

Advanced Dungeons & Dragons
2nd Edition



The Official
DUNGEON MASTER DECKS

Game Accessory

Deck of Encounters • Set Two



9443

Using These Cards, 1 of 3

Welcome to the Deck of Encounters, Set Two! This, the latest DUNGEON MASTER DECKS™ accessory, can be used to spice up your campaigns in any 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 hack'n' slashing, you can arrange the cards by the attribute that would solve the encounter best. You can also classify the deck in a way that separates devices from NPCs, NPCs from monsters. Each has an icon for handy, quick reference, so that you can sort them by icons, rather than referring to the text each time. It is recommended that you read the cards, so you can be sure to select 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, Part 1 of 2."

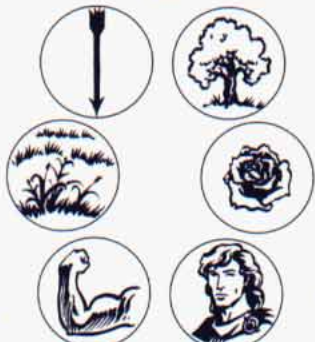
Checklist, Part 1 of 6

- 1: Using These Cards, 1 of 3
- 2: Using These Cards, 2 of 3
- 3: Using These Cards, 3 of 3
- 4: Deck of Encounters, Icons
- 5: Deck of Encounters, Icons
- 6: Deck of Encounters, Icons
- 7: Checklist, Part 1 of 6
- 8: Checklist, Part 2 of 6
- 9: Checklist, Part 3 of 6
- 10: Checklist, Part 4 of 6
- 11: Checklist, Part 5 of 6
- 12: Checklist, Part 6 of 6
- 13: Turnabout
- 14: The Blood of My Friends
- 15: Force of One
- 16: Coup d'Etat
- 17: Matter of Custom

- 18: Crowd Pleasers
- 19: An Ounce of Prevention
- 20: The Enforcers
- 21: Picking Fences
- 22: Spy's Disguise
- 23: Vengeance and Lace
- 24: Calm Before the Storm
- 25: Status Quo
- 26: Frostbite
- 27: Public Enemy
- 28: A Little Knowledge
- 29: The Spirit is Willing
- 30: Merchants of Violence
- 31: Mistaken Identity
- 32: The Measure of a Man
- 33: Over the Barrel
- 34: Armed and Dangerous
- 35: License to Fill
- 36: Departure Times

Turnabout

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: PHBR1 (Fighter)
XP Value: 300



Using These Cards, 1 of 3

Credits

Design:

Introduction (Cards 1-12): Colin McComb
Section 1 (Cards 13-120): Andrew P. Morris
Section 2 (Cards 121-216): Paul Riegel
Section 3 (Cards 217-324): Thomas Prusa
Section 4 (Cards 325-432): Drew Bittner

Editing: Laura Craig

Project Coordination: Colin McComb

Cover Illustration: Fred Fields

Interior Illustrations: Valerie Valusek

Art Coordination: Peggy Cooper

Graphics Coordination: Sarah Feggstad

Typography: Nancy J. Kerkstra

Production: Tim Coumbe

©1994 TSR, Inc. All Rights Reserved.

Checklist, 1 of 6 (Back Side)

37: Company of Four
38: First Impressions
39: No Honor Among Thieves
40: The Truth in Rumors
41: Genuine Draft
42: Blade of Vengeance
43: Into the Drink
44: Youthful Ambitions
45: Observer
46: The Small Con
47: The Price of Valor
48: False Hope
49: Sight of Death
50: Cry for Silence
51: Friend or Foe
52: Sleep Tight
53: Tourists
54: Medic!
55: Honor at a Price
56: The Survivor

57: The Value of Gold
58: Family Matter
59: The Champions
60: An Unusual Request
61: Missile Ambush
62: To the Victors Go the Spoils
63: The Little Trolls
64: The Rights of Miners
65: Little Slavers
66: Wrong Place, Wrong Time
67: Spear of Death
68: Second Chance
69: Lost Cause
70: Splitting Hairs
71: A Most Dangerous Game
72: The Desert Thorn

©1994 TSR, Inc. All Rights Reserved.

Turnabout

Area: This encounter is set on the vast, open plains.

Situation: While riding across a great plains area, the party spies a large cloud of dust moving toward it. In a short time, the dust clears to reveal 20 warriors on horseback thundering toward the group.

As the riders approach, it is apparent that all of them are female. Short bows and spears out, the amazons quickly surround the PCs and demand to know why they are trespassing in tribal territory.

The amazons listen to what the party has to say, but unless the characters are on a mission that is directly beneficial to the tribe, the women inform the group that they must be taken in to speak with the

war-mistress.

The characters are led into a nomadic village where they are paraded before the entire tribe. Conspicuously, there are no men present. Finally, the party is brought before an authoritative woman who does not ever address the males in the party. Only through the persuasive words of the females (or of the males translated through the other amazons, if there are no women in the party) will the party members be forgiven for their trespassing. Even if the males speak the same language as the amazons, they will be ignored. Trouble may result if the males persist.

Quick Stats: Amazon Warriors (50): MV 12; AC 5; F1 (leader F5); hp 7 (leader 34); THAC0 20 (16); #Att 1; Dmg by weapon (short bows, spears); MR Nil

©1994 TSR, Inc. All Rights Reserved.

An Ounce of Prevention

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 25



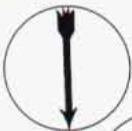
Status Quo

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Charisma, Wisdom
Encounter Type: NPC
Add'l Info: **PHBR3 (Wizard)**
XP Value: 25



Mistaken Identity

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 100



An Ounce of Prevention

Area: This encounter take place in any large city or town.

Situation: Having just finished moving into her recently constructed manor, the mayor requests an audience with the party. She tells them that she is pleased with her new home, but she is not convinced it is as well protected as she was promised. She asks the party to use their various contacts to track down a qualified but unknown burglar, whom she will offer 500 gp to break into her house.

The party has several options at this point. The easiest solution is to bail out a jailed thief, but it is reasonable to assume that the best burglars do not get caught. Throwing around a lot of cash at seedy

taverns or in less reputable districts will work well, though doing so might attract the attention of muggers.

Finally, the party is covertly approached by Caradin, a carefree, young elf who is willing to accept the job if the party can convince her that she is not being set up by the watch.

If they succeed, she agrees to try the following night, but actually breaks in the same night that the bargain is struck. The mayor is displeased, but prosecutes her builders, not the thief.

Quick Stats: Burglar: MV 12; AC 4; T8; hp 39; THAC0 17; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Status Quo

Area: This encounter is set in a treacherous mountain pass.

Situation: The party is hired by a religious order to escort a priest to a needy village in the mountains. Unfortunately for the characters, the priest is of noble blood and considers himself to be of a higher status than the common folk, including the party.

During the entire journey, the priest complains about the hardships. He makes no effort to conceal his dislike for the situation, and refuses to help in any manual labor. After all, he is above such things, while the party members were hired specifically to serve him.

Even sink-or-swim tactics fail in all but the most life-threatening instances, for he

knows that the party's fee depends upon his safe arrival in the village.

After several weeks of putting up with the priest's snobbery, the characters discover their destination. Sadly, the priesthood never consulted the villagers about sending a representative to the mountains and, after a few moments with him, the residents are quite positive they do not want him to stay.

To earn their pay, the party must now return the priest to his original home, spending another few weeks suffering through even more whining than before.

Quick Stats: Nobleman Priest: MV 12; AC 3; C2; hp 9; THAC0 20; #Att 1; Dmg by weapon; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Mistaken Identity

Area: This encounter begins in a small town or city, but could lead to the surrounding terrain.

Situation: The despotic governess of a small town has been told by her advisors of a prophecy revealing her violent downfall. The description of the usurpers was given to her bumbling spies who were told to watch out for a group of travelers matching their appearance.

However, the careless spies find instead the party of characters, some of whom possibly have visual counterparts in the prophecy, and begin following them all about town. It is a fairly simple matter to notice the spies, for they rarely cover their tracks, wear inappropriate colors, and

always forget to pay hush money during inquiries. However, catching the fleet-footed spies is a little more difficult, for they know the ins and outs of the town quite well. The party should quickly perceive that someone is watching them, but it should be difficult to uncover who.

If the party captures the spies inside of a week, the underpaid servants will reveal all. Otherwise, the spies shadow the party for the entire time, even if they leave town. Finally, the party is accosted by a patrol from the governess's army and must talk their way to freedom.

Quick Stats: Spies (3): MV 9; AC 6; F1; hp 5; THAC0 20; #Att 1; Dmg by weapon (short sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Company of Four

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 28



Into the Drink

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 10



Sight of Death

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 100



Company of Four

Area: This encounter is set on a well-traveled road near many urban areas.

Situation: Traveling between towns, the party sees a rather unusual sight—four instrument-laden kobolds. As soon as any party member makes a move toward the humanoid, the kobolds drop their load and form a protective ring around the instruments. If the party attacks, the kobolds die a quick, unarmed death.

However, if they are given the chance to speak, the kobolds explain that they are a traveling troupe of musicians. They quickly give a demonstration, revealing more than competent playing skills. Afterward, the kobolds offer the party members positions as bodyguards, warning that most

people who see the troupe react much like the party—attack first, ask questions later.

The kobolds pay quite well. However, the party members must work hard for their money. Even during the few times when the general public can see past the musicians' race, the kobolds themselves tend to create trouble with their idiosyncratic and often odious personal habits, as well as their quaint songs which frequently present various demihuman and humanoid races in a less than favorable light. Humans often find this funny, but other races rarely do.

Quick Stats: Kobolds (4): MV 6; AC 10; HD $\frac{1}{2}$; hp 3; THAC0 20; #Att Nil; Dmg Nil; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Into the Drink

Area: This encounter is set in any town or city with a tavern.

Situation: When the party departs from a tavern after a night of eating and drinking, they hear a whistling sound coming from a heap of clothing crumpled by the side of the tavern door. Nearing the pile of tatters, they learn that the lump is actually a person, obviously drunk by the slow and careless way he wanders over to them.

With a little help, the drunk is able to stand and address the party. Speaking loudly, he tells them that he has been admiring their talents from afar, and would be greatly honored if the group would consider letting him join them in their travels. No amount of resistance will

dissuade him from his quest, instead making him more adamant about demonstrating his own skills in stealth and combat.

First he pretends to sneak into the alley, knocking objects about and relaying a blow-by-blow description of each second's action. Then he fumbles around for a large stick to act as a sword, which he proceeds to bash into various building walls and perhaps even the characters.

Finally, the arrival of the city watch rids the party of the drunk, who offers to meet them when he is released to discuss the share of any future treasures.

