghosts and witches.

Situation: When the PCs enter the town (whether they have made it their base for a while or are just passing through), a local approaches them and asks for their assistance in ridding his home of a great evil. He built his home around a tree, he says, for he admired its size and age. He offers them his grandfather's *flame tongue* +2 if they will rid his home of an evil that has crept into it, but without destroying the house. If the PCs accept, he leads them a small but well-constructed house at the

edge of town. The house is built around the tree, with a hole cut in the roof so that the tree may grow taller.

The man tells the PCs that the tree has been groaning at night, and that it has ripped apart pieces of the roof. He fears that the tree is haunted, but he does not want to move. When the PCs examine the tree, they quickly see that it is a slumbering treant, and should come to the realization that there is nothing they can do to salvage the house if the treant decides to leave. The man will not accept this, and demands that the PCs ensure that the treant never move. What the PCs choose to make of this is up to them.

Quick Stats: Old Treant: MV 12; AC 0; HD 12; hp 84; THAC0 9; #Att 2; Dmg 4-24; MR Nil

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A Skeleton in the Closet

Danger: Low
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 260



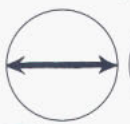
The Little Runaways

Danger: Low
Climate: Temperate
Terrain: Any
Attribute: Wisdom
Encounter: NPC
Add'l Info: PHB, pg. 64
XP Value: 200 for returning the children safely



The Fugitive

Danger: Medium
Climate: Sub-arctic or Temperate
Terrain: Mountains
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for helping Amos,
1,000 for detaining him for the knights,
0 for accepting his story at face value



Intruders

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter: Monster
Add'l Info: MM
XP Value: 1,890



The Highwayman

Danger: Low
Climate: Temperate
Terrain: Forest, Rough
Attribute: Intelligence, Strength
Encounter: NPC
Add'l Info: PHB, pg. 32
XP Value: 350



A Skeleton in the Closet

Area: This encounter can take place in any unoccupied dungeon room large enough to hold four skeletons.

Situation: When the PCs enter the room, they are confronted by the sight of four skeletons standing around a single unadorned, wooden chest. The skeletons are all armed with broad swords, and stand inanimate. There is a ruby pendant dangling from the neck of each skeleton. If it were not for the fact that the skeletons have no visible means of support, they might be marionettes, so motionless do they stand. The skeletons do nothing when the PCs enter the room. They stand by the chest, one at each of its corners. If the PCs enter within 5 feet of the skeletons, or if

they attack, the skeletons fight back. However, the skeletons will not initiate hostilities, for their orders are simply to guard the chest. If someone in the party attempts to turn the skeletons, they find that the skeletons are far more difficult to turn than usual. These skeletons, due to the ruby-colored pendants they wear, are turned as wraiths. The pendants are engraved with the symbol of the major evil god of the territory, to ensure that the skeletons can stand and fight longer. The pendants are otherwise worthless. The chest contains 200 gp, 1 gem worth 100 gp, and a *dagger +1*, +2 vs. *tiny* or *small* creatures.

Quick Stats: Skeletons (4): MV 12; AC 7; HD 1; hp 4 each; THAC0 19; #Att 1; Dmg 1-6; MR Special

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The Little Runaways

Area: This adventure may take place in any rural town. The encounter can only take place at night.

Situation: As the PCs observe the town, they see a bustle of activity in the town square. The small town square is well-lit, and it looks like everyone from the village and surrounding farms is gathered there for some sort of late-night emergency. If the PCs approach the town square, the leader of the band steps forward, and asks the PCs if they have seen two small boys running around anywhere. If so, where, and if not, would the PCs be so good as to help look for them? If the PCs agree to help, the mayor sends them with another party to the north, which then splits up

into even smaller groups. The PCs are directed to search through the thickets to the north, to go about 10 miles, and to come back if they find nothing. About one hour later, after being scratched and torn by thorns, each of the PCs should make a Wisdom -2 check. If they succeed, they will hear the sounds of sniffing from a nearby ravine. If they investigate, they see a young child sitting next to the body of another. It looks like the second child has a broken leg and is unconscious. If the PCs heal the children and bring them back to town, they are hailed as heroes and given a celebratory feast.

Quick Stats: Raphael and Jaris: MV 12; AC 9; 0-level humans; hp 3 each; THAC0 20; #Att 1; Dmg 1-4 (sling) or 1-2; MR Nil

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The Fugitive

Area: The area is a high mountain pass, where the air is thin but clean of the taint of cities. A bracing breeze blows through a sharply-cut defile, fluttering the PCs' possessions and hair in every direction. The sky is clear and blue, with only a few clouds marring its perfection. As the PCs head through the pass, they see a cloud of galloping horses on a trail, on the plains far below. Immediately after this, they come upon an old man trying to repair a broken wheel on a rickety cart.

Situation: The old man, who introduces himself as Amos, is having some difficulty changing the wheel on the cart, for his mule keeps moving forward, just a little, each time he has the cart braced. If the PCs

could just hold the cart, and maybe put the wheel on themselves, since his muscles aren't what they once were. . . If the PCs help, Amos tells them that he is a famous artist who is just trying to get over the mountains before they are blocked by snow, and he's a little worried about the bandits behind him. He promises to paint valuable pictures of the PCs if they'll just guard him over the mountains. In reality, he will use *cantrips* to paint the pictures—and this is precisely why the knights (in the cloud of dust) are pursuing Amos—he is a fraud.

Quick Stats: Amos: MV 12; AC 9; W3; hp 8; THAC0 20; #Att 1; Dmg 1-4; MR Nil

Knights: MV 12 (21 mounted); AC 2; F5; hp 35 each; THAC0 16; #Att 3/2; Dmg 1-8 +2; MR Nil

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Intruders

Area: The PCs are aboard ship on an extended sea voyage when a great storm blows them far off course and into triton's territory.

Situation: Tritons are extremely protective of their territories and do not look kindly on "intruders." Within an hour after the storm ends, the PCs are confronted by a company of tritons riding hippocampi and giant sea horses. They are armed with tridents but they are not wearing armor, since they do not expect any trouble from the characters.

There is no firm, established leader for this group, and so they will take turns questioning the characters about their presence in these waters and their inten-

tions. The characters will need to exercise all of the charm and diplomatic skill they possess to avoid being stripped of all their possessions and set adrift, at the mercy of the sea.

The tritons are not looking for a fight, but if the characters make any aggressive moves the tritons will not hesitate to attack. If the fight goes against them, one triton will withdraw and summon allied sea creatures, using the tritons' magical conch shell.

Quick Stats: Tritons (7): MV Sw 15; AC 5; HD 3; hp 15, 9, 11, 21, 14, 17, 13; THAC0 17; #Att 1; Dmg by weapon; MR 90%

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The Highwayman

Area: This encounter takes place on a twisting road passing through an area of rocky piles and trees. The area is perfect for an ambush—it is extremely difficult to see ahead for any distance, the road winds its way between rocky mounds and hills so frequently that vision is severely impaired beyond 100 feet.

Situation: As the party travels through this area, a volley of about 20 arrows flies dangerously close to the PCs, but all shots miss and they pass harmlessly into the underbrush nearby. A green-clad man stands above the party and calls out, "Throw down your valuables and weapons, or my men and I will show that our arrows need not have missed you!"

If the PCs begin readying their weapons or begin to cast spells, the man gestures and a volley of arrows again sweeps past the PCs, all of them miraculously missing. If the PCs still offer violence, the man flees, leaving sheets of arrows raining down upon the PCs.

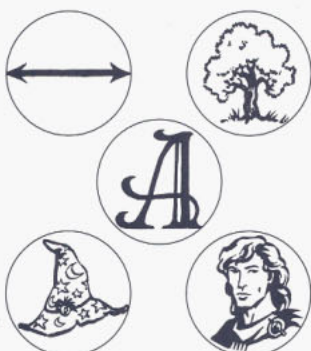
None of the arrows are real. The highwayman is an illusionist who is using his powers to steal the wealth of passers-by. He uses *audible glamor* to simulate the sounds of arrows, *change self* so that he can continue his life in town, and *improved phantasmal force* to create the flights of arrows. If necessary to flee from the PCs, he uses his *scroll of invisibility*.

Quick Stats: Highwayman/Illusionist: MV 12; AC 10; I3; hp 8; THAC0 20; #Att 1; Dmg 1-4 (dagger); MR Nil

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The Question Game

Danger: Medium
Climate: Temperate
Terrain: Any
Attribute: Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for getting the required information from the halfling, 1,000 for catching him stealing from him, or offering food before he steals from them



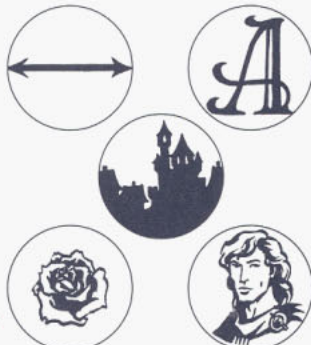
Buried Treasure

Danger: Low
Climate: Any
Terrain: Urban
Attribute: Intelligence, Wisdom
Encounter: Device
Add'l Info: None
XP Value: 200



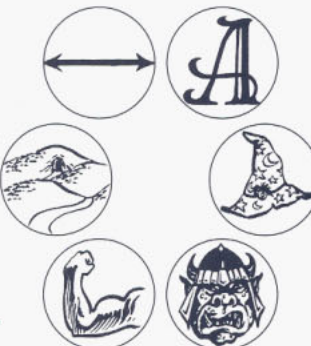
The Rumor Mill

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: NPC
Add'l Info: None
XP Value: 500



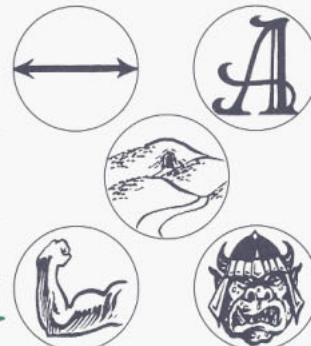
The Guardian

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000 if the PCs take the treasure, 25,500 if they defeat the abashai



The Eye Tyrant

Danger: Medium
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 14,000



The Question Game

Area: This encounter can take place anywhere a halfling adventurer is likely to be found, though it will be in a temperate climate. It may be in a dungeon corridor, or it might be in a beautiful woodland.

Situation: The halfling is a thief who has been making his way around the world, trying to see as much of it as he can. He steals to supplement his food and income, and will attempt to poach from the PCs if he can (though he will not steal from fellow halflings, knowing that he can simply ask them for assistance). He has an 80% chance of successfully stealing food or water from the PCs, and perhaps some money as well.

Fawling is friendly and open, and he

will attempt to get as close to the PCs as possible, so that he can liberate their goods and coins. He will not steal from the PCs if he sees anyone watching him.

Even more irritating, he is currently playing "The Question Game." This game requires that when someone asks a question, the other participant must answer in a complete sentence, relevant to the question just asked. If the person asked does not have a return question within 10 seconds, the player loses a point. The worst thing about this game is that few non-halflings realize that the game is on, and so become quickly irritated by the halflings' habit of returning the question.

Quick Stats: Fawling: MV 12; AC 4; T7; hp 27; THAC0 17; #Att 1; Dmg 1-6 + 3; MR Nil

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Buried Treasure

Area: This encounter takes place at a rural crossroads. There are farms between each of the four corners of the crossroads, and a single, gnarled, lonely oak grows at the northeast side of the road. There is a large rock on the northwest side of the road.

Situation: Ideally, the PCs should have recently left a village where all the talk has been of a vampire that was slain and buried at a crossroads outside of town. At the very least, someone in the last town has reminded them that burying vampires at a crossroads is a certain way of ensuring that they do not rise again. When they reach the crossroads, the PCs see that the earth in the center of the crossroad has been recently disturbed. The roughened earth is a patch

approximately 6 feet long and 3 feet wide, and brings to mind the tales of the locals. This is not, in fact, the grave of a vampire. It is the plot of the miserly farmer Nathaniel, who lives to the west. He buried his chest under a traveler he murdered. He then spread the rumor that a vampire had been recently laid to rest in the center of the crossroads. If the PCs defy the legends, thinking that the "vampire" inside is dead, and dig down into the earth, they find a body staked through the heart, its head separated from its shoulders. The body has begun to mold, and bears numerous wounds. If the PCs continue digging, they find a chest with the word "Nathaniel" engraved on it.

Quick Stats: The chest contains 500 gp, 30 sp, and a single emerald worth 500 gp.

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The Rumor Mill

Area: This encounter should occur only in the PCs' home base, in the area to which they most often return after some grueling adventures.

Situation: While the PCs were in town, they managed to anger some people who knew how to use the gossip circuit to its best and most damaging effect. When the PCs return from their latest adventure, they find people giving them strange looks. The people who were once respectful to them are curt and brief, never meeting their eyes. The more outspoken townsfolk go so far as to cross the street when the PCs move by, and some spit in the PCs' direction, though never on them. A few might even hiss at them, while others

turn away with their noses in the air. Only the PCs' old friends offer any explanation, and then only after they are asked. Their friends explain, haltingly, some of the nasty rumors floating around town regarding them. Only after an intense campaign of do-gooding will the PCs' good names be restored. A full confession by their enemies (should the PCs discover them) will also suffice.

Rumors about the PCs may include the following, this is not an exhaustive list; the DM is encouraged to be inventive. The PCs worship an evil god, kill farmers, commit unspeakable acts with animals, have bad morals, breath, or the like.

Quick Stats: The statistics of the PCs' enemy (or their enemies) should be generated by the DM.

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The Guardian

Area: The scene is a small underground cavern, naturally sculpted by the forces of nature. There are stalactites littering the cavern, the air and ground are moist, and there is a small spring in the corner.

Situation: A large magical circle dominates the center of this room. In its center is a large chest and a red abishai, a baatezu resembling a gargoyle. The abishai is pacing the confines of the 20-foot-wide circle, occasionally throwing itself at the ground outside the circle. It constantly rebounds from the air over the boundary of the circle. It looks up expectantly as the PCs enter, and asks, "Have you come to give me my freedom?" The abishai was bound by a sorcerer 10 years ago, to serve as a

guardian for his treasure and to punish the abishai for attempting to attack the wizard. The abishai admits this freely, and offers to split the treasure with the PCs if they let it free. It is, of course, lying. If it thinks it can take the party, it will attack them if they manage to free it. If the party appears to be more powerful, it takes the treasure and vanishes back to its home plane. The treasure DM may design any treasure, but it should be large.

Quick Stats: Abishai: MV 9, FI 12; AC 1; HD 6 + 3; hp 45; THAC0 13; #Att 3; Dmg 1-4/1-4/2-5 and poison (save vs. poison or die); MR 30%; Special attacks and defenses. Because it is bound, the abishai cannot gate in lesser baatezu.

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The Eye Tyrant

Area: This encounter takes place in an underground cavern, preferably one fairly near a beholder lair, though this is not absolutely necessary. Only a nice, large cavern is required.

Situation: As the PCs round the final bend in the cavern passageway, they enter a large, gloomy cavern. Floating about 40 yards away, the PCs see 11 large, round creatures. Ten of these are gas spores (it is 90% likely that the PCs mistake them for beholders), while the 11th is a beholder playing with the spores. The beholder comes here to play with the spores and to pretend that it is a master orb, with the gas spores as its servants. It uses a *telekinesis* ray to move the spores around according

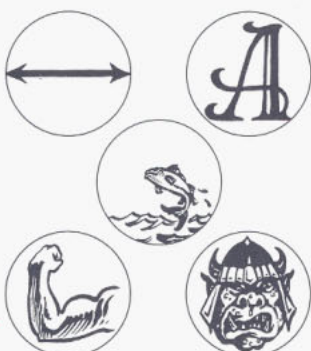
to its desires, and speaks to them as master to minion. This particular beholder's *telekinesis* ray is invisible, so it may appear to the party that this beholder is, in reality, the leader of the others. When the beholder spots the party, it maneuvers gas spores closer to the PCs, so that they are within the radius of effect when the spore explodes. The beholder is cautious not to come within 20 yards of the spores, knowing they are fragile.

Quick Stats: Beholder: MV FI 3; AC 0/2/7; HD 9; hp 49; THAC0 11; #Att 1; Dmg 2-8; MR Special. The beholder also has eye attacks, which it uses to its advantage.
Gas Spores (10): MV FI 3; AC 9; hp 1; THAC0 20; #Att 1; Dmg 6d6 (save vs. wands for half), incurred only if the spore is within 20 feet when it is hit; MR Nil

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In the Phantom's Wake

Danger: Medium
Climate: Any
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 15,000



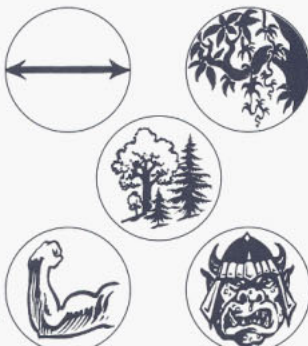
Truth

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Device
Add'l Info: None
XP Value: 1000



A Tasty Snack

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: None
XP Value: 1,500



Warband Divided

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 560



A Dangerous Guide

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,520



In the Phantom's Wake

Area: The encounter takes place on a foggy night. The PCs are on the ocean, aboard a vessel of some sort, and there is no land in sight.

Situation: As the PCs' ship sails through the darkness, they see the fog thicken, until visibility is reduced to about 100 feet. The thick fog begins to take on an eerily luminescent glow ahead of them. If the PCs turn their ship, they notice that the glow always stays in front of them. The light becomes bigger and brighter, until they see that it emanates from a ghostly ship, crewed by undead, ghouls, and skeletons, and captained by a spectre. The ghouls of the ghost ship dive over the side and begin swimming toward the PCs' ves-

sel; the skeletons ready their grappling lines. Once the two ships are within 10 feet of each other, the grappling lines are cast, and the undead swarm up from the sea and over from the ghostly ship onto the PCs' vessel. The spectre itself will do nothing unless his ship is boarded. Once the spectre is dead, the ship disintegrates and sinks to the bottom of the sea.

Quick Stats: Skeletons (20): MV 12; AC 7; HD 1; hp 5 each; THAC0 19; #Att 1; Dmg 1-6; MR Special

Lacedon Ghouls (10): MV Sw 9; AC 6; HD 2; hp 11 each; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6 and paralyzation; MR Nil

Spectre: MV 15, Fl 30; AC 2; HD 7 + 3; hp 46; THAC0 13; #Att 1; Dmg 1-8 and energy drain; MR Special

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Truth

Area: This is a small town on a dusty plains. A spring bubbles up from a makeshift fountain in the center of the town. A large crowd has gathered in the square.

Situation: As the PCs watch, a man clad in judicial robes thrusts a dagger into another man's stomach, then forces him to drink from the fountain. The stab wound in the stomach vanishes, as if it had never been, and the robbed man begins to question him. After the third question, the victim's wound reappears, and the bleeding man is dragged to the headsman's block, where he is summarily executed.