Quick Stats: Town Drunk: MV 6; AC 10; 0-level; hp 5; THAC0 20; #Att 1; Dmg 1 (fists); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Sight of Death

Area: This encounter takes place in any small community.

Situation: Upon entering a small village, the party sees an idyllic image: farmers in the fields, artisans in front of their shops, children playing in the road. Suddenly, one of the characters notices a dark-cloaked figure spring out from beneath a porch and brutally stab a shopkeeper. At the first shout, the murderer turns and bolts.

Following a town-wide search, the killer is caught hiding in some stables a few hours later. The constable quickly rounds up the party members, informing them that their testimony will serve well in the trial of the accused. However, notes the constable, the nearest Justice, a wandering

paladin, will not return until two weeks time. As a further complication, the murderer has been identified as a member of a rather powerful guild of cutthroat thieves. To avoid the risk of vengeance from fellow guild members, the characters are secreted away in a deep basement, along with another witness, an elderly woman named Kalenya.

Kalenya spends the entire time whining about the doom all of them will face at the hands of the thieves.

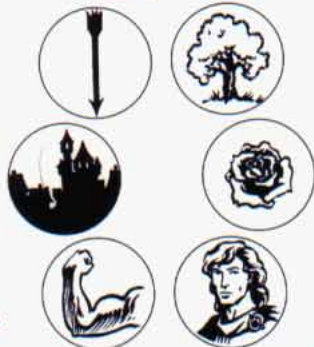
This encounter may lead to the encounter, **Cry for Silence**.

Quick Stats: Murderer: MV 9; AC 6; T1; hp 6; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Honor at a Price

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 100



Missile Ambush

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 70 for the first group,
plus 105 for the second



Spear of Death

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 420



Honor at a Price

Area: This encounter takes place in any town or city.

Situation: As the party members leave an expensive shop, one of them collides with a flamboyantly dressed man. Instantly an outraged look crosses the face of the fop, who rudely states that the character should watch where he or she is going. Behind him stand two men, his bodyguards, with anxious expressions on their faces.

If the *entire* party apologizes profusely, the dandy will accept their words and continue on his way. However, if anyone in the group even hints that perhaps the fop is at fault, the dandy will demand a retraction. Should the party continue to proclaim their innocence, he will dramatically

remove his silk glove and strike the offending character. The challenge is made!

As per standard dueling etiquette, the challenged character may select the weapon of choice and the severity of the duel. However, when the time comes to fight, it is to be one of the two guards who stands as the fop's champion.

If the champion is defeated, the fop will apologize, pay to have any damage healed, and offer an additional 20 pp as recompense for the party's troubles.

Quick Stats: Bodyguards (2): MV 9; AC 3; F3; hp 22; THAC0 18; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Missile Ambush

Area: This encounter takes place in any wilderness area.

Situation: While crossing the open plains, the party is ambushed by a group of 10 kobolds. From their various hiding places, the kobolds shoot their slings at random members of the party. However, as soon as the characters are close enough to engage the kobolds in melee or more than half have been killed at range, the kobolds will flee.

Depending on how badly they are hurt, the party can choose to follow the kobolds. Even without a character who can track, the party will be amazed at how simple it is to trail the humanoids, since they were not making any attempts at hiding their trail.

Following the kobolds is exactly what the evil little creatures have in mind, for behind a small hill, 15 more kobolds lay waiting for the party to round the bend.

Once the party is in range, they face a torrent of arrows and slings, after which all the kobolds abandon their missile weapons to engage the party members with their short swords and hand axes.

The kobolds own little in the way of treasure, but one in the second wave has a key forged of electrum, worth 10 gp.

Quick Stats: Kobolds (25): MV 6; AC 7; HD ½; hp 3; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Spear of Death

Area: This encounter takes place in the upper levels of an underground complex.

Situation: Moving through the twisted tunnels of a dungeon, the party runs into a group of 12 hobgoblins intent on gathering treasure. As 11 of the hobgoblins draw rust-covered blades, the twelfth humanoid lowers his *spear* +1 and calls out for the spirit of the great Kaladok to guide his arm. Of course, only those who speak hobgoblin will know what he says, but the gist of his words can be gleaned from his dramatic gestures.

During the battle, the spear wielder will fight in a berserker-like rage, giving no concern for his personal safety. In addition, whenever the spear-user falls, the

nearest hobgoblin drops his own weapon and reaches for the enchanted spear, making sure to offer the proper incantation before returning to battle.

The words do nothing to affect the power of the spear, but the hobgoblins do not know that. Chances are, neither will the characters. Once the party members have the spear in their possession, they might spend a considerable amount of time trying to recollect or translate the magical chant. Only an *identify* spell will confirm that the magic spear is nothing more than +1 to hit and damage.

Quick Stats: Hobgoblins (12): MV 9; AC 5; HD 1+1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Deadly Pair

Danger: Low
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,800



Kiss of Death

Danger: Low
Climate: Arctic
Terrain: Hills
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 650



The Book's Cover

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 15



Deadly Pair

Area: This encounter takes place in any wilderness terrain.

Situation: As dusk falls for the evening, the party stops to make camp for the night. In the rough terrain, it will take a large party a little while to find a suitable spot. After some time, the group is ready for rest.

However, during the night, things become a little less peaceful. Two trolls have taken up residence in a nearby cave, and they are out searching for the evening meal. If the party has not thought to set a watch, the party is likely to awaken in the morning with two fewer characters.

If the party has posted sentries, the evening will go differently. The two trolls

approach from opposite directions. While one intentionally makes noise to attract the attention of the watch, the other waits silently in the darkness. If anyone on guard moves to investigate, the silent troll attempts to slip into camp while the other tries to dispatch the investigators.

The trolls have no treasure on their bodies or in their lair. However, if anyone thinks to bleed the trolls, they can earn a total of 600-900 gp if they find an alchemist within three days.

Quick Stats: Trolls (2): MV 12; AC 4; HD 6+6; hp 37; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Kiss of Death

Area: This encounter takes place in any snow-covered environment.

Situation: As the party treks through the cold snow, they happen upon several giant-sized bones protruding through the snow. Upon closer inspection, it is obvious that the bones, apparently from some large humanoid-sized creature, have been gnawed completely clean of meat.

If the party decides to dig up the remains, they will notice that the bones are still completely intact. In fact, the creature died so quickly that it is still clutching its war club.

At that moment, perhaps, off in the distance, the party members hear a faint predatory howling, unless of course, it is

just the wind. With luck, it is not the moanings of whatever creature devoured the being buried in the snow.

Then suddenly, the skeletal creature, once a hill giant, leaps upright and begins pummeling the characters with its great club. It will fight until it falls, but it will be especially lenient on characters who flee the battle, turning then upon those who continue the combat. Naturally, the skeleton has no treasure of its own, but in the nearby cave of its ages-dead master is a small wooden chest holding 1,200 sp.

Quick Stats: Monster Skeleton: MV 12; AC 6; HD 6; hp 27; THAC0 15; #Att 1; Dmg Special; MR Nil; Special defenses

©1994 TSR, Inc. All Rights Reserved.

The Book's Cover

Area: This encounter takes place near an eerie, frightening forest castle.

Situation: The party is on their way to meet with an important, yet supposedly disturbed, vassal, Baron von Vladerik.

The characters arrive at the gates at night and are let in by his hunchbacked assistant. While the hunchback is tending to the party's mounts, another servant, the lovely Menya, shows them into the foyer and offers a bit of refreshment.

While serving wine, cheese and bread, Menya explains that the baron will be down shortly. She then sits down quietly in the corner. She is polite when spoken to and tries to answer the party's questions, but, if asked, she knows nothing about the

baron's unusual behaviors. Finally, she stands and announces that she believes she hears the baron coming. Menya walks to the door and says that she was correct, for here he is. As she speaks, a bat flies into the room, possibly startling many of the characters.

A moment later, a man dressed in exquisite fineries walks in, whom Menya announces as the Baron von Vladerik. The bat is the baron's favorite pet, but, save for that possible quirk, the baron is quite normal and willing to deal with the party members.

Quick Stats: Bat: MV 1, Fl 24 (B); AC 8; HD ¼; hp 1; THAC0 20; #Att 1; Dmg 1; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Axeman

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,400



The Patron

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 420



Mysterious Structure

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength, Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 840



Axeman

Area: This encounter can occur in any forested area.

Situation: Winding down a wooded path, the party is approached rather quickly from behind. A man carrying an axe runs up to and then past the party members at top speed. As he goes by, he politely excuses himself and adds that perhaps the characters did not see him go by this way. To further emphasize his point, he dives into some bushes and continues on.

A few minutes later, the sound of hooves is heard from behind the party. Looking back, the group sees eight centaurs galloping up to them. Before anything can be said, the centaurs thunder by.

A few minutes later, the centaurs return.

They tell the party that a human male was caught putting axe to a sacred tree, but he seems to have escaped. They inquire whether the party has seen this individual. If the characters relay what happened, the centaurs will thank them and be off. However, if they do not, the centaurs will become suspicious. Unless there are no human males in the group, the centaurs will surround the party and demand that they produce the culprit. Only fast talking will prevent the centaurs from taking all of the men as prisoners.

Quick Stats: Centaurs (8): MV 18; AC 5; HD 4; hp 18; THAC0 17; #Att 3; Dmg 1-6/1-6 plus weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Patron

Area: This encounter takes place in any city or town.

Situation: Having recently been hired to perform a service outside the town, the party is preparing to depart. Shortly before they set off, their patron approaches them again, this time requesting to accompany them on their journey. The patron promises that his or her presence will not affect the party's payment.

Once on the trail, the patron, who is actually a doppelganger, will attempt to get individual party members alone. It will usually do this by calling out opposite members of its supposed gender and then pretending to seduce them. After it has done this enough times to learn these char-

acters' habits, it will chose one to get alone and slay. Afterward, it will assume the form of its victim, return to the party, and claim their patron attacked it. It will tell the party that the assailant was fended off and ran away in shame.

The doppelganger will continue this until it is discovered or it has slain half of the party, at which time it will depart before the party becomes suspicious. If caught, the doppelganger will plead for its life by assuming the most helpless, sympathetic form it can imagine.

Quick Stats: Doppelganger: MV 9; AC 5; HD 4; hp 19; THAC0 17; #Att 1; Dmg 1-12; MR Special

©1994 TSR, Inc. All Rights Reserved.

Mysterious Structure

Area: This encounter is set in any large town or city.

Situation: While in town, the party is approached by several officials and asked to follow them to speak with the mayor. At his manor, the mayor greets the party with refreshments and apologizes for having the party brought to him.

He explains that he has need of the character's services. Several of his associates have been found brutally killed while working late hours in the old municipal hall. The building is quite ancient, and rumors about haunting and ghosts have been known to leak out now and then. A particularly grueling council session is soon to begin, and he would appreciate it if

the party would assist his guards in determining the cause of all these deaths, offering 1,000 gp for their protection. He quickly dismisses the possibility of assassins, for he is sure he has no enemies.

The hall is, indeed, quite old, replete with outdated crenelations, stone gargoyles, and bronze metalwork. The party is introduced to the staff and the council, and left free to investigate. As the session goes into the wee hours, two of the stone gargoyles come to life and attempt to find and maim or kill lone individuals.

Quick Stats: Gargoyles (2): MV 9, FI 15 (C); AC 5; HD 4+4; hp 24; THAC0 15; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Unrequited Love

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



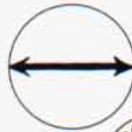
Breeding Time

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



Encounter at the Oasis

Danger: Medium
Climate: Tropical
Terrain: Desert
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 270 per fighter, 65
per camel



Unrequited Love

Area: This encounter takes place in any large town or city.

Situation: Wandering the city streets, the party notices that someone has been tailing them for some time. Confronting the shadower, they startle the young man. He apologizes for his behavior, explaining that he simply wanted to observe the group in action before hiring them.

The man states that he has recently purchased an ancient house and has discovered to his chagrin that the house is haunted. He offers the party 200 pp if they will investigate and rid his home of the fiend.

In his house that night, the party encounters the haunt, who appears as a handsome young man. The haunt moans

to the party that he was killed in an accident in the house and simply wishes to possess one of the characters long enough to find his spouse and tell her of his love. He attacks if the party refuses, but causes no harm for the duration if someone offers his body as a host.

Sadly, when they find his love, they learn that she died a century ago. Before the haunt relinquishes control, however, he demands that the party pass on his words by a *speak with dead* spell. This will be quite difficult and expensive, since the loved one died 106 years ago.

Quick Stats: Haunt: MV 6; AC 0; HD 5; hp 21; THAC0 15; #Att 1/1; Dmg Special; MR Nil; Special attack and defenses

©1994 TSR, Inc. All Rights Reserved.

Breeding Time

Area: This encounter takes place in a small city near the labyrinth of a minotaur.

Situation: While staying in town, the party is approached by a representative of a large portion of the population. Nearby, she says, lives a vicious minotaur, who has recently decided it is time for him to mate. Sending followers into town, the minotaur had a local sweetheart kidnapped and brought to him.

The town residents will pay the party members 5,000 sp to navigate the minotaur's maze and return with the young woman alive. Having captured one of the servants, the townsfolk can even lead the group to the mouth of the lair.

The minotaur, who is expecting res-

cuers, has moved his prisoner and sleeping area to the center of the labyrinth. There he keeps her while awaiting the party members. However, if the party seems to be having difficulty making its way through the maze, the minotaur will venture into the outer corridors to pick off the characters from prime locations.

The minotaur fights with a very heavy *bardiche* +1 (a pole axe) that lets the user move in complete silence.

Quick Stats: Minotaur: MV 12; AC 6; HD 6+3; hp 34; THAC0 13; #Att 2; Dmg 2-8/2-8 or 1-4/by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Encounter at the Oasis

Area: Any desert where the characters find themselves short on water is fine. The area is desolate; the only water for miles is a single water hole. The PCs see a small oasis with a small herd of camels in it.

Situation: This oasis is controlled by the Brotherhood, a group of camel beast-riders who are sworn with a religious fanaticism to the Albar, their leader. They defend the oasis and the herd of camels with high morale, should things come to blows.

When the PCs approach the watering hole, they see several tents, which are empty. Should the PCs search the tents, they find a chest with 276 gp and 140 sp.

The PCs' first encounter is with two beast-riders returning to their camp.

Should the party have taken anything from the tents, it will be noticed, and the PCs will be angrily asked to return it. If they return it with apologies and a healthy tribute to the Albar, all will be forgiven, and the remainder of the beast-riders will arrive peacefully.

If the PCs become aggressive, fail to return stolen goods, or fail to pay a tribute to the Albar, the beast-riders attack. Should the PCs atone, the beast-riders will be suspicious but a little more friendly.

Quick Stats: Beast Riders (8): MV 12; AC 6; F6; hp 48; THAC0 15; #Att 1; Dmg by weapon (lance and scimitar); MR Nil

Camels (8): MV 21; AC 7; HD 3; hp 15; THAC0 17; #Att 1; Dmg 1-4; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Simple Escort Mission

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: PHBR2 (Thief)
XP Value: 175



An Unfriendly Town

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 650 per priest, 120
per guard



Deja Vu, Deja Vu

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 175



Simple Escort Mission

Area: This starts off in a city and takes place on the trail to another town.

Situation: The PCs are approached by what appears to be a middle class merchant. He wants to hire the PCs to escort his wagon from this town to the next on the trade route. He is most generous with his opening offer and can be talked up.

The individual doing the hiring is a smuggler who is posing as a normal merchant. He has a secret cache of poisons which are among the more deadly and are outlawed in the region.

The caravan consists of a single wagon piled high with crates. If the PCs inquire about the cargo the merchant changes the topic. If any of the PCs are caught going

through the wagon the merchant will try to kill them.

The wagon is stopped at the edge of town, and the group is questioned about the recent appearance of illegal poisons in the town. The smuggler lies, declaring the PCs have been his escort for some time.

Before they reach the next town the smuggler stops the wagon to meet secretly with a group of leather-clad men, receiving a purse of gold and giving them a sack. At the next town they are questioned again by the city guard, this time more insistently.

Quick Stats: Smuggler: MV 12; AC 7; T5; hp 20; THAC0 18; #Att 1; Dmg by weapon (long sword coated with poison); MR Nil

©1994 TSR, Inc. All Rights Reserved.

An Unfriendly Town

Area: A small walled city is the setting.

Situation: When the PCs first attempt to enter the city, they are told they cannot, since it is prayer hour. After an hour passes, they may attempt to enter the city again.

This time they are met by a priest of a neutral religion, and the gate guard. The cleric bans any paladins outright from entering the city. He quizzes the PCs on their religious beliefs and asks any clerics wishing to enter the city to swear they will not attempt to gain converts while in the city.

If the PCs agree to do these things, they will be allowed, minus any paladins, to enter the city.

This city, unlike many others, has no

taverns, no places of ill repute, and no thieves' guild.

There are numerous patrols of the city guard, all escorted by a cleric. Should the PCs violate any of the numerous religious laws, the offender will be dealt with severely and on the spot.

Quick Stats: City Patrol, Cleric: MV 6; AC 0; P5; hp 22; THAC0 18; #Att 1; Dmg by weapon (mace); MR Nil; Spells

Patrol (3): MV 9; AC 5; F4; hp 38; THAC0 17; #Att 1; Dmg by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Deja Vu, Deja Vu

Area: A small rural town is the setting.

Situation: The PCs notice the inhabitants of the town seem to have a strange sense of humor. As they travel down the street, townspeople point and laugh at them.

Strange things begin to happen as the party checks into the inn. They are greeted at the counter by a wiry looking old man who asks them to fill out the registry. The old man then excuses himself. A moment later he returns and asks the PCs if they want rooms and would they please fill out the registry. Before they can protest that they have already done so, he excuses himself again and returns in a few minutes, this one being the real innkeeper.

This pattern repeats itself in the pub,

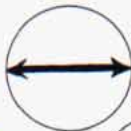
with a beautiful, young serving wench who takes their order, then leaves. She returns and asks the PCs for their order, leaving again. The third time the real wench takes their order and brings it.

Later that night the local sheriff comes over and asks for help with a problem. He excuses himself, then apparently comes back and starts the conversation from scratch, including asking for the PCs' help. The real sheriff comes in at last and explains the confusion: the locals are bursting with laughter as the sheriff explains about two local doppelgangers who are practical jokers.

Quick Stats: Doppelgangers (3): MV 9; AC 5; HD 4; hp 16; THAC0 15; #Att 1; Dmg 1-12; MR Nil

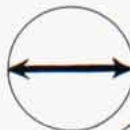
Mage vs. Mage, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 270



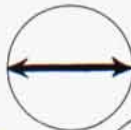
In the Deep Dark Forest

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 per ettercap, 175
per spider



The Haunting

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000



Mage vs. Mage, Part 1 of 2

Area: A town dominated at each end by a wizard's tower is the setting.

Situation: During a recent exploration of a dungeon nearby, the PCs accumulated some valuable items, but at least one seems rather ordinary.

Word spreads about the PCs and their recent exploits, making them minor celebrities. People gather around to hear more of their adventures.

One of the PCs sees an old man approaching, richly dressed in wizard's robes. The townsfolk step aside and allow Mundin, a renowned local wizard, to speak with the adventurers.

Mundin starts off by dismissing the crowd, leaving him alone with the PCs.

In the Deep Dark Forest

Area: A heavily wooded forest is the scene for this encounter.

Situation: The trail the PCs are following seems to narrow, becoming less and less traveled. The forest becomes darker, even though it is broad daylight.

The first sign of trouble the PCs notice are the massive webs in the woods on both sides of the trail. Pressing on, they detect motion all around them, though they can see nothing specific causing the movement.

Behind them, a short distance away, they find the trail now blocked by webs. If they struggle to continue on through the darkening wood, the lead PC must make an Intelligence check at 1/2, or his horse steps into a hole trap. This trap breaks the

The old wizard tells them to relax, and explains that he knows they have just returned from a dungeon. He asks if they have a specific mundane item. If the PCs admit they have it, he offers to buy it from them for 10 times what it is worth, explaining that he needs the item to complete his magical research on a new spell.

If the characters sell it to him he gives them the money and leaves quickly. Should they refuse, he will pester them until they finally give in.

Quick Stats: Mundin: MV 12; AC 7; W10; hp 23; THAC0 17; #Att 1; Dmg by weapon (dagger, two darts); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

horse's front legs and throws the rider from its back.

In the confusion that follows, the lead PC must roll a Dexterity check to determine whether or not he has broken any bones of his own.

Two ettercaps suddenly pounce on the last two party members, while large spiders drop out of the trees onto the rest of the PCs.

Quick Stats: Ettercaps (2): MV 12; AC 6; HD 5; hp 60; THAC0 15; #Att 3; Dmg 1-3/1-3/1-8; MR Nil; Special attack

Large Spiders (6): MV 6; AC 8; HD 1+1; hp 7; THAC0 19; #Att 1; Dmg 1; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

The Haunting

Area: The PCs are at an ancient ruin in desolate, rough countryside, a ruin they had previously visited.

Situation: The PCs hear a rumor in one of the towns they frequently pass through that a ruin they had cleared out some time before has suddenly become active again. The townsfolk are having doubts about the prowess and ability of the PCs as adventurers.

It is now a matter of honor for the PCs to find out what is going on and to clean up this mess again. The trip to the ruins is uneventful, as the countryside has long since been cleared out by the PCs.