The spring in the center of town will heal all wounds; any villager who sees the

PCs' wounds will direct them to the spring. The spring also heals all diseases. However, the price one must pay for being healed is to speak the absolute truth for one hour per point cured. If the person who drinks from the spring knowingly tells a lie during that time period, all points healed by the spring and all curses, poisons, and diseases removed return full force. Water removed from the spring has no effect. Townsfolk use the spring to torture their prisoners, knowing that an innocent person will be healed. The PCs might stand accused of a crime sometime while they are in town, and be forced to undergo the truth-stabbing. If the PC is innocent and tells the truth, he is free to go. If he lies, the wound opens again, and the punishment begins.

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A Tasty Snack

Area: This encounter occurs in a jungle, in an area of choked vegetation and fallen trees. Vines hang from the trees, draped like fallen clothing. The area is thickly overgrown, and the canopy of trees is not dense enough to prevent the voracious growth of lush underbrush.

Situation: If the PCs hack away at the undergrowth of the jungle, they will attract the attention of two large dinosaurs. The dinosaurs are 17 feet long, they can move on four legs or two, and both have horns on their noses. A line of bony plates juts from their backs, running from the pair of semi-circular crests on their heads all the way to the tips of their tails.

The sound of chopping attracts these

two young male dinosaurs, who have been hunting all day long. Their lumbering gait brings them quickly through the forest. The only warning the PCs have of the impending arrival of this pair are the slight vibrations underfoot and the sudden hush of the indigenous insect and bird life.

The ceratosaurs will continue to attack until either they or two of the PCs are dead. If they kill the PCs, they each grab a body and make their way into the jungle to eat their kill. There may be more ceratosaurs in the area, but none are near enough to come after the PCs at the same time these two are near.

Quick Stats: Ceratosaurs (2): MV 15; AC 5; HD 8; hp 50 each; THAC0 13; #Att 3; Dmg 1-6/1-6/4-16; MR Nil

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Warband Divided

Area: The gnolls are in a clearing in the forest.

Situation: The PCs enter the clearing and see a gnoll chieftain lying dead on the ground next to the bodies of several orcs. Around him 16 gnolls are arguing.

It appears that there is a dispute over who should lead the warband and two distinct factions are forming up behind their respective candidates. Each blames the other for the chieftain's death. When the PCs enter the clearing, one of the would-be gnoll leaders points to the PCs and says that they are spies coming to make a deal with his rival who is obviously a cowardly human-lover.

If the PCs shout a greeting of friendship

(tone of voice can be enough if they don't speak gnoll) to the leader who made this accusation, there will be a great deal of confusion among the gnolls and they will start fighting with each other. The fight will last 1d6+6 melee rounds; both sides are equal in number. After the fight is done only a few wounded will be left, and they flee into the woods.

If the PCs do nothing, then the accusation will stick. One of the candidates for chieftain will be butchered in a single round by the entire warband, and the gnolls will attack the PCs.

Quick Stats: Gnolls (16): MV 9; AC 5; HD 2; hp 12; THAC0 19; #Att 1; Dmg 2-8; MR Nil

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A Dangerous Guide

Area: Jackalweres are drawn to cities with sinister or treacherous reputations.

Situation: The jackalwere in these cities approach strangers and people from out of town. They try to lure their victims into quiet locations and then *gaze* them to sleep. This done, they call their comrades to feast, looting whatever they can steal from their deceased dinner guest.

The PCs meet Kanda, a guide, who offers to take them on a tour of the city for a small fee; he is very persuasive and charming. Kanda is, of course, a jackalwere. He will show them the wonders of the city and keep them safe from thieves. If the PCs accept, they will be shown a few sites, inns and taverns mostly, and Kanda will

try to separate one of the PCs from the party. If he succeeds, he will take the PC into an alley—a "short cut" to a "really remarkable landmark."

If the jackalwere cannot separate individual PCs, he will try to put the strongest fighter to sleep before his pack attacks. The jackalweres will wait in the alley, and Kanda will conduct the PCs into the trap.

There are six jackalweres waiting in the ambush. Together they have 500 sp and several pieces of expensive jewelry worth a total of 1,000 gp. All the jewelry is stolen. Rewards for the missing items total 450 gp.

Quick Stats: Jackalwere (7): MV 12; AC 4; HD 4; hp 18; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack

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A Chilling Experience

Danger: Medium
Climate: Arctic
Terrain: Plains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Flock of Hunters

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 3,900



Bitter Lord

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 175



Life Quest, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



The Sleep of the Dead

Danger: Medium
Climate: Temperate
Terrain: Urban (Graveyard)
Attribute: Intelligence, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



A Chilling Experience

Area: This is a wide open arctic plain, spotted with a few hillocks to distinguish one area from another. Otherwise, it is a featureless expanse, monotonous in its sameness.

Situation: One of these hillocks is actually a young adult white dragon, eager to prove itself to other dragons (and begin its hoard) by killing a party of adventurers. It saw the party a day before this encounter begins, and planted itself in their path. It has waited patiently throughout the night, waiting for its moment of glory.

When the PCs come within 25 feet of its hiding place, the dragon rises up with a bellow of rage and a noisy challenge. Snow obscures everything for a round as it flaps

its mighty wings to clear them; this is the only free shot the party gets at the dragon. In the round immediately following, the dragon lets fly with its breath weapon. Thereafter, it takes to the air to begin an aerial assault. It fights to the death, for it cannot bear the thought of the shame it would feel if it was routed by mere humans.

The dragon is a young adult, it has no hoard in its nearby lair. The PCs were to have been its first victims, and any treasure they possessed would begin its hoard.
Quick Stats: White Dragon: MV 12, Fl 40, Br 6, Sw 12; AC 0; HD 12; hp 75; THAC0 9 (+1); #Att 3 + special; Dmg 1-6/1-6/2-16 (breath weapon: 5d6 + 5); MR 5%

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Flock of Hunters

Area: The griffons swoop down on the party on or near high, craggy, mountains.

Situation: A pride of six griffons dives at the party and grabs one of their horses, with a hapless PC still in the saddle. The griffons attack from the sky and against the prevailing winds.

As soon as a horse is down, all the other griffons gather around to feed and all the PCs' horses scream in terror and flee, with or without their riders. If the PCs attack the griffons, the two largest will try to scare them away while the rest feed. Bothering them too much will cause them all to attack.

The PC who lost his horse is still in the middle of the griffons. If he tries to attack,

they will think he is trying to steal their food and decide to eat him. The only way for the PC to avoid being eaten is to very carefully dismount, then quietly and cautiously slip out of the middle of the griffon pride.

The griffons have no interest in humans, but panic in humans will excite them, and jumping up and running away will make them think that a running PC might be something good to eat. PCs could recover a few griffon feathers worth 1 gp each as curiosities.

Quick Stats: Griffons (6): MV 12, Fl 30; AC 3; HD 7; hp 50, 48, 44, 40, 40, 36; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

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Bitter Lord

Area: This encounter occurs in a jungle.

Situation: A solitary, male carnivorous ape was leader of the local pack just a few weeks ago when a younger male defeated him in combat and he was kicked out of the tribe. Since carnivorous apes usually do not hunt alone, this huge creature has gotten very hungry, hungry enough to attack a party of humans.

The ape will shadow the party from the trees until they camp for the night. Then it will try to get at the party's food, prowling through the camp, opening up packs, and rummaging through the contents.

If someone challenges the ape or pokes it with a sword or other weapon, the ape will retreat and return to attack later that

night, jumping out of a tree onto a sentry. Once it has overpowered a single person it will attempt to drag its victim off and have a nice, quiet dinner. It will not willingly abandon its prey, even if severely wounded, as it is very hungry.

If the PCs leave food out for the creature, it will eat the food and leave them alone, unless the PCs are in the area for several days. In that event, it will return to them every other day for more food.

Quick Stats: Carnivorous Ape: MV 12, 9 in tree; AC 6; HD 5; hp 36; THAC0 15; #Att 3; Dmg 1-4/1-4/1-8; MR Nil

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Life Quest, Part 1 of 2

Area: In a medium to large city, the PCs walk past an abandoned tower and notice an unusual gargoyle perched on the tower's overhanging roof. If they investigate, they discover that the creature has a forlorn expression and does not look evil, unlike most of its kind.

Situation: This gargoyle was crafted by an evil wizard to be the guardian of his tower, but the creature was flawed. Not only was it frozen in stone form except for a few hours, but it showed definite tendencies to good behavior. In disgust, the wizard left it in the city when he left.

The gargoyle is frozen in statue form and only becomes animate during the

hours the moon is at least half full. It is looking for the completion of the spell to make it live. It notices the PCs looking at it, and when it becomes animate it seeks them out to ask for help.

To complete the spell, the gargoyle needs to be gently brushed with the freshly-plucked feather of a pegasus. It rightly assumes that such a creature will have nothing to do with a "monster" such as it is, and asks the PCs if they will help it complete its quest to become real. If they agree, the PCs will gain an ally and a friend for life.

Quick Stats: Gargoyle: MV 9, Fl 15 (C); AC 5; HD 4+4; hp 27; THAC0 17; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

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The Sleep of the Dead

Area: This is a sleepy little town, a typical seacoast village. Its sloping hills lead up from the port, and quaint houses look out over cobblestone streets. There is a church with a graveyard on the hilltop.