The ruins are just as they were left years before. The only difference is that one of

the large blocks of marble has fresh blood on it. There is also a fresh grave.

It takes most of the day to make certain that nothing is going on at the ruins. There may be several false alarms, noises caused by perfectly ordinary means, etc. The strain of staying alert is exhausting, and it will be too late to return to town. The PCs are forced to make camp near the ruins.

Horses, or any other animals present are very uneasy during the night. In the second watch, the groaning spirit of a beautiful elven woman manifests to defend her place of death.

Quick Stats: Banshee: MV 15; AC 0; HD 7; hp 42; THAC0 13; #Att 1; Dmg 1-8; MR 50%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Aid the Helpless

Danger: Medium
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975



Swordfight at the OK Corral

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 6,000



Deep Blue Sea

Danger: Medium
Climate: Subtropical
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 650 each



Aid the Helpless

Area: A swamp near a town the party has recently visited is the setting.

Situation: The PCs have recently visited a small town and have been told of the incredibly hideous and destructive creature which lives in the swamp. The townspeople beg the PCs to rid them of this menace. The creature was quiet enough and satisfied with its food source in the swamp, but the recent drought has reduced the marsh by 20%, and the creature is foraging farther afield.

The citizens also warn the PCs that the creature has a dangerous and powerful tail. In addition, it can simply scare someone to death, and has killed numerous townsfolk that way.

Accepting the mission requires the PCs to press deep into the swamp. The knee-high water and thick bottom mud allows them to move only one-half their normal speed. The stench of the swamp, thick and fetid with decay and rotted vegetation, gets worse the farther into the wetlands they go.

Suddenly, through the trees, grazing a few feet away from the party, the PCs see a catoblepas. It notices them at once and turns its hideous head to face them. It doesn't attack physically, but defends itself by lifting its head to gaze at the party.

Quick Stats: Catoblepas: MV 6; AC 7; HD 6+2; hp 38; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Swordfight at the OK Corral

Area: A town with a dungeon nearby is the setting.

Situation: One or more of the PCs has committed some questionable acts, such as killing captives, etc., during their latest adventure. The PCs enter the town after dark and take their horses to the stable.

A humanoid figure steps out of the shadows and calls out the offending PC's name. The black-suited warrior tells the PC to "prepare to die for his transgressions." He then states exactly what the party member has done, and explains he is there to ensure Justice is upheld.

The warrior asks the remainder of the party to stand aside, since his fight is not with them, and he does not wish to hurt

them. He wants an honorable single combat against the transgressor.

The Death Knight fights in a completely honorable manner, and harms no one but the person he called out, unless others interfere. Even if they do, he concentrates his efforts on the PC he called out.

Quick Stats: Death Knight: MV 12; AC 0; HD 9 (10-sided); hp 82; THAC0 11; #Att 1; Dmg by weapon (*short sword of life stealing*); MR 75%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Deep Blue Sea

Area: The PCs are on a ship on the open sea in a warm climate.

Situation: A sudden storm comes up, tossing the ship like a toy. Waves break high over the deck, filling the hold with water. The mast snaps like a matchstick and the ship capsizes. Slowly, it slips beneath the waves.

The ship is irreparable and the PCs have only a few rounds to try to secure their gear before they end up in the water.

The first fin appears after a few rounds in the water. Soon the surrounding area is teeming with sharks looking for food.

The PCs are unable to wear their armor, and lose both their Dexterity and shield bonuses. They also suffer a -2 to hit, because

of the refraction quality of the water. In addition, damage from cutting and blunt weapons is halved due to the cushioning and slowing quality of the water.

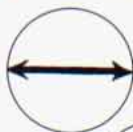
The sharks circle around, picking off stragglers and those on the outer perimeter first. If the party manages to get onto some floating debris, the sharks attempt to overturn the flotsam by pushing up on it with their snouts. A successful Dexterity check ensures the PC remains on the wreckage and out of the dangerous waters.

Quick Stats: Sharks (12) MV Sw 24; AC 6; HD 8; hp 36; THAC0 13; #Att 1; Dmg 3-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

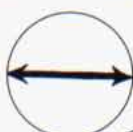
Back from the Astral Plane

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 650



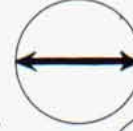
Horse Thief

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 650



Vengeance Is Mine

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



Back from the Astral Plane

Area: Any town will do.

Situation: Having spent some time on an expedition to the Astral Plane, the PCs have caught the unwanted attention of the githyanki, who now want to get even for having their plane invaded.

The githyanki arrive on the Prime Material Plane as the PCs are in town relaxing. They observe the PC who led the way into the Astral Plane, most likely a mage or priest in the party. Should the PC go out by himself, the githyanki confront him and demand satisfaction (i.e., death). Other PCs in the area might hear the commotion and respond in good time.

If the PCs stick together, the offender is followed to his lodgings. A few hours later,

the githyanki simply bash in the door and attack the unsuspecting PC. Again, any other PCs in the area can hear the noise and have time to react.

The githyanki have no quarrel with anyone but those who have violated the Astral Plane—their home grounds. Slaying the githyanki invites massive retaliation in 1-4 years as the githyanki organize for war and gather allies.

Quick Stats: Githyanki Knights (6) MV 12, FI (Astral) 96; AC 0; HD 8; hp 60; THAC0 9; #Att 1; Dmg by weapon (*two-handed sword* +3); MR Nil; Psionics

©1994 TSR, Inc. All Rights Reserved.

Horse Thief

Area: Any hilly area will do.

Situation: When the PCs are encamped, any ranger in the party must make an Intelligence check at -8. Success indicates they know the ground around them has been recently grazed upon.

The PCs see a solitary rider at the limit of their vision who turns and rides off. An hour later several riders are spotted by the party members. The leader of the riders carries a shield emblazoned with the device of a local baron.

The riders approach with their weapons drawn. The leader identifies himself as the baron and places the PCs under arrest for stealing the king's horses.

The party members, of course, know

nothing about the missing horses, but they must do some serious fast-talking to avoid going to jail for a capital crime.

The baron has heard of the PCs and is more persuaded by their words than he would be from a commoner's. Yet, unless the PCs can bring the culprits to justice, he will be forced to issue a warrant for their arrest.

A ranger, or someone with a proficiency in tracking, sees definite signs of a struggle and can follow a light blood trail up into an area of rocky hills. There the PCs find the real culprits: griffons.

Quick Stats: Griffons (10): MV 12, FI 30; AC 3; HD 7; hp 49; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Vengeance Is Mine

Area: Any medium-sized town is fine.

Situation: The PCs are relaxing in an inn when an altercation arises between the innkeeper and his serving girls. They refuse to go into the basement cellar because they claim it is haunted by a ghost.

The patrons taunt the innkeeper about his place being haunted, and everyone seems to think it's a big joke, except the innkeeper, who eyes the PCs for the longest time.

Finally he walks over and quietly asks them to come with him. He leads them to the back room, behind the bar, where he asks them to help rid his establishment of this ghost, which appeared only a few weeks ago in the basement. He offers them

a huge reward to accomplish this task.

If the PCs accept he shows them to the stairs. They see nothing as they descend, followed by the curious and anxious innkeeper. At the bottom they see a light below the staircase.

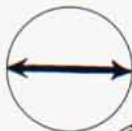
If there is a female in the party, especially a warrior, the light streaks toward her. Otherwise it goes to the person nearest the innkeeper. The target PC becomes affected by a haunt, the spirit of a serving girl who "disappeared" a few weeks earlier. She wants to avenge her murder at the hands of the innkeeper.

Quick Stats: Haunt: MV 6; AC 6; HD 5; hp 40; THAC0 15; #Att 1; Dmg Special; MR Nil; Special attacks and defense

©1994 TSR, Inc. All Rights Reserved.

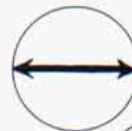
Fire and Water

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



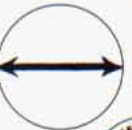
Cry in the Dark

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 each



Bounty Hunters All

Danger: Medium
Climate: Tropical
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 each



Fire and Water

Area: A large swamp is the setting.

Situation: The PCs have been sold a treasure map to a known dungeon entrance with a listing of the treasures inside. Traveling only a short distance from the town where they bought the map, the party members enter a swamp. The marsh is muddy and covered with several inches of water, dominated by 7-foot-high reeds and massive willows. On the map the swamp is not shown as very large, and their destination is the interior.

The PCs make their way through the muck and mire and soon find themselves at the entrance of the dungeon as marked on their map. The entrance is a ruins, consisting of several pillars, both erect and

topped, and an altar. The entire site is blackened and appears, on close inspection, to be scorched. According to the map, the altar must be picked up and moved in order to enter the dungeon.

As the PCs move the altar, a large shape rises up out of the swamp. The pyrohydra dines on adventurers who come to pillage this place. It is hungry now, and the PCs look like a good snack.

Quick Stats: Pyrohydra: MV 9; AC 5; HD 8; hp 64; THAC0 12; #Att 8; Dmg 1-8 (-8); MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Cry in the Dark

Area: The PCs are on a trail in the wilderness near the site of an ancient ruin.

Situation: The PCs find an abandoned caravan. There are several wagons, partially unloaded, the horses unhitched but still tethered. The tents are intact with their possessions located within. It appears to have been abandoned only a few hours ago as the camp fire is still burning.

The caravan evidently consisted of a merchant and a couple of families. Everything is intact, but the people are missing.

A few minutes after their arrival, the PCs hear cries for help, though they cannot see the source or tell from which direction the noise is coming.

Following the sounds leads the party members to a nearby ruin on a hill. The cries become more piteous the closer the PCs come. It is a ruse, however, and the leucrottas wait for them among the ruins.

The caravan master and the travelers are dead. The PCs may retreat, but the leucrottas will pursue. If the party destroys the beasts, they may take some small satisfaction in avenging the deaths of the caravan.

The PCs may, should they wish to, recover 4,000 gp worth of monies and valuables from the caravan.

Quick Stats: Leucrottas (4): MV 18; AC 4; HD 6+1; hp 37; THAC0 15; #Att 1; Dmg 3-18; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Bounty Hunters All

Area: The PCs are in the hills near a town.

Situation: While traveling, the PCs saw a handbill for a bounty on lions and tigers, offering a great amount of money for the tails of these animals if delivered within a week. The local baron posted the offer.

The truth of the matter is that the daughter of the baron has been infected with lycanthropy by a weretiger, and the tail of a weretiger is needed for the cure. Therefore the baron has posted a huge bounty for the tails in hopes that a weretiger tail will be taken.

The PCs encounter several small prides of lions before finding the trail of a fast-moving group of tigers. The trail crosses the plains, and pursuing it finds the tigers

resting under a large tree.

There are six of them in all, unaware of the PCs' presence. The PCs don't know they are really weretigers, the same ones being sought by the baron, and they will neither gladly nor easily give up their tails.

Quick Stats: Weretigers (6): MV 12; AC 3; HD 6+2; hp 38; THAC0 15; #Att 3; Dmg 1-4/1-4/1-12; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

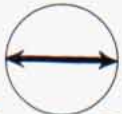
Barnabas the Bold

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 200 each for
volunteering to
accompany Barnabas



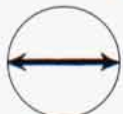
Visitors in the Night

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength, Wisdom
Encounter Type: NPC, Monster
Add'l Info: **DMG**
XP Value: 880 for the hobgoblins
(65 each), 1,200 for
defeating Mendloe



Get Out of My Forest

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Intelligence, Wisdom
Encounter Type: NPC
Add'l Info: **PHB**
XP Value: 500 for spotting the
druid, 500 for making
peace and leaving the
forest, none if the PCs
kill the druid



Barnabas the Bold

Area: This takes place on the road in any backwoods area.

Situation: Barnabas the Bold is the hero of Burrowville, a halfling village. He was asked to stop a wyvern that terrorized local farmers. His solution was to stake out a sheep with sacks of poison hidden in its wool. This apparently failed, since the wyvern attacked again the next night. He now feels that he has failed the village.

The PCs encounter Barnabas sitting by the side of the road, weeping. He is quite a bold halfling fighter but is overwhelmed at the thought of facing such a creature alone. The party may encourage him, but he is too depressed to be comforted. He goes on about how he's letting all of the good folk

Visitors in the Night

Area: Any campsite will do.

Situation: Any old enemy of one of the PCs has hired an assassin to dispatch his foe. If you have a returning enemy in your campaign, this is a perfect opportunity to remind the PCs that the foe is still out there.

The assassin, Mendloe Sparson, has hired a band of hobgoblins to assist him. The hobgoblins attack noisily from one side of the camp. Meanwhile, he can sneak into camp from the other side and plant poison in the chosen PC's trail rations. The poison is Type G (Dmg 20/10, onset 2-12 hours).

The PCs get a surprise roll with a bonus of +2, the hobgoblins are not exactly quiet. They do not stand and fight, running as

of Burrowville down.

If the party offers to take over the mission, Barnabas brightens but is also shamed. He agrees but insists that he lead the way. He offers the PCs half of any treasure found in the wyvern's lair.

The trip to the wyvern's lair takes half a day. When they approach, the PCs find the wyvern lying in front of its lair, stone dead. The poison worked. The treasure (found on the body of an unfortunate traveler) consists of a sack holding 240 cp and one with 120 sp. Barnabas splits the treasure evenly. He does make a few comments about the needy in the village.

Quick Stats: Barnabas the Bold: MV 6, AC 4 (chain mail, shield); F4; hp 18; THAC0 17; #Att 1; Dmg by weapon (short sword, sling, dagger); MR Nil

©1994 TSR, Inc. All Rights Reserved.

soon as the PCs close to melee.

The poison is well hidden. The PC notices it only if he can roll under half of his Wisdom. If the PC survives the attack and the poison, the assassin tries again the next night. This time Mendloe uses stealth to attack from behind. His sword is coated with poison type C (Dmg 25/2-8, onset 2-5 rounds). He attempts to strike once and flee. He uses a *ring of invisibility*, *short sword* +2, and *elven boots*.

Quick Stats: Mendloe Sparson: MV 12; AC 4; T10; hp 44; THAC0 14, #Att 1; Dmg by weapon; MR Nil; Special attacks and defenses

Hobgoblins (12): MV 9, HD 1+1, hp 8, THAC0 19, #Att 1, Dmg 1-6 (spears), MR Nil

©1994 TSR, Inc. All Rights Reserved.

Get Out of My Forest

Area: The PCs are in a heavy forest.

Situation: The PCs encounter a druid who doesn't like them in her forest.

This encounter occurs over several days when the party is in a heavy forest. It should not be used if the party consists entirely of elves, druids, and rangers.

The party is set upon by Blossom, a druid of a rather overreager nature. She spots the party while in robin form. She decides from their gear that they are bad for the forest. After observing their actions for a day, she strikes. She attempts to make the occurrences look normal, at first, beginning with a *summon insects* at anyone who looks like a wizard. A few hours later, a random PC is the victim of a *trip*. Over

the next two days the PCs are subject to more harassment. Two more *summon insect* spells are cast, as well as another *trip*. A group of bats fly into their camp during the night, and their food is raided by raccoons. One of the PCs is *entangled*, and a cold rain begins. They should be glad to get out of the forest.

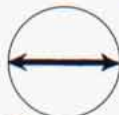
After the first day, the PCs may spot the druid. Anyone specifically watching gets a surprise roll at a -4 penalty. If they succeed they spot the druid. If they agree to leave the forest as quickly as possible, she leaves them alone.

Quick Stats: Blossom: MV 12; AC 7; D8; hp 46; #Att 1; THAC0 15; Dmg 1-8+1; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

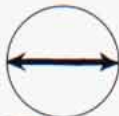
Prisoner, Part 1 of 3

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Dexterity, Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 500



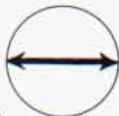
City Guards, Part 3 of 3

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for escaping the city, 1500 for defeating the captain



Breakout!

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Dexterity, Wisdom
Encounter Type: NPC, Device
Add'l Info: None
XP Value: 1,500 for releasing the PC, subtract 100 for each other prisoner that escapes



Prisoner, Part 1 of 3

Area: This encounter takes place on the road between a small village and a large city. The road is through safe country, but parts of it are pretty desolate. The road also passes through a forest and across two streams.

Situation: The party is hired by a local sheriff to escort a prisoner to a city a week's travel away. The prisoner is wanted for the murder of 12 of the king's guards. The PCs are offered 100 gp each for the trip. It is emphasized that they must bring him in alive for trial.

The prisoner, Homer Slade, seems like a pretty nice guy. On the trip he tries to get to know the PCs. Several times he tells them that he does not hold this against

them. He knows that they are only doing their job.

He is glad to talk about his crime. He admits he is guilty. He claims that the guards he killed had burned his home. After losing her home, his wife died of the coughing sickness. The guards got no more than they deserved.

Homer attempts escape at every opportunity. He has a 20% chance per night to slip his manacles. If he does, he picks up the best weapon he can get his hands on and attacks. He starts on sleeping PCs. He also tries to leap into the closest stream. His swimming score is 14, 8 if he hasn't slipped the manacles.

Quick Stats: Homer: MV 12; AC 8; T8; hp 40; #Att 1; THAC0 16; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

City Guards, Part 3 of 3

Area: This occurs after Part 2 of this series. The PCs are hiding, having eluded a patrol with which they fought.

Situation: The PCs are wanted for murder. Unless they slew all the guards in Part 2, descriptions are being spread about town. They may try to sneak out of town, or they may seek out the real killer.

If they head out of town, they know of a wall they can climb over. It is not too heavily patrolled. They may also attempt to disguise themselves and leave openly. If they do a good job in either case, they have a fair chance to get away. Otherwise, they are spotted by another patrol, armed with crossbows.

If they attempt to prove their inno-

cence, they must investigate. They can question a subdued guard, possibly even the murder victim. A PC thief could contact the guild. The PCs can learn that the guard and the captain have argued frequently.

If confronted, the captain laughs and orders the PCs to surrender. If his room is searched, a small vial of the poison can be found in a chair leg. The captain arrives just as they find the poison. He fights to the death.

Quick Stats: Captain Mellis, MV 9; AC 0; F10; hp 91; #Att 2; Dmg 1-8+6; THAC0 8; MR Nil; +1 long sword, dust of sneezing and choking

Guards (10): MV 12; AC 4; F4; hp 32; #Att 1; THAC0 17; Dmg 1-6+1; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Breakout!

Area: Use a small village with a powerful retired fighter as the sheriff and justice of the peace. The jail has one large cell, a guard room, and the sheriff's office.

Situation: One of the PCs is arrested for being in league with an evil church. At a hastily convened trial, documents are shown that seem to prove that the PC is guilty of planning a murder. The PC is sentenced to death by hanging. The execution is to take place at dawn of the following day.

The PC is innocent, and the rest of the party knows this. Any attempt at an appeal is denied. Bribery or threats don't work. They must help the PC to break out or he'll be dead at dawn.

The cell has only two keys. One is kept

by the guardsmen, the other by the sheriff. The guards are alert but not powerful.

When the PCs have handled the guards, they can release their friend. The other six prisoners also come streaming out of the cell. The PCs may try to stop them or may release them. None of them is willing to fight armed adventurers with their bare hands. If the PCs are forceful enough, they can herd the prisoners back into the cell. A couple of prisoners still get away by diving out of the windows. The prisoners include two thieves, a mage, and three fighters. They are very grateful for their release and can aid the party later.

Quick Stats: Guards (2): MV 12; AC 4; F3; hp 19; #Att 1; Dmg 1-8+1; THAC0 17; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Bigger than My Stomach

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Wisdom
Encounter Type: Device
Add'l Info: None
XP Value: 200 for countering the effects as soon as possible



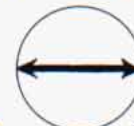
This Blasted Door

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



I'm So Cold

Danger: Medium
Climate: Sub-arctic
Terrain: Mountains
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 15



Bigger than My Stomach

Area: Anywhere the PCs are eating food that they did not prepare is fine.

Situation: While the PCs are eating, the DM should comment that some portion of the food doesn't taste quite right. It doesn't taste spoiled or bad, just not quite right. If spells such as *detect poison* are used, nothing is discovered. Spells such as *neutralize poison* or *cure disease* also have no effect. *Purify food and water* removes the strange taste. The food is actually nutritious, but the party probably won't eat anymore. Actually, they have already eaten enough.

Two hours after they eat, they begin to feel queasy and bloated. Everyone who has eaten any of the food must make a saving throw vs. poison. Those who fail begin to

get stomach cramps and nausea. They also feel light-headed, possibly even feverish.

For the next 1d4 days, all affected PCs suffer a -1 to Strength, Dexterity, and Constitution scores. They are in constant pain, and should be suffering several symptoms of food poisoning, including diarrhea. They have a +2 penalty to initiative. *Slow poison* at this time negates only the initiative penalty. If *neutralize poison* is cast after the effects commence, it reduces the effect to only one day. Any spellcaster afflicted by the bad food has only a 50% chance to successfully cast a spell.

©1994 TSR, Inc. All Rights Reserved.

This Blasted Door

Area: This should be the door to the treasure room. It can either guard a rich treasure or it can be a false door.