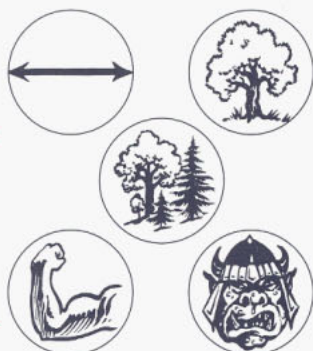
Situation: The people of the town approach the PCs to deal with a problem they have been having. The ghost of a dead seaman has been running from the port to the graveyard once a week at midnight. Those who witness this sight age supernaturally, and people now stay indoors with the windows shuttered when night comes. The villagers offer the PCs 5,000 gp in gems to rid the village of this menace. If the PCs accept, they must wait until the next night comes around. As the

time draws near, fog rolls in off the ocean. The PCs see a spectral glow emerge from the sea, at the water's edge, and the ghost surfaces from the water. The ghost sprints up the street, ignoring the PCs (though they must still make a save vs. spells to avoid aging). When the ghost reaches the church yard, its arms fall to the ground. The ghost looks at them in horror, then dissolves into the grave under its feet. If the PCs dig up the grave at night, they must fight the ghost. If they wait until the next day, they find that the ghost's coffin was too small; the arms were cut off to make the corpse fit. If the PCs rebury the body in a larger coffin, the ghost vanishes.
Quick Stats: Ghost: MV 9; AC 0 or 8; HD 10; hp 64; THAC0 11; #Att 1; Dmg special; MR Nil

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Flyn's Fear

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,400



Snake's Revenge

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 975



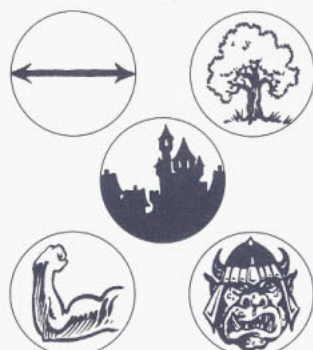
Captured Beauty

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Dexterity
Encounter: Monster
Add'l Info: MM
XP Value: 250 per PC for aiding the pegasus, 0 if the party kills the pegasus



A Party Shadowed

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,600 (650 each)



The Lottery

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for not entering the lottery, 1,000 for surviving the "win," 500 for not slaughtering the townsfolk



Flyn's Fear

Area: This occurs in a large, open wood.

Situation: Flyn Ironwood, a famous hunter, is encountered by the PCs in the wilderness. The man is extremely arrogant but wishes the PCs to help him in his latest hunt for a manticores. He knows one is in the area, and he will offer them a share in the bounty on the creature plus some of the cash to be made from selling parts of the creature to wizards and the curious.

The manticore will be discovered in a clearing, having just killed a small animal. However, it seems very dissatisfied with the kill and is looking about for something else. If the PCs watch a bit, they will see the creature's mate fly in. Otherwise, the other manticore will arrive 1d6 rounds

after combat begins.

Once combat starts, Flyn will run for his life, terribly afraid of the manticores. He has hunted bears and other terrible animals, but never anything like this; it makes his blood run like ice water. Once he is back in town, he will claim that he never knew the PCs and that he saw no manticores while out on his hunt.

The manticores have no treasure, but their hides are worth a great deal of status or 10,000 gp if intact and cured.

Quick Stats: Manticore (2): MV 12, Fl 18; AC 4; HD 6+3; hp 40, 35; THAC0 13; #Att 3; Dmg 1-3/1-3/1-8; MR Nil

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Snake's Revenge

Area: This encounter may occur in any lonely place away from help.

Situation: The PCs have slain a medusa, and its mate is out for revenge. The maedar looks like a large, bald human, so he can pass in human company and even follow the party into cities.

The creature will follow the party to a town and kill enough people to get sufficient money to purchase warrior's equipment. Then he will attempt to hire on with the party as a henchman or hireling. He is not fully aware of the value of a warrior's services and will ask for practically no money at all. This may cause the PCs to become suspicious.

If the PCs turn him down, the maedar

will follow them for some time, trying to convince them to let him join the party. If it becomes obvious that this will not work, he will sneak up on the party in some isolated place and do his best to kill as many of them as he can.

If he does get into the party, he will wait until they are fighting some terrible monster, and then attack the PCs, betraying them at the moment of their greatest need. He will try to kill any women in the party first, as his revenge for his lost wife.

Quick Stats: Maedar: MV 9; AC 5; HD 6; hp 34; THAC0 15; #Att 2; Dmg 2-8/2-8; MR Nil

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Captured Beauty

Area: This encounter may occur in any silent, green wood that would attract a creature of beauty.

Situation: A pegasus has landed next to a river to drink and is caught in a hunter's mechanical animal trap. The cruel iron jaws of the trap have closed around one of the creature's delicate legs and it looks badly hurt.

Worse still, the pegasus, not understanding what has trapped it, is flapping and struggling in the trap, trying to get airborne. All it is doing, however, is stretching the trap's chain tight, tearing even more of its own leg.

The PCs will have to slip in underneath the pegasus's frantically beating wings

and flailing legs to get at the trap and try to open its jaws. This would ordinarily be easy, but a pegasus's wings are very powerful and its hoofs can do serious damage.

When a PC goes after the trap, roll three attacks at the pegasus's THAC0. Clever maneuvering may reduce the chances of being struck by flying hooves and beating wings.

If the PCs manage to free the pegasus, it will remain grateful and may even come to their aid whenever they are within 10 miles of this location.

Quick Stats: Pegasus: MV 24, Fl 48; AC 6; HD 4; hp 18; THAC0 17; #Att 3; Dmg 1-8/1-8/1-3; MR Nil

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A Party Shadowed

Area: This encounter takes place at night in a rundown section of town.

Situation: The PCs are traveling through a dangerous section of the city late at night. A small graveyard lies within a few blocks of the party. One or two characters see occasional flickers of movement just outside the range of their lights. The PCs have only a 10% chance of actually catching sight of a shadow. After a few more minutes, one or two other PCs glimpse movement in front of the party, but again they see no one.

Four shadows are toying with the party. When the PCs appear to be losing their nerve (or the shadows tire of their nasty game) the shadows will attack the party.

The shadows will attempt to pull the PCs into the depths of an empty building or alleyway. The shadows will then use *chilling touch* to do damage and drain 1 point of Strength per hit. If a PC reaches 0 hp or Strength, he becomes a shadow. Magical weapons are needed to hit the undead shadows. The shadows are quite malevolent and will not flee unless turned.

The shadows keep their treasure in the ramshackle crypt of a nearby graveyard. The treasure consists of: 1,200 gp, a *potion of speed*, and a *periapt of health*.

Quick Stats: Shadows (6): MV 12; AC 7; HD 3+3; hp 16, 20, 21, 26; THAC0 17; #Att 1; Dmg 2-5; MR Nil; Special attacks and defenses

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The Lottery

Area: The PCs have just entered an unfamiliar town. A large crowd of townsfolk is gathered in the central square. It seems that the entire town is here, apparently awaiting a verdict.

Situation: As the PCs arrive, a child rushes up to them and asks, "Are you in the lottery? Are you going to get in? The prize is really neat!" If the PCs enter, they are in for a surprise. The mayor explains the rules: If you receive the slip of paper with the black dot, you are to come stand on the podium to receive the prize. The mayor passes out folded slips of paper, drawn randomly from a large barrel carried by two assistants, to everyone. One of the PCs finds the paper with the dot. When he goes

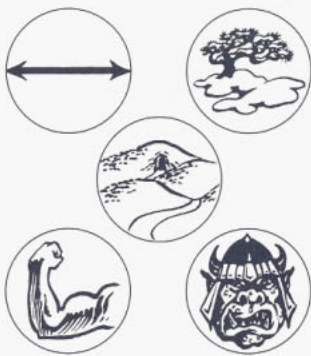
to the platform, the townsfolk begin throwing rocks at him. He must escape from town before he is stoned to death.

Quick Stats: Townsfolk (100): MV 12; AC 10; 0-level humans; hp 3 each; THAC0 20; #Att 2/1; Dmg 1-3; MR Nil. Because there are so many townsfolk, the DM should roll for their attacks in 10-person blocks. Each person in the block adds +1 to the attack roll, making the THAC0 for the entire group a 10. The number of rocks that hit the PC is determined by the number the DM rolls on the d20. For example, if the townsfolk are throwing stones at someone who is AC 5, they need a 5 to hit. If they roll a 7, 2 stones out of the 20 thrown hit the PC. If the target AC is -1 and the NPCs roll a 15, 4 of 20 hit the PC.

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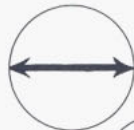
Black on Black

Danger: Medium
Climate: Sub-Arctic
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Ghost of Honor

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 3,000



Ancient Wisdom

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



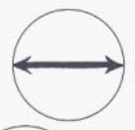
A Slimy Mess

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 120



The Natives' Drums

Danger: Medium
Climate: Tropical
Terrain: Forest (Jungle)
Attribute: Dexterity, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,175



Black on Black

Area: This encounter takes place in a dark, stone corridor. The temperature is at least freezing. Water seeps from small cracks in the walls and ceiling and ice coats sections of the walls and floor.

Situation: Due to the dark stone of the corridor the frozen pools of water all appear to be black. However, one of these "pools" is actually a large black pudding. The pudding lies along one side of the floor, it is currently 9 feet long and 4 feet wide.

As the PCs move past the pudding it will lash out at the character in the middle of the party, attempting to divide the group. If the party flees, the pudding will attempt to follow, however, it will stop its pursuit after killing one member. If the party fights,

the pudding will attempt to ooze around the characters, isolating them. Additionally, the PCs must make Dexterity checks when attacking. A failed check indicates the PC has slipped on the ice and will suffer a -2 penalty to his next attack.

If the fight does not go well for the pudding, it may attempt to ooze through a large crack in the wall that the pudding currently conceals.

If the party kills the pudding, they may explore the crevice. Inside are three small diamonds (600 gp) that would not dissolve in the pudding's acid.

Quick Stats: Black Pudding: MV 6; AC 6; HD 10; hp 62; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

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Ghost of Honor

Area: This encounter takes place in the sewers beneath any large city.

Situation: A spectre haunts the depths of the city's sewers, destroying any living beings that dare enter his underworld "kingdom." When the encounter starts, the party is either already in the sewers or they are walking on an ancient street that gives way under one or two party members, plunging them 20 feet (2-12 points of damage) into the sewers.