Situation: A common mimic has learned to speak Common. Because of the unnatural quality of its voice, it speaks in only a whisper. When the PCs approach, it speaks to them. "Is anyone out there?" It waits for a response, and identifies itself as Grumph, an expert treasure finder. "I'm stuck in here, and I can't get out. This blasted door won't open from this side. I've already claimed the treasure, but you can have it all if you'll just get me out. It's a strong door, but if three or four of you push, you should be able to get it open. Someone should be ready with something

to wedge in the door. It shut fast when I forced my way in." If the party is reluctant, the voice offers to throw in the *girdle of fire giant strength* it used to enter.

The mimic goes to this trouble to try to get two or three of the party members to put both their hands on it to push. When they do, it lashes out at someone kneeling to wedge the door. The PCs may attempt other means of opening the door. *Knock* spells won't work, it's not really a door. The mimic has no treasure other than what was in the treasure room, if any.

Quick Stats: Mimic: MV 3; AC 7; HD 8; hp 43; #Att 1; THAC0 13; Dmg 3-12; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

I'm So Cold

Area: A crevice on a mountainside is needed, near a well-traveled path. It is chilly here in the mountains, the sky is overcast. It is snowing lightly. The crevice appears to be the best place for shelter.

Situation: Inform the PCs that it looks like the snow is getting heavier. If they don't camp soon, the chance of getting lost or having an accident on the steep path will increase dramatically.

If someone checks out the crevice, there is a small overhang which provides the party shelter from the wind and the snow. A fire could be built, there are even some dead bushes in the crevice that provide fuel for about an hour.

A brown mold lies at the back of this

overhang. Unless examined while in the area of a *light* spell, the mold blends perfectly with the stone. The cold had made the mold dormant. The heat of the fire and the body heat of the PCs revives it, causing it to double in size.

Any PCs under the overhang are subject to the heat drain of 4d8 points per round. A *ring of warmth* provides complete protection. If heat is used as a weapon, a torch causes it to double in size, flaming oil quadruples it, and a fire-based spell causes an eight-fold increase.

Quick Stats: Brown Mold: MV 0; AC 9; HD Nil; hp Nil; #Att Nil THAC0 Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Snake Underfoot

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 5,000, plus 100 for
each of the last three
traps discovered



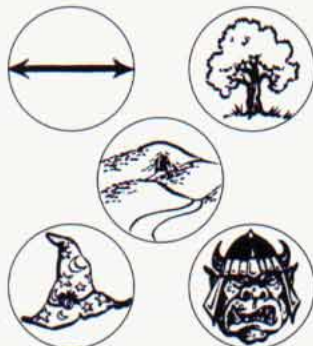
Caretaker

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



Behind You

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 975



Snake Underfoot

Area: The PCs are in an underground tunnel. The tunnel is about 10 feet wide and 8 feet high. This is the domain of a spirit naga.

Situation: The PCs must negotiate these tunnels safely. A series of pits have been built by slaves that the naga charmed. When it was finished, they were killed and eaten.

There are four pits. The first is an open pit. If the PCs have a light source they spot it automatically. The pit is 10 feet deep and wide.

The second is covered with a thatched rug. It is the only area of the tunnel that has such a covering. The pit is 20 feet by 15 feet. They must lift the rug to see the pit.

The third pit is well concealed. A cov-

ering of balsa wood is lightly sprinkled with stones. If the PCs are testing the floor they have a 70% chance to discover it. This pit is 30 feet deep by 20 feet wide.

The last pit is covered with the stone of the tunnel. When more than 200 lbs stands on the 10 feet by 10 feet stone it pivots. PCs who fail a Dexterity check drop into the naga's lair. The fall is 30 feet. PCs take 6d6 damage and are stunned for a round. The naga emerges and gazes into their eyes. The PC must save vs. spell or be charmed.

The naga has 200 gp, 4 gems worth 290 gp, and four potions of healing.

Quick Stats: Spirit Naga: MV 12; AC 4; HD 9; hp 50; THAC0 11; #Att 1; Dmg 1-3; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Caretaker

Area: A nice-looking inn on a main road is needed. The PCs are enjoying a decent supper in front of the hearth. They are the only ones in the inn, except for the innkeeper and his wife.

Situation: The party is approached by a young lad (in reality, an ogre mage) who wants their help. He says that his father was captured by a pair of trolls led by an evil wizard. He is terribly afraid. He knows which way the trolls went. He followed them intending to get his father back, then saw a man appear from nowhere. The man carried a staff. The lad then went for help.

The lad insists on joining the party. He clumsily carries a spear that's far too heavy. If the PCs refuse, he begs. It's his

father!

The lad leads the PCs into the wilderness. They can find large tracks that could be those of trolls, but only one set. The tracks lead to a copse where the ogre mage makes his move. He tells the PCs that he's sure that the trolls are in there. They should charge now. The PCs probably direct him to the back, the better to keep him from underfoot. When they approach the copse, the ogre unleashes his *cone of cold*, doing 8d8 points of damage (save for half). If wounded badly he turns *invisible* and flies away.

Quick Stats: Ogre Mage: MV 9, FI 15; AC 4; HD 5+2; hp 30; #Att 1; Dmg 1-12; THAC0 15; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Behind You

Area: This occurs when the party rests in an underground cave. The cave is easily defended, it has but one small entrance. There are even several boulders large enough to roll in place to block the entrance.

Situation: A slithering tracker happened on the party just a few hours before they camped. It has been following them, waiting until the time is right to attack. It has done this before. It even knows about the changing of watches during the night. It waits until the last watch has been awake for about an hour, then creeps into the cave.

Because of its *chameleon* power, watchers have only a 5% chance to notice the tracker. It attacks a sleeping character, touching it automatically. The victim gets a saving

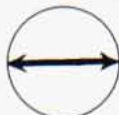
throw vs. paralyzation or she is paralyzed for 12 hours. The slime then covers the victim and drains all the plasma from his body. This takes one hour, and kills the victim. After a half hour, the victim is wracked with pain, although he can do nothing. You may, at your option, have those PCs on watch roll *Wisdom* rolls to notice that one of their friends is apparently having very bad dreams. If they investigate they easily spot the slime. The victim has only half of his hit points. The slime is easy to hit, but the victim takes half of the damage.

Quick Stats: Slithering Tracker: MV 12; AC 5; HD 5; hp 28; #Att Nil; THAC0 15; Dmg special; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

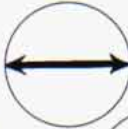
Watcha Doin'?

Danger: Medium
Climate: Subtropical
Terrain: Swamp
Attribute: Charisma, Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 for getting rid of
Floyd peaceably, 8,000
if they accept him as a
companion



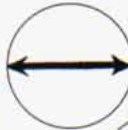
Hot and Cold

Danger: Medium
Climate: Arctic
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 6,000



Shadow of a Doubt

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 8,400 (420 each)



Watcha Doin'?

Area: The PCs are traveling to a city or village. Along the way they pass a small swampy area, only a few miles in diameter. The road does not go within a quarter mile of the swamp. They have no encounters while passing it.

Situation: The PCs have been noticed by a shambling mound. Unlike other shamblers, this one is not out to destroy them.

Floyd was a normal shambler when he was *charmed* by a mage named Grelfod. Grelfod named him Floyd, after an apprentice he despised.

Grelfod owned a *deck of many things*. Grelfod did not wish to risk the deck, so he decided to have Floyd do it. He reasoned that Floyd would take the bad effects, he'd

keep any gems or treasure that came out of it.

When it was over, Floyd was chaotic good, had an Intelligence of 5, and was wearing a *girdle of dwarvenkind*. Grelfod *teleported* away in disgust. Floyd still searches for him. The magical girdle has long since dissolved, but the effects remain. Floyd can speak fluid dwarven and limited Common. He is lonely and wants a friend. Floyd asks everyone he meets if they have seen his "elf magi."

Quick Stats: Floyd, the Shambling Mound: MV 6; AC 0; HD 10; hp 61; #Att 2; Dmg 2-16/2-16; THAC0 11; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Hot and Cold

Area: The party is on a cold ice-covered plain or glacier. A blizzard could occur at any time.

Situation: The PCs need shelter and soon. If a blizzard hits, the temperature will drop to below zero. The party is almost certain to become hopelessly lost. If they scout around, they spot a large cave. The mouth is iced over, the ice looks to be fairly recent. About the cave mouth are the remains of a number of bones, some no more than a few days old. It is obvious that the cave is still inhabited.

About the time the party has reached this conclusion, it begins to snow. If they go back out into the snow, consult the DMG for the rules on handling exposure to cold.

If they try to chop through the ice, it takes but two blows to shatter the thin covering. They can enter the cave. The first thing they notice is that the temperature is 20 degrees warmer than it is outside. If they have a light source, they see a huge pile of snow and ice. As they enter the cave, the ice melts, filling the cave with steam. A *remorhaz* attacks in the confusion.

Searching the lair after the battle allows the PCs to find five ivory scroll cases. Two have mage scrolls, two have priest scrolls, and one is a *protection from acid*. The scrolls are up to the DM.

Quick Stats: Remorhaz: MV 12; AC 0/2/4; HD 10; hp 47; #Att 1; Dmg 5-30; THAC0 11; MR 75%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Shadow of a Doubt

Area: It is night in the wilderness. The PCs are camped in a defensible stand of trees. Heavy pines form a wall around three-fourths of the campground. Nothing larger than a rat could come through the pines without making noise. A gentle breeze makes the pines rustle. The night is peaceful.

Situation: Far below the campground is an ancient burial ground. The remnants of the great army that once fought here are now only shadows.

The shadows detect the presence of the hated life force above them. They gradually seep into the camp. They do not wait to make a concerted attack. Instead they strike as soon as they are able. Two shadows attack in the first round, with three more

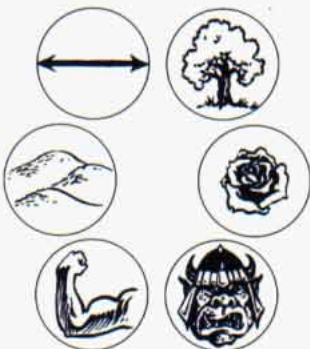
joining the fray each round for the next six rounds. The shadows are seeping up through the minute cracks in the ground. They can appear anywhere and attack anyone. Each round, have three PCs make surprise rolls. Those who are surprised are attacked from below as the shadows seep up. Because of the disjointed way that the shadows enter the camp, a priest may not turn more than one of them in any one round. They attack until they or the party are slain. If confronted by a *continual light* spell, they retreat after three rounds.