The spectre will attack with its touch (doing normal damage and draining two life energy levels from victims). This spectre is very interested in creating other spectres to serve in his underworld court, and will attempt to turn one or more PCs

into his spectral minions. However, the spectre will not leave the sewers even at night, for any reason.

If the party can escape the sewers they will be safe. Otherwise, magical weapons and holy water will affect the spectre. A *raise dead* spell will destroy it.

The spectre keeps his treasure beneath a heap of rotting vegetation in a small chamber 10 yards down the dank tunnel. If the PCs destroy the spectre and find this chamber they may take the following treasure: 12 amethysts (50 gp each), a *potion of healing*, a *potion of shadow control*, and 550 gp.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 41; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

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Ancient Wisdom

Area: The naga can be encountered in any remote area, sleeping on a rock over a cave.

Situation: Guardian nagas are often set to guard areas of evil in order to contain the evil or to protect others from being corrupted by it. In this encounter, the PCs discover a place called the Endless Stair that leads deep into the earth. A naga guards the Stair and will not allow anyone to pass.

The naga will tell PCs what it guards, but it will not attack them unless they attack or try to force their way into the cave entrance. The naga is a great source of information and will gladly talk to good aligned PCs about anything they like. It may be able to identify old magical items

from its great store of ancient lore.

If PCs want to get to the Endless Stair they will have to convince the naga of their good intentions. This can only be done by telling the naga the tales of their journey and their heroic deeds. The naga is very good at sensing lies but it enjoys a good story, even if the PCs take a few "poetic liberties" with the truth.

The creature has no treasure but has a great knowledge of lore that the PCs might return to use from time to time.

Quick Stats: Guardian Naga: MV 15; AC 3; HD 11; hp 68; THAC0 9; #Att 2; Dmg 1-6/2-8; MR Nil; Special attacks

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A Slimy Mess

Area: The party is in a natural, but worked earthen chamber that was apparently never completed; small mounds of earth and a few tools are scattered about.

Situation: If the party examines the room, they will discover that one of the earthen mounds has a small, finely carved stone statue, partially buried in it. The statue is about two feet long and can easily be pulled free by any PC. The mound is made of earth and clay and has several other holes in it. A green slime also lives within the mound. It has been feeding on curious rodents for several months and now coats almost all of the tiny rodent tunnels within the mound.

If a PC attempts to pull the statue free,

he will have no difficulty. However, this will cause the green slime living within to spill outward onto the unfortunate PC. This is not a trap and cannot be detected by a thief. However, if the PC states he is standing to the side as he frees the statue, there is only a 25% chance the slime will touch the character. If the slime hits the PC, it will turn the character into green slime in 1-4 rounds. Only scraping, burning, freezing, or a *cure disease* spell will harm the slime.

The statue is of a young boy holding an urn. It weighs 20 lbs. and is very skillfully crafted. It is worth from 400-1200 gp, depending on where it is sold.

Quick Stats: Green Slime: MV 0; AC 9; HD 2; hp 12; THAC0 19; #Att Nil; Dmg Nil; MR Nil; Special attack

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The Natives' Drums

Area: This encounter occurs after the PCs have encountered a tough monster in its lair in the jungle. After leaving the lair, whether they leave in haste or in triumph, they see an easy path through the jungle, obviously a game trail of some sort. It is not wide enough for more than a single-file line.

Situation: The tasloi who live in this area have created a trap along this trail, knowing that adventurers fleeing from the monster's lair will generally take this trail to flee or to return to civilization. There is a trip wire made of vine stretched across the trail, which can be noticed and avoided with a successful Dexterity -3 check. Otherwise, it triggers a deadfall trap, hidden

carefully on the jungle hillside. All those within 15 feet of the trip wire area must save vs. paralyzation or suffer 2d12 points of damage; those who save leap aside to avoid damage. Those in the trap must make successful Strength -4 checks to break free of the logs.

Once the trap is sprung, 10 tasloi drop from the trees onto the downed PCs, or onto the backs of those who were not affected. Meanwhile, the tasloi air force comes buzzing in on giant wasps, intent on taking out those who are free.

Quick Stats: Tasloi (25): MV 9, CI 15; AC 5; HD 1; hp 6 each; THAC0 19; #Att 2 or 1; Dmg 1-3/1-3 or by weapon (1-6); MR Nil
Giant Wasps (15): MV 6, FI 21; AC 4; HD 4; hp 23 each; THAC0 17; #Att 2; Dmg 2-8/2-4 (paralysis); MR Nil

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Dividing the Spoils

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,250



A Sticky Situation

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Time Bomb

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity, Wisdom
Encounter: Device
Add'l Info: TOM, pg. 146
XP Value: 1,500



Subterranean Stalker

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Wight Warren

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 1,950 (975 each)



Dividing the Spoils

Area: This may take place in any wilderness area after an ogre attack on a human settlement.

Situation: Two groups of ogres are arguing over the ownership of six human captives. In the full heat of argument, they have not yet noticed the PCs.

The PCs can use this to gain a tactical surprise on the ogres who will immediately join forces to fight them off. They might also be able to use magic (like the *audible glamour* spell) to trick the ogres into fighting over the humans and killing each other instead of the PCs. Then, in the confusion, the slaves could be rescued and surviving ogres easily finished off.

There are four ogres on one side and

three on the other. They are arguing over what appears to be six peasants. In fact one of them is a poor noble who came to the fields today in his work clothes to see how things were faring with his crops. He was captured after putting up a brief, feeble fight.

When rescued, he will offer each of the PCs their pick of any horse in his stable. The ogres have 3d6 gp each. If the PCs do nothing, the ogres will finish the argument and eat the captives.

Quick Stats: Ogres (7): MV 9; AC 5; HD 4+1; hp 22; THAC0 17; #Att 1; Dmg 1-10; MR Nil

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A Sticky Situation

Area: This encounter occurs in any natural, rough stone cavern.

Situation: The PCs are in a natural cavern containing large boulders and strange rock formations. A small rockfall has blocked the party's way. It is easy enough to clear away except for the fact that one of the nearby boulders is actually a roper. The roper has created the rockfall and will complete its trap when the PCs are all in the cavern. Using one long strand, the roper will pull away a small boulder, causing rocks to fall and block the entrance, trapping the party in its cave. The following round the roper will attack the party.

The roper will use its strands to try to draw a PC to its large mouth. When hit by

a roper strand, PCs must save vs. poison or lose 50% of their strength. Once caught, a victim is drawn to the mouth at a rate of 10 feet per round. A successful open doors roll will free trapped PCs, as will severing the strands (requiring 6 points of damage). A PC drawn to the mouth is automatically hit for 5d4 points of damage.

The roper will clear a path for the PCs in an attempt to save itself if it loses 50 hit points or more.

If the party defeats and searches the roper they find the following treasure in the monster's gizzard: 5 pp and 2 large pieces of amber (worth 100 gp each).

Quick Stats: Roper: MV 3; AC 0; HD 11; hp 72; THAC0 9; #Att 1 strand + 1 bite; Dmg Special/5-20; MR 80%; Special attack

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Time Bomb

Area: This encounter takes place after the PCs retire to their rooms for the night. It can be used either at their home base or in their rooms.

Situation: As the PCs lie down to sleep in the evening (assuming they share a room; otherwise, the device is placed in a random PC's room), they may make a Wisdom check at -3. If successful, they see a small hourglass perched on the rafters above their beds. Even as they watch, the last few grains of sand begin to slip from the top to the bottom of the hourglass.

The players have exactly five seconds in which to respond. Count the time off, backwards from five. If they do not respond in that time, the bomb explodes (see

"Quick Stats" for information). If they want to try something to stop it, they will need to make a successful Dexterity check at -2. Any hit to the bomb will knock it from its perch, and it falls to the ground and shatters. Otherwise, the PCs' home or room may suffer some severe fire damage. There are no clues as to who placed the bomb, but if the PCs have cultivated enemies, these would naturally be the first suspects.

Quick Stats: Time Bomb: Explodes in a ball of flame, equal to a *fireball* cast at the 5th level, delivering 5d6 points of damage to everyone within 20 feet. PCs may save vs. spell for half damage.

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Subterranean Stalker

Area: This encounter takes place in any dungeon corridor.

Situation: The umber hulk is lying in wait at an intersection in the corridor, peering out through a narrow crack in the base of the wall. As the party reaches its hiding place, the monster will break through the weakened wall and attack the center of the party. PCs must roll surprise (-5 modifier) due to the nature of the attack. Any PC who looks into the umber hulk's horrific eyes must save vs. spells or be *confused* as per the spell.

The umber hulk will attempt to seize a party member in its giant pincers and drag the unfortunate character back into the monster's tunnel network. If it succeeds in

capturing a PC, the monster will toss him into a prepared pit 20 yards down the tunnel. (The pit is 15 feet deep and the PC will take 1-6 points of falling damage.) It will then return to the battle attempting to capture another character. If the umber hulk loses 45 hp it will retreat. If possible, it will take one or more captured PCs with it. If the PCs manage to kill the umber hulk they may be able to find the creature's lair. This requires two successful tracking rolls. The lair contains the following treasure: 1,000 gp, four large agates (150 gp each), and a *long sword +1, luck blade*.

Quick Stats: UMBER HULK: MV 6, Br 1-6; AC 2; HD 8+8; hp 61; THAC0 11; #Att 3; Dmg 3-12/3-12/1-10; MR Nil; Special attacks

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Wight Warren

Area: This encounter takes place in a corridor, near a series of catacombs running underneath a church or castle.

Situation: As the PCs explore the chamber where the catacombs begin, they hear a gristly crunching from above. If the PCs look up they will see a small wight gnawing on a giant rat. The wight will hurl the rat at the PCs, and then attack the party. The next round, a second wight will drop behind the party, attacking the smallest PC. The second wight is trying to create lesser wights to serve it and will attempt to turn the PCs into servants. If it is losing, the leader will order its minion to keep the PCs busy while he tries to escape. The PCs need magical or silver weapons or holy

water to hit the wights. If the PCs flee, the wights will not follow, returning to the catacombs instead. In order to find the wights' treasure, at least one PC will have to enter the catacombs. The tunnels are only 3 feet high, so human and elfen PCs will have to crawl down the slimy tunnels (-2 to hit). If a wight is still around, it will attack PCs in the catacombs.

It will take 2-8 rounds of searching to find the treasure which consists of: 500 sp, 400 gp, platinum bracers (800 gp), and an extremely dirty *cloak of the bat*.

Quick Stats: Wights (2): MV 12; AC 5; HD 4+3; hp 30, 34; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

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Cursed Friend

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength
Encounter: Device, NPC
Add'l Info: None
XP Value: 7,000



Thieves in the Night

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 2,160 (270 each)



A Dangerous Game

Danger: Medium
Climate: Arctic
Terrain: Hills, Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 420



Meteor Shower

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Dexterity, Strength
Encounter: Monster
Add'l Info: MM
XP Value: 10,000 for avoiding the meteor,
115,000 for vanquishing the pit fiends



Avid Reader

Danger: Medium
Climate: Any
Terrain: Urban (Library)
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 1,000 if the PCs avoid being infested



Cursed Friend

Area: The encounter may take place in any area in which the PCs have a good reputation. It is likely that it takes place in the city, but the NPC could just as easily find the PCs camping out in the woods, explaining that he followed them.

Situation: The PCs have gained such a reputation that people begin coming to them, to travel with them and learn from them. One such would-be student is Fael Caine, a charming, young, dark-haired man. He is quick-witted and friendly, an excellent talent with his flaming sword, named *Cauterizer*. However, there is a brooding melancholy about his manner, one that is not easily dispelled by the light-hearted joking of comrades. He is drawn

into friendships only slowly, for he is reserved and will not, by conscious effort, make friends with anyone. His secret is that *Cauterizer* is an intelligent sword that sucks the life force out of anything in its reach. When in battle, Fael makes sure he is far from his comrades, for too often he has inadvertently swung and killed his friends, with no hope of *resurrection*. However, *Cauterizer* is bonded to his psyche, and he won't willingly surrender the sword.

Quick Stats: Fael Caine: MV 12; AC 2; F9; hp 71; THAC0 12; #Att 2/1; Dmg 1-8 + 8 MR Nil. *Cauterizer* is a *flametongue long sword* +4. When it hits an opponent, it draws two levels from them (save vs. spells for each level drained).

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Thieves in the Night

Area: The encounter occurs in the back streets of a poor section of town.

Situation: It is night and the PCs are just coming out of an inn or tavern. A PC hears a child cry out and sees a scruffy man holding a bundle scuttle across the road into an alley. A group of eight wererats are stealing small children in this area and the PCs have just caught them in the act. If the PCs pursue, they will reach the alley in time to see the wererat lower a squirming bundle into an open sewer grate and leap in after it. The PCs must pursue immediately to keep up with the wererats, but the wererats will know they are being followed.

The rats will imitate the cries of small

children coming from several directions, attempting to split up the PCs. If this does not work, the wererats will put a decoy bundle on a mound of refuse. If the PCs investigate, the rats will jump them from hiding places above.

The PCs need magical or silver weapons to hit the wererats. If three or more wererats are killed, the rest will flee, dropping the child in the process. The PCs will have to quickly rescue the child from the waters. The PCs may also become lost. If so, they will have to spend 1-3 turns finding their way out of the sewers.

Quick Stats: Wererats (8): MV 12; AC 6; HD 3+1; hp 10, 14, 15, 15, 16, 18, 19, 23; THAC0 17; #Att 1; Dmg 1-6 (short swords); MR Nil

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A Dangerous Game

Area: The Yeti appear in the mountains, not far from a small colony of miners.

Situation: A clan of five yeti are preying upon the miners, who themselves have depleted a large portion of yeti's native food source.

The miners will exchange gold for protection against these assailants, who remain unknown to them. If the party investigates the latest disappearance, their search in the snow will lead to a pile of shredded equipment and splotches of frozen blood, but no bodies. Should any party members possess skills or experience in the wilds of this climate, they will notice a distinct absence of game life in the district.

If any of the party members can track,

they can trace the yeti to their lair, where they will find the five yeti and the obviously eaten remains of several miners. Otherwise, they will have to bait the yeti with their own members, for the miners will refuse to risk any more lives.

Once yeti have been encountered, the party may either slay them or attempt to find a replacement food source. If the party locates new forms of sustenance, they will also have to warn the miners not to eliminate it or the yeti will return.

Quick Stats: Yeti (5): MV 15; AC 6; HD 4+4; hp 26; THAC0 15; #Att 2; Dmg 1-6/1-6; MR Nil; Special attacks and defenses

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Meteor Shower

Area: The PCs are on a hilly plain. There are no trees in this area, and the party has an unobstructed view of the stars. Suddenly, one of the stars flares to greater light and grows huge.

Situation: The PCs realize, after but a few seconds, that the reason the star is getting so large is that it is falling directly toward them, rushing at them at speeds beyond their imaginations.

The PCs have two rounds in which to react. They can *teleport*, fly, or move with great speed away from the plain. If the PCs begin sprinting as soon as they realize that the meteor is coming for them, they can get as far as 1,200 yards away. It is imperative that the DM keep careful track of the

time the PCs spend talking about what to do, so that those who stand for a moment before breaking into flight might be caught by the blast. Anyone within 1,000 yards at the time of the blast suffers 10d6 points of damage from the concussion as the meteor smashes into the earth. Those within 500 yards take 15d6, while those at impact take 30d6 points.

After impact, the meteor lies dormant at the bottom of the crater it has created for five rounds, its outer shell cracking in the cool air. At that point, the shell cracks open, and two pit fiends, sent from the Lower Planes, emerge to kill the PCs.

Quick Stats: Pit Fiends (2): MV 15, FI 24; AC -5; HD 13; hp 100 each; THAC0 7; #Att 6; Dmg 1-4/1-4/1-6/1-6/2-12/2-8 or weapon + 6; MR 50%; Special attacks

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Avid Reader

Area: This encounter can take place only if the PCs have reason to enter a library or some other place where there is vast knowledge stored in the form of scrolls and books. The place the PCs choose is musty, with that certain tang in the air which only a library of old books can produce. The air is dark and dusty, though light streams through the windows near the roof, illuminating the constant dust in the air.

Situation: The library has recently received a visit from a traveler who, unknowingly, brought unwelcome visitors into the building: bookworms. The worms have not yet made much of a dent on the huge volume of paper here, but they are diligently working on it.

Whatever section the PCs enter is the section in which the worms are most heavily concentrated. They are attracted by any scrolls or books the PCs might be carrying, and 1d4 will latch onto the paper while the PCs browse through the library. The affected PCs are 50% likely to hear at least one bookworm munching on their items each round. If attacked, the bookworms jump away, fleeing into the stacks to avoid further injury.

The library, of course, is ruined. The PCs might want to report this, or they might want to flee any possible blame that might be attached to them.

Quick Stats: Bookworms (20): MV 12, Br 3; AC 2; HD 1/4; hp 2; THAC0 20; #Att Nil; Dmg Nil; MR Nil

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Feeding Time

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 650



The Six Horrors

Danger: High
Climate: Temperate, Tropical
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 5,000



Awakened Ancestors

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 9,000 total (3,000 each)



Goodbye, Blue Sky

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Monster
Add'l Info: MM
XP Value: 5,000 for having the brains to realize attacking a peaceful dragon is stupid; *or* the value of the dragon



The Sight of Vengeance

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 4,000



Feeding Time

Area: This encounter is set in a cemetery located near the outskirts of a small town.

Situation: While the party stops for the night at a local crossroads tavern, the townspeople report that strange sounds can be heard coming from the graveyards at night, and that the few daytime investigations they have been willing to conduct revealed that many of the graves have been ripped apart and desecrated.

The sounds heard by the townsfolk come from nine ghosts feeding on the corpses there. The ghosts are too stupid to cover their tracks, and they leave the bones and remains scattered around the ground after each night's meal. It should take the party little time to realize what is happening,

and they will encounter the ghosts if they visit or watch the cemetery at night.

Scared witless, the townsfolk, most of whom with relatives in the affected cemetery, are quite happy to reward the party for returning their loved ones to the peace of the graves, and offer them lodging, food, and 500 gp in silver and gems once the ghosts have been removed. In addition, the local priests begin the practice of blessing the dead, including any party members who fall in battle with the ghosts.

Quick Stats: Ghost (9): MV 15; AC 4; HD 4; hp 22; THAC0 17; #Att 3; Dmg 1-4(x2)/1-8; MR Nil; Special attack

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The Six Horrors

Area: This encounter is set in a high mountain range.

Situation: While the party is crossing through the mountains, they attract the attention of a pair of chimeras. At first, the creatures will just spy on the party, trying to ascertain the comparative strengths of each member. Finally, if they see food or treasure, the chimeras will find a suitable place for an ambush, such as a small glade, and attack. If the party seems particularly powerful, the beasts will wait until late at night, preferably when few of the party are still awake.

The pair will coordinate their attacks, one occupying the party's attention while the other tries to breathe fire from behind.

Should the party defeat these two, they may attempt to locate the chimeras' lair, which is located nearby. Though the chimeras were mated, there is no evidence of any offspring.