Quick Stats: Shadows (20): MV 12; AC 7; HD 3+3; hp 17; THAC0 17; #Att 1; Dmg 2-5; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

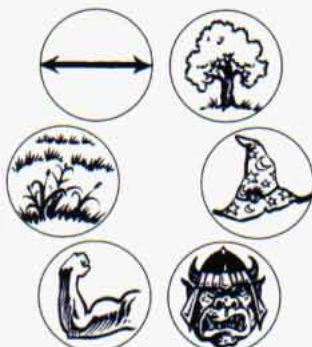
I'm Only Free

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Charisma, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,400, plus an additional 200 each if they save Jessy's mom



Raiding

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 540 for subchiefs (270 each), 525 for leaders (175 each), 3720 for normal troglodytes (120 each)



Thar She Blows

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



I'm Only Free

Area: This encounter takes place in a lightly wooded section of land. Hills lie to the east.

Situation: The PCs have stopped for lunch and a rest. As they prepare to leave, one of the PCs (pick the biggest and roughest PC for this) hears a small voice: "Helwo."

Little Jessie Tanda is standing there. She is three years old and cute as a button. Have fun with this; Jessie is very curious. She asks about the PCs mounts, their gear, and their names and ages. If the PCs let her wind down, they can find out that she lives nearby, on a small farm.

About the time the PCs decide to take Jessie back to her home, her mother shows up. Frightened by the PCs, she scolds Jessie

for straying from their home. Jessie attempts to implicate the PCs in her crime. She is old enough to know that bigger folk believe her if she blames someone else.

Her mother is an exception; she does not blame the PCs. She thanks them for nabbing her little runaway, then starts back for their farm. They have barely gotten out of sight when Jessie screams in fear.

Rushing to the sound, the PCs see a hieracosphinx standing over Jessie's mother. Jessie lies on the ground crying. The PCs must slay the hieracosphinx in five rounds or Jessie's mother dies.

Quick Stats: Hieracosphinx: MV 9, Fl 36; AC 1; HD 9; hp 45; #Att 3; Dmg 2-8/2-8/1-10; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Raiding

Area: This occurs in the wilderness on a pleasant summer night. The crops are tall enough to provide cover for all but the tallest of men.

Situation: The party has been asked to visit the farms in this area and warn them about a group of raiding orcs. The PCs probably want to find the orcs, figuring that such a band would be no trouble for them. The orcs are no trouble for anyone. They met a band of raiding troglodytes, and were slaughtered to the last orc.

The party comes upon this as the troglodytes are still feeding. The troglodytes assume that since they have the party outnumbered, they can win easily. They use a swarming pack attack rather than any

form of strategy.

Unless the party specifically approaches from downwind, the troglodytes have a chance to smell the human flesh when it is within 100 feet. Such detection draws a hue and cry from the camp. The troglodytes swarm to the attack.

Quick Stats: Troglodytes (31): MV 12; AC 5; HD 2; hp 11; #Att 1; Dmg 2-8; THAC0 19; MR Nil; Special attack

Leaders: NA (3); MV 12; AC 5; HD 3; hp 21; #Att 1; Dmg 2-8; THAC0 17; MR Nil; Special attacks

Sub-chiefs: NA (2); MV 12; AC 5; HD 4; hp 24; #Att 1; Dmg 2-8; THAC0 17; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Thar She Blows

Area: This occurs when the party is on an underwater adventure. They have just found a sunken ship that is supposed to contain treasure. The ship has several gaping holes over 15 feet across.

Situation: The PCs find some treasure. In fact, there are three chests filled with gold and silver. There are over 50,000 coins, far more than the PCs can carry. With magical strength they may actually be able to lift the chests, but they cannot swim. Walking on the sea floor causes them to sink in the silt. They must limit themselves to what can fit in belts and pouches.

Amidst all the coins are some gems, two glass potion bottles, and a pair of ivory scroll tubes.

The 16 gems are each worth 50 gp. The potions are *healing* and *invulnerability*. The scrolls in the tubes are ruined. The scroll cases are worth 65 gp each.

As the party is deciding what to take, one of the PCs (at random) cuts his finger on a rusty nail. This causes no damage, but it does bleed a small amount. That is enough to draw the attention of a hungry killer whale. The whale attacks until it swallows two PCs.

When the whale makes a hit, the prey is held in its jaws where it can automatically bite each round. It does not let go until the chosen victim is dead. It then swallows him and goes for another.

Quick Stats: Whale: MV Sw 30; AC 4; HD 10; hp 48; THAC0 11; #Att 1; Dmg 4-24.

©1994 TSR, Inc. All Rights Reserved.

Death from Above

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter: Monster, NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 5,000 for overcoming
Arkasheyn



This is MY Case!

Danger: High
Climate: Subtropical
Terrain: Urban
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **PHBR2 (Thief)**
XP Value: 3,500 for seeing
adventure all the way
through



Woman of the People

Danger: High
Climate: Any
Terrain: Scrub
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: **PHBR3 (Wizard)**
XP Value: Nil



Death from Above

Area: This encounter occurs in mountainous terrain rather far from civilization.

Situation: While en route to or from an adventure, the PCs enter an unfamiliar mountain range. Foraging is difficult and game is scarce. Adjusting to these problems, they are settling down for the night when the sound of flapping leathery wings can be heard overhead. A quick glance into the darkening skies reveals the presence of a rider, mounted atop a wyvern! He flies to the edge of the PCs' camp and dismounts gracefully, while his steed paws the ground behind him.

"Greetings, all," he calls out. "I am Arkasheyn. If I may ask, who are you and why are you in these forsaken mountains?"

Actually, Arkasheyn has been tracking them for the past day. He blames the PCs for the death of a friend and is intent on avenging him. Arkasheyn will not confront the PCs as a group. Instead, he will try to insinuate himself into their good graces, so that he may betray them later. He is loyal only until given a chance to kill the PCs.

Arkasheyn has a *pike* +2, *leather armor* +1, a crossbow with 30 quarrels, a bedroll, and 110 gp in his possession.

Quick Stats: Arkasheyn: MV 12; AC 7; F10; hp 62; THAC0 9; #Att 2; Dmg by weapon; MR Nil

Wyvern: MV 6, F1 24 (E); AC 3; HD 7+7; hp 41; THAC0 13; #Att 2; Dmg 2-16/1-6; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

This is MY Case!

Area: This situation happens in a large town that is very familiar to the PCs, possibly their hometown.

Situation: The PCs are in a pawnshop and notice a handful of furtive characters in the back. These men are wanted by the local watch. One PC knows a half-elf troubleshooter who serves the mayor; the PCs can collect a 250 gp reward for turning them in.

The troubleshooter is uninterested in hearing their story, saying "civilians" shouldn't interfere in official business.

If the PCs persist, disturbing rumors crop up: The troubleshooter has debts which have been bought up by the thieves' guild. He's probably corrupt.

If the PCs try to act on this rumor, they are hunted by the town guard. Escaping the guard makes them fugitives, but they get help from the troubleshooter himself. He wants freedom from the guild's control. Vital information on the city's criminals is stored in a box hidden in a sewer. The PCs must find the box and turn it in to the guard.

Once this is done, the PCs are in the clear and the guild's leaders are finished. However, it is possible the leaders may learn of the PCs involvement in their downfall, and return for revenge at a later date.

Quick Stats: Troublesooter: MV 12; AC 7; T10; hp 39; THAC0 16; #Att 1; Dmg 1-6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Woman of the People

Area: This encounter occurs in rough, untamed wilderness far from civilization.

Situation: The PCs have been riding for the better part of a day, when they see a small campsite just off the road. A sturdy-looking middle-aged woman and a young girl are there, preparing their evening meal. Their possessions seem rather few, consisting of an old draft horse and broken down cart, a patched-up tent, cookware and a few books (religious texts).

Seeing the PCs, the little girl runs to greet them cheerfully. She invites them for dinner, an invitation seconded by the woman. Before dinner, the woman leads a quiet prayer, which her daughter echoes; they invoke a god of justice unfamiliar to

the party.

Over dinner (berries and old vegetables), the woman admits that the two of them have traveled for months. Originally from a distant land, she says that things turned bad and her faith was persecuted. The girl blurts out that her mommy taught that the king was unjust. The woman fled and wanders with her daughter until she can return home. She owns a *ring of protection* +2 and a mace.

Quick Stats: Outlaw Priest: MV 12; AC 8; P8; hp 62; THAC0 14; #Att 3/2; Dmg 1-6 (+1 for Strength); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Barony Series #2: Wanna Be a Landlord?

Danger: High

Climate: Temperate

Terrain: Plains

Attribute: Strength

Encounter: Monster

Add'l Info: **MM**

XP Value: 4,000 for banshee, 65
per zombie/skeleton,
175 per ghoul, 600 for
realizing the castle is
cursed



Blood War #3: Smack Dab in the Middle

Danger: High

Climate: Temperate

Terrain: Urban

Attribute: Strength, Dexterity

Encounter: Monster

Add'l Info: **MM**

XP Value: 57,500 per pit fiend,
46,000 per balor, 10,000
for surviving encounter,
-2,500 for using church
as sanctuary



One Mean Drunk

Danger: High

Climate: Temperate

Terrain: Urban

Attribute: Strength, Charisma

Encounter Type: Monster

Add'l Info: **MM**

XP Value: 7,000, plus 3,500 if
beholder is removed
without harm or mas-
sive property damage



Barony Series #2: Wanna Be a Landlord?

Area: Castle Ashohr lies in a pleasant valley with good weather and excellent land for crops. However, the region is overgrown and virtually uninhabited.

Situation: The castle is not hard to reach, although the roads are choked with saplings and high grasses. Empty farmhouses can be seen as the PCs approach the castle, which appears to be severely run down. It would require a work crew of 20 men a month to make the castle livable.

Worse, there is definitely an atmosphere of evil hanging over the castle. Its shadows are much deeper than they ought to be, with unexplained noises echoing inside. If the PCs investigate, they learn

that various kinds of undead, led by a particularly powerful banshee, have taken up residence in the castle. They cannot be dislodged or even permanently slain, as the castle is under a powerful curse of its own. (All undead slain revive the next night with all hit points regained.)

The castle is occupied by 24 skeletons, 14 zombies, four ghouls and the banshee herself.

Quick Stats: Banshee: MV 15; AC 0; HD 7; hp 44; THAC0 13; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Blood War #3: Smack Dab in the Middle

Area: This encounter occurs in a darkened area between several buildings, with three garbage-choked alleys leading into this area from nearby streets. There is a large church nearby.

Situation: The tanar'ri and baatezu meet at the appointed time. They have each recruited (they think) enough local talent to make the outcome a sure thing, leaving the PCs to decide then and there which side they support.

When the PCs show up, the tanar'ri and the baatezu are in their true forms and expect the PCs to join their side—and grow angry if they do not. The tanar'ri insist the PCs were hired by them first, while the

baatezu berate the PCs for not being honorable. Two balors and one pit fiend attack the PCs, while the remaining enemies fight each other.