Inside the small cave are several large piles of copper, silver, and gold collected from previous victims. The chimeras apparently chose to sleep on this hoard. Buried beneath the smaller pile is a platinum-inlaid scroll tube which contains several blank sheets of vellum.

Quick Stats: Chimera (2): MV 9, Fl 18 (E); AC 6/5/2; HD 9; hp 50 each; THAC0 11; #Att 6; Dmg 1-3(x2)/1-4(x2)/2-8/3-12; MR Nil; Special attack

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Awakened Ancestors

Area: This encounter occurs in either the family chapel or the crypt of a ruined keep. Paintings of handsome, but cruel looking people line the walls.

Situation: The PCs arrive in either the old family crypt or chapel. Most of the furnishings are in decay, but several portraits are still in good shape. When the PCs near the portraits, the three wraiths haunting this ruin will pour out from behind the portraits to attack the party.

The wraiths were all part of the cruel family that once owned this manor. Even as wraiths they move slowly and haughtily. They will not flee unless turned. The PCs need magical or silver weapons to hit them. If the PCs flee the ruins, the wraiths

will not follow, but as long as they remain within the ruins they will have to deal with the undead family.

The paintings have no magical connection to the wraiths (although the PCs may believe they do), but their treasure is hidden between the ornate frames and canvases. If the PCs destroy a painting, gems and coins will spill out, but the wraiths will still attack.

The wraiths treasure consists of 1,200 gp, 450 pp, a diamond choker (3,000 gp), and a *cloak of protection* +2, folded around one of the many paintings.

Quick Stats: Wraiths (3): MV 12, Fl 24; AC 4; HD 5+3; hp 24, 33, 45; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attacks

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Goodbye, Blue Sky

Area: This encounter may occur anywhere the PCs happen to be, if that area is also likely to have a dragon. This includes most terrains and climates, but excludes the majority of ordinary dungeons.

Situation: The PCs are going from one place to another, minding their own business, when a huge shadow sweeps over them. Immediately thereafter, the sight of an enormous dragon swoops past, a mere 15 yards above the PCs' heads. If the PCs' levels are less than the dragon's Hit Dice, they must save vs. paralyzation or be stricken with fear. If the PCs are mounted, their mounts bolt for 4d6 minutes, unless they have been specifically trained for warfare. The dragon begins circling the

PCs. It does not swoop past again, having attained the desired effect. It circles at a height of about 100 yards, far enough that most spells will not reach it. It is not looking for a fight; but merely amusing itself, playing with the PCs.

Quick Stats: The DM must assign the dragon, based on the type of climate and terrain, with the following guidelines: the dragon is an adult, gaining a +2 to its Hit Die base, +6 to its combat modifier, and a *fear* radius of 20 yards, to which the PCs gain a save of +2 vs. petrification. If they fail this save, they fight with a -2 penalty.

If the PCs insist on attacking the dragon, it will use every means at its disposal to rid itself of the PCs. Should the attack go poorly, it has no problem fleeing, though it will remember the PCs for another day.

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The Sight of Vengeance

Area: This encounter takes place near a hillside laboratory.

Situation: While the party is retiring for the night, setting up camp not far from a small mansion, they witness a huge ball of flames explode and engulf the distant building in flames.

An attempt to trap an efreeti within an enchanted bottle has failed, and now that the fire genie has exacted his revenge upon the offending mage, he plans to continue with the countryside.

If the party should actually succeed in besting the efreeti, including eliminating any chances for escape, the genie will bargain with the party, offering to exchange a single wish for its life. Like most efreet,

this one will follow the phrasing of the wish as closely as possible, hoping to alter the recipient's desires.

If the party does not accept his initial offer, the efreeti will tell them that he is willing to take back his offer of a single wish for three wishes. If the party agrees to the new offer, the efreeti will demand three wishes from the party, chuckle deeply, and return to its home, the City of Brass.

The efreeti has no treasure, but the melted gold and platinum in the wizard's home totals 5,000 gp.

Quick Stats: Efreeti: MV 9, Fl 24; AC 2; HD 10; hp 65; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks

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Cold Revenge

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 8,000



Turnabout

Danger: High
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 7,000



Wind and Woe

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 11,000



The Cries of Death

Danger: High
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 975



The Old Switcheroo

Danger: High
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter: Device
Add'l Info: None
XP Value: 4,000 if well role-played



Cold Revenge

Area: This encounter takes place at an inn in a large town.

Situation: A wealthy, fast-talking wine merchant misleads a priest into parting with a clay golem by claiming he needs an escort for a shipment of supplies. Bent on righting what he considers to be a century-old wrong, he sends the creation to kill the descendants of his ancestor's nemesis. However, the blundering golem has difficulty finding the correct house. After wandering through the darkened streets and alleyways for several hours, it finally settles on a large inn as its target.

In the middle of the night, the party is awakened by the crashing sounds of splintering wood on the floor below, and, soon

after, by the noise of heavy footsteps making their way up the stairs. Finally, if the party has not yet moved into the hallway, the golem bursts through the doorway and into the room of one of the party members, attempting to fulfill the contract of revenge started by the wineseller.

Slaying the golem and confronting the merchant makes him confess and earns a 2,000 gp reward from the priest, in addition to any *raise dead* spells that may have been acquired during the encounter.

Quick Stats: Golem, Clay: MV 7; AC 7; HD 11; hp 50; THAC0 9; #Att 1; Dmg 3-30; MR Nil; Special attack

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Turnabout

Area: This encounter is set on the high seas.

Situation: While sailing in deep waters, the party encounters a whaling ship about 200 yards away in hot pursuit of a family of blue whales.

If they wish, the party may stop the whalers and attempt to dissuade them from their occupation. Since whale hunting is how these men make their living, the party will be forced to make some eloquent speeches or grand demonstrations of power to succeed.

If the whalers do not desist within the five rounds the party has to interrupt them, two parent blue whales surface and attack both the hunters' ship and the party's.

Naturally the party may assist the hunters in killing the two whales, but a safer solution involves trying to communicate with the sea mammals through magical or psionic means. If the party succeeds in conversing with the parents, they can strike an agreement that will lead the whales to cease their attacks if the whalers will agree to return to shore. Scared and amazed by the whales' intelligence, the whalers are more than willing to depart the area.

Quick Stats: Whale, Blue (2): MV Sw 18; AC 4; HD 18; hp 125; THAC0 5; #Att 1; Dmg Special; MR Nil

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Wind and Woe

Area: This encounter takes place on and above the parapets of a large old castle, precariously perched on a mountain side.

Situation: The party is flying (by whatever means) and passes near the castle. As they near the castle, the PCs notice the wind picking up and suddenly a whirlwind forms above the group. This is the initial attack of a guardian air elemental. Any being under 3 HD is killed by the 80-foot cone. All others take 2-16 points of damage. The cone will force the PCs downward, toward the castle.

After the whirlwind dies out (one round), the elemental will buffet the PCs with its wind attack. The winds sigh around the PCs, echoing the elemental's

frustration. The mage who bound it has been gone for years, but the elemental cannot break free. Embedded in the largest parapet is a huge glyph-inscribed quartz crystal (the magical control, cast at the 19th level). If a mage casts a successful *dispel magic* on the control, he will then control the elemental. If he fails, the elemental grows to 128 hp and attacks the mage.

The PCs need +2 or better weapons to hit the cloudy creature. The elemental will fight until the party flees, it is controlled by the party, or it is killed. It has no treasure (besides itself), although there may be some within the castle proper (DM's choice).

Quick Stats: Air Elemental: MV Fl 36; AC 2; HD 16; hp 99; THAC0 7; #Att 1; Dmg 2-20; MR Nil

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The Cries of Death

Area: This encounter takes place near a vertical cave in rocky terrain.

Situation: While climbing a hillside, the party detects the shouts of a man and a woman calling for help, and the cries of an infant. As they approach the source of the calls, the party hears a dark ravine.

The source of the cries is actually a pack of leucrotta, using their deceptive voices to trick the party into coming near them. Once the party members are close enough to see within the ravine, the three leucrotta spring out and attack the party with powerful jaws.

It has been some time since these leucrottas have eaten. As a result, once a victim falls, the leucrotta will concentrate on

getting it into their lair and feasting, instead of turning on additional trespassers.

When the party first enters the area, and if someone in the party has the ability to track, the party will notice three pairs of tracks indicating three stags entered the area earlier that day.

Within the ravine is the leucrottas' treasure: three small gems worth 50 gp each and a *potion of gaseous form*.

Quick Stats: Leucrotta: MV 18; AC 4; HD 6+1; hp 34; THAC0 13; #Att 1; Dmg 3-18; MR Nil

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The Old Switcheroo

Area: The magical device that is the center of this encounter can be located anywhere. Since it is a zone, rather than an actual machine, it can be found in the wilderness just as easily as in a wizard's hideaway or an underground catacomb.

Situation: This 10- x 10-foot zone marks all who enter it. Each person who passes through is branded with an invisible magical aura that is visible only through a *detect magic* spell. The consciousness of the next person who passes through the zone is transferred into the body of the one who passed through previously. Thus, a mighty fighter could find himself inside a female wizard's body, while a holy cleric could find herself residing inside the body of a

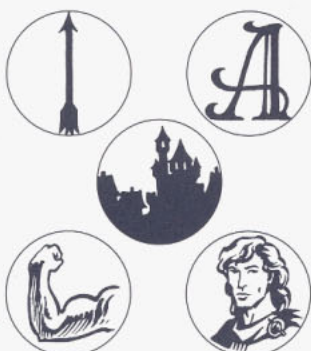
sneaky thief. Since it is only consciousness that transfers, none of the physical attributes of the PCs change. Thus, the reflexes and training that a PC has received do not transfer to the new body, though the knowledge of how to use them does. A mage in a fighter's body will not gain knowledge of the fighter's specialization, though he would still possess the bonuses to hit and for damage.