If the combat goes badly for the PCs, they might use the nearby church for sanctuary. The balors and pit fiends cannot touch holy ground and turn aside from pursuing the PCs, but they have made bitter supernatural enemies.

It is possible to fast-talk the evil monsters to escape harm, but the PCs must be exceptionally glib and persuasive to manage this feat.

©1994 TSR, Inc. All Rights Reserved.

One Mean Drunk

Area: This occurs in a bar in a city frequented by spelljammers. The establishment caters to all kinds, and so has a vested interest in not hurting the customers.

Situation: The PCs are working part-time as bouncers for a local tavern with an unusual clientele: spelljammers from dozens of spheres. Unfortunately, some of the patrons are beholders—and one of them is very drunk.

The PCs must get this beholder out of the bar without hurting him (he's the first mate of a ship) or damaging the bar. The beholder is too intoxicated to care (-3 to its attacks and defenses).

There are several sturdy mirrors in the bar available to the PCs; they can get one

apiece before initiating their security efforts. These mirrors are strong enough to withstand a beholder's magic, deflecting a beholder's eyebolts, but the DM roll to see where these ricochets hit.

If the PCs handle things well, they are awarded 350 gp apiece for "a job well done." And by the way, isn't the fire giant over there getting a little testy?

Quick Stats: Beholder: MV Fl 3 (B); AC 0/2/7; hp 75; THAC0 5; #Att 1; Dmg 2-8; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Let Sleeping Dragons Lie

Danger: High

Climate: Tropical

Terrain: Swamp

Attribute: Dexterity, Strength

Encounter Type: Monster

Add'l Info: MM

XP Value: 15,000 for dragon leader, 13,000 for each younger dragon, or 5,000 for evading the encounter



Elemental Risks #3: Rage like a Fire

Danger: High

Climate: Temperate

Terrain: Forest

Attribute: Strength

Encounter Type: Monster

Add'l Info: MM

XP Value: 6,000 for defeating elemental



Shadow Series #4: Shady Characters

Danger: High

Climate: Temperate

Terrain: Urban

Attribute: Intelligence

Encounter Type: NPC

Add'l Info: None

XP Value: 500 apiece



Let Sleeping Dragons Lie

Area: The area is a large forest clearing, a circular area approximately 100 feet across; the encounter occurs at midday or early afternoon.

Situation: Having followed a badly drawn map into a wooded wilderness, the PCs are tired and frustrated. The path appears to enter a large clearing ahead—the perfect spot to stop and rest before pressing on.

The clearing is ideal, except for some strange green mounds seen over the underbrush. There is also a rumbling buzz. Scouting ahead reveals a group of five green dragons sleeping in the clearing. The carcasses of deer and other woodland animals lie nearby, mute evidence that the dragons have just fed and are sleeping off

their meal.

The party can sneak past, but the jingling of armor and tack could awaken them. The PCs might also attack, having an advantage over the dozing monsters. The dragons don't have any treasure here; their lair is distant. They were hunting when they decided to rest for a bit.

Quick Stats: Mature Adult Green Dragon: MV 9, FI 30 (C); AC -3; HD 13; hp 95; THAC0 7; #Att 3; Dmg 1-8/1-8/2-20; MR 25%; Special attacks and defenses

Young Adult Green Dragons (4): MV 9, FI 30 (C); AC -1; HD 13; hp 71, 69, 66, 62, 58; THAC0 7; #Att 3; Dmg 1-8/1-8/2-20; MR 15%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Elemental Risks #3: Rage like a Fire

Area: This region is an ancient sylvan wood, lightly patrolled by high elves, with several elven buildings set within its depths.

Situation: The PCs are negotiating with elves when an outcry is raised from the far side of the elves' sacred grove. The elves are shocked to see smoke curl above the treetops.

"The sacred grove is in danger!" they cry, calling for all to help put out the flames. Even the PCs' assistance would be welcome, under the extreme circumstances.

The cause of the fire is a fire elemental running loose in the wood. The fire cannot be snuffed unless the elemental is con-

tained. They may try to banish or destroy the creature while elves handle the ordinary fires; their wizards are on the way but won't be here for several minutes.

The elemental won't stop until the holy grove is completely burned down. If the PCs are victorious, the elves give them undying friendship and allegiance (which is worth more than gold to them).

The only lingering mystery is: Who sent the elemental?

Quick Stats: Fire Elemental: MV 12; AC 2; HD 12; hp 30; THAC0 9; #Att 1; 3-24; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Shadow Series #4: Shady Characters

Area: This situation happens in the countryside, an open plain with small copses and a few farms nearby; it is not very close to the border castle from previous **Shadow Series** encounters.

Situation: The PCs travel several days, only to wake one morning as living shadows themselves! They are three-dimensional and substantial, but are completely black from head to toe and mute; any spells that have a spoken component cannot be cast. However, all magical items owned by the PCs work normally.

The PCs are also mildly allergic to sunlight; direct exposure causes 1d4 points of damage for every hour spent in the sun.

After the PCs understand the nature of this transformation, they feel a strange attraction drawing them toward the north and west. If they follow this mild compulsion, they discover a small tower with well-tended gardens around it. Inside is a short, heavyset man tinkering with a black sphere. Looking up, he sees the PCs and exclaims in amazement.

The device is an artifact called the Orb of Shadows. It is very difficult to control and has random side effects when activated; the PCs caught the brunt of these the last few days. However, the effects are only temporary, and the PCs regain normality a few moments later.

©1994 TSR, Inc. All Rights Reserved.

That's Not a Dragon!

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



Ivy-Covered Professors

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Dexterity, Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 6,000 for killing the gorgimera, 2,000 for recovering the professor



Grocery Run

Danger: High
Climate: Sub-arctic
Terrain: Plains/Hills
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 6,000 for killing mammoth



That's Not a Dragon!

Area: The area is a subtropical area, high in humidity, with dense forests split by wide fields and a small lake in the middle of this region.

Situation: An effort to settle a southern island has gone wrong; a group of colonists have returned to hire a dragon-slayer, since there is a terrible beast on their island. They are vague when it comes to describing the monster, but they don't doubt it's a dragon.

The colonists can pay in land grants or by giving the PCs all the dragon's treasure.

The island is lovely, full of lush tropical plants and animal life. Wild goats thrive on the rocky prominences inland, while big lizards bask on the sandy beaches. After

checking around, the PCs find evidence of a huge predator. However, dragonslaying gear proves ineffective. The colonists got the description wrong—the PCs face a tyrannosaurus!

The tyrannosaurus attacks on sight and won't retreat unless critically injured; it's killed humans before and hasn't learned any fear of them. The tyrannosaurus doesn't have a hoard of treasure.

Quick Stats: Tyrannosaurus: MV 15; AC 5; HD 18; hp 96; THAC0 5; #Att 3; Dmg 1-6/1-6/5-40; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Ivy-Covered Professors

Area: A played-out quarry overgrown with brush and grasses is the location of this encounter.

Situation: Professor Mrivish, the world's greatest expert on tropical fevers, was presumed dead when his expedition returned without him. For whatever reason, be it plague or personal danger from fever, the PCs must find the professor or catastrophe will engulf their realm.

They reach the site, knowing only that the group was attacked by a winged creature—some bizarre hybrid of dragon, lion and stone-skinned bull. It attacked, they fled, and the professor fell behind. They couldn't locate him and assumed he was dead.

The PCs find the quarry empty of life, except for a nestlike collection of branches on a high cliff. The PCs must climb 150 feet to reach this location.

Inside the nest is a jumble of shiny junk, along with a bag full of 600 sp, 1,200 gp value in gems and a *gem of seeing*. There is also a stone statue of a man that matches the description of Mrivish. As the party mulls over this discovery, they hear wings flapping just above the nest. The gorgimera has returned!

Quick Stats: Gorgimera: MV 12, FI 15 (E); AC 5/2; HD 10; hp 57; THAC0 11; #Att 5; Dmg 1-3/1-3/2-8/2-12/3-12; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Grocery Run

Area: This setting is a broad tundra (subarctic plain) with sparse plant life and extremely long days (18 hours).

Situation: During a journey in arctic territory, the PCs encounter a tribe of nomads on friendly terms. The tribe is starving, however, and needs their help, in exchange for whatever hospitality (and healing) they can provide. Several of their young men are gone, herding reindeer across the tundra to the north, and a blizzard left their supplies of food depleted. If the PCs could slay a mammoth to provide the tribe with meat, that would be wonderful.

The PCs are shown where the mammoths roam, and are warned not to use

magic; the nomads feel that anything killed (or even injured) with magic is tainted and inedible.

The PCs then must do their best to kill a mammoth. The task is not impossible, but they may find themselves confronting more than one (30% chance that a second mammoth attacks the PCs during their combat).

Once the fight is over, they can summon the nomads and turn the carcass over to them. The PCs can also take as much meat as they can carry, if their own rations are low.

Quick Stats: Mammoth: MV 12; AC 5; HD 13; hp 54; THAC0 7; #Att 5; Dmg 3-18/3-18/2-16/2-12/2-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Efreeti Laughs Last

Danger: High
Climate: Subtropical
Terrain: Any
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,000 for figuring out
the "efreeti brazier" is
a fake



A Hot Time Tonight

Danger: High
Climate: Temperate (near volcano)
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 5,000 for each giant
run off without injury,
3,500 for each who
runs after combat



Rust in Peace

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom, Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 8,500 for delaying iron
golem without
destroying it, 2,500
bonus for obtaining
information without
being driven off



The Efreeti Laughs Last

Area: This encounter can take at an oasis or any other desert setting.

Situation: The PCs are at an oasis when they discover a strange brazier, made of dark red copper. It has several vaguely mystical symbols on it, but none of them are familiar to PC wizards. If they light the brazier, thick red smoke issues and coalesces into a monstrous human shape—an efreeti!

It takes form and offers an elaborate greeting to "my masters." It seems humble and willing to serve; in fact, it will even grant one *limited wish* if it is modest and reasonable. (If not, it may decide to end its little jest then and there.)

However, the brazier is a hoax; the

efreeti is only serving to amuse itself. Although it appears to serve properly at first, it can ignore the PCs' commands at any time, and looks forward to their looks of stupefied amazement when, at some point in the future, it strikes the brazier aside and reveals the joke. It should be priceless to see these upstart mortals then!

PCs can try to *detect magic* on the brazier, and may be puzzled when it gives off a very feeble glow. That and the lack of any control word may make PCs suspicious.

Quick Stats: Efreeti: MV 9, FI 24; AC 2; HD 10; hp 62; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

A Hot Time Tonight

Area: This encounter occurs on the fringes of a large farming county, where peace and tranquility usually reign, with an impressive range of mountains in the distance.

Situation: Four teenage fire giants have slipped out of their tribal home and entered human lands, to raise a little havoc and enjoy themselves at the humans