If the DM is feeling particularly nasty, he might want to decree that the last person who traveled through the zone is thousands of miles away, or that it was a beast of some sort that had wandered through. This could lead to endless complications for the PCs.

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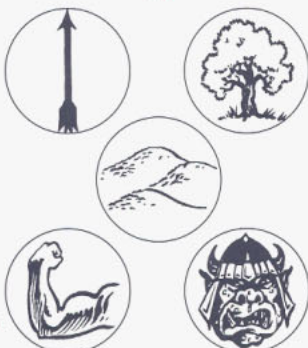
The Drunken Mage

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter: NPC
Add'l Info: None
XP Value: 15,000



Crashlanding

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter: Monster
Add'l Info: MM
XP Value: 270



The Sacrificial Test

Danger: High
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 30,000 to fight or
sacrifice,
0 for running away



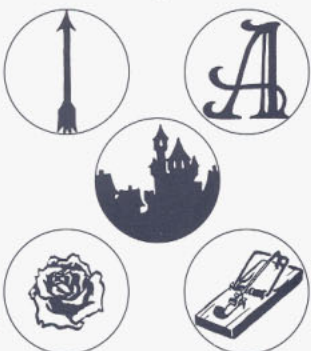
A Moral Dilemma

Danger: Any
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: PHB, pgs. 46-49
XP Value: 500 for good role-
playing



Estate Sale

Danger: High
Climate: Any
Terrain: Urban
Attribute: Charisma
Encounter: Device
Add'l Info: DMG, pgs. 133-188
XP Value: None



The Drunken Mage

Area: When the encounter begins, the PCs should be in a tavern of some sort, or in the district of a city most likely to house taverns and other nocturnal entertainments. The encounter takes place at night, when the district is the most crowded.

Situation: The PCs have been availing themselves of the pleasures of the city this fine, warm evening when darts of magic lance out from a corner and strike a pigeon nesting in the rafters. The pigeon falls to the ground, lifeless.

A short, skinny man dressed in black rises from the back corner, wavering unsteadily. He nearly pitches over onto someone's table, but rights himself and staggers out into the street. He is an angry and

drunken wizard, and unless the PCs stop him, he will cause serious damage to the town. When sober, he repents and repairs the damage, if he is still alive.

Quick Stats: *Nyulak the Dark and Mysterious:* MV 12; AC 1; W18; hp 46; THAC0 15; #Att 1; Dmg 1-6 + 4; MR Nil

SPELLS: 1st level: *Magic missile, color spray, shield, shocking grasp*; 2nd level: *Fog cloud, blindness, levitate, summon swarm, web*; 3rd level: *Fireball, blink, dispel magic, fly, lightning bolt*; 4th level: *Dimension door, fire shield, shout, polymorph other, polymorph self*; 5th level: *Chaos, cloudburst, stone shape, telekinesis, teleport*; 6th level: *Geas, mislead, shades*; 7th level: *Duo-dimension, prismatic spray, spell turning*; 8th level: *Maze, demand*; 9th level: *Meteor swarm*

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Crashlanding

Area: This encounter takes place in hilly area near a small community.

Situation: While attempting a slave-gathering mission, a misdirected neogi Death-spider has crashed into the hills. The party, traveling through the wilds, witnesses the flaming object fall from the sky and strike the hillside.

When the adventurers arrive at the crash site, they discover an extremely unusual-looking structure consumed by flames. After the fire dies out, the party is able to explore the smoldering remains. As they search the ship, they find the smashed and burned bodies of a variety of creatures, including one type that they do recognize—the umber hulk servants.

However, five of neogi have survived and escaped the wreckage, returning while the party is inside the spelljammer. Despite having no way to get back into wildspace, the neogi are still hoping to acquire replacement umber hulks and new slaves, and they will attack the party as soon as they see them. Hoping to capture the adventurers alive, the neogi will use poisonous bites to slow the party and trap them in whatever slave cages are still intact.

The chests in the ship's hold are filled with 4,500 gp.

Quick Stats: Neogi (5): MV 6; AC 3; HD 5; hp 28; THAC0 15; #Att 3; Dmg 1-3(x2)/1-6; MR Nil

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The Sacrificial Test

Area: The location is a small village. As the PCs approach, they see the villagers gathered together in a single band in the town square. All of the villagers seem to be frozen with fear, but none of them gesture for the PCs to stay away.

Situation: This is a test for the party, or anyone else who may pass through this region, though the party may not realize it. The test is sponsored by good beings from the Outer Planes, to see how the Prime Material creatures react, and to reward those who act in the cause of good.

As the PCs enter the village, they are surrounded by a horde of fiends who appear, seemingly out of nowhere. Even if the PCs are familiar with all types of

fiends, they will never have seen these before. There are obviously too many of them for the PCs to completely defeat. The leader, a hugely muscled specimen, offers the PCs a choice: sacrifice one of their number, in exchange for the freedom of the villagers. The PCs have three options: Fight, flee, or surrender one of their members. If they fight or sacrifice, the beings reveal their true shapes and reward the PCs with a single *wish*.

Quick Stats: Fiends (25): MV 12, FI 18; AC -2; HD 10; hp 71 each; THAC0 10; #Att 2; Dmg 2-12 + 7; MR 35%. These are actually disguised beings from one of the good-aligned Outer Planes, and disappear to that plane when they are severely injured. To those who fight, it appears that the being has disintegrated in a flash of light.

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A Moral Dilemma

Area: This encounter occurs in a tavern, or some other place where the PCs take their rest. This encounter works only if they have an NPC henchman of some sort, or someone who travels with them and trusts their judgment.

Situation: While the PCs relax in a tavern, the NPC has gone and held up a miserly grocer who refused to issue credit to a starving woman and her family. He followed the woman to her home first, to determine where she lived, and returned to the grocer. He took no money, only food, and was smart enough to wear a hood to disguise himself. He did not hurt anyone in the hold-up. However, the town guard is now looking for the person who

held up the grocer, and the NPC wants the PCs' advice on how best to deal with the situation.

This could present interesting complications for good characters, especially those of lawful good alignment. The NPC is willing to abide by whatever decision the PCs come to, though armed robbery in this town is worth a public flogging and the loss of a hand. He has enough faith in the PCs' judgment that he is willing to take the chance that he may lose his hand.

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Estate Sale

Area: The encounter takes place at the modestly palatial home of a recently deceased adventurer. The grounds are immaculately kept and span more a square mile. The sale takes place on the expansive lawn in front of the mansion.

Situation: As the PCs pass through town, they see signs giving directions to the estate sale of a "deceased prominent member of the community (proceeds go to charity)." If the PCs follow the signs to the estate sale, they find that the grounds are packed with all sorts of adventuring types, including the obvious wizards, priests, fighters, and the more inconspicuous thieves. There are a few common folk here, but no more than 25% of the crowd look

like they work at a job for a living.

The auction begins soon after the PCs arrive. There are numerous magical items on sale (which the DM should choose) as well as more mundane works of art and fine crystal. The bidding on everything is exceptionally high, but even more so for the magical items. This is a fine opportunity for the PCs to acquire some magic without the danger involved in adventuring. Unfortunately, the rest of the crowd seems to think so as well. Unless the price on an item rises to a ridiculous level, any bid the PCs make is quickly outdone. The DM should use discretion on how much each item goes for, but should not make it easy on the PCs in any case.

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The Dentist

Danger: High
Climate: Any
Terrain: Urban
Attribute: Charisma, Intelligence
Encounter: NPC
Add'l Info: None
XP Value: 10,000



Handy NPCs

Danger: Any
Climate: Any
Terrain: Any
Attribute: None
Encounter: NPC
Add'l Info: None
XP Value: None



The Dentist

Area: This encounter takes place in an outlying rural community, a place completely typical of small hamlets, with a small covered bridge crossing a ravine as the main entrance to town.

Situation: As the PCs near the town, they see a crowd of people gathered near the ravine. The crowd is obviously feeling rather murderous, evidenced by the tone of their raised voices and the random rock that flies through the air to hit an old man with a solid thud.

If the PCs do nothing, the crowd assaults the old man, driving him closer and closer to the edge of the ravine, until he falls in to die. On the other hand, if the PCs try to take his side, the crowd throws rocks at

them instead. Each round, 1d6 rocks are lobbed at random characters. Because of the sheer volume of rocks being thrown, they have a THAC0 of 10, and do 1d6 points of damage. The PCs will have to remove the old man to a place of safety; the villagers will not follow across the ravine.

When they are safe, the old man tells his story: He is a traveling dentist, and was working on the mayor of the town. He pulled out a rotten tooth, and the mayor screamed and fainted. Peasants rushed to the door and saw the dentist with bloody tools next to the old man and assumed the worst. The PCs can remedy the situation if they explain this to the villagers. The mayor backs up their story, and the dentist gives them 100 gp for saving his life.

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Handy NPCs

Area: This card is one that can be used at any time. It is, in effect, a card that will save the PCs if they happen to get themselves into too much trouble.

Situation: In nearly any situation, there will be NPCs who can happen by without stretching credibility too much. Are the PCs fighting in the forest? Rangers might hear the sounds of struggle and come to investigate. Is the party underground, drowning slowly in a locked room? A foolish goblin or another party of adventurers in the dungeon might open the doors to the room, allowing the PCs to escape.

This card does not mandate that NPCs come by to save the PCs from yet another stupid mistake. Instead, it will allow you

to pull a card, seemingly at random, that will save intelligent PCs who made but a single mistake. It is not necessary to have the NPCs stick around to adventure with the PCs; after all, if the party needed saving, what good would they do the NPCs? Still, these NPCs could make good contacts, later on in the PCs' adventuring careers.

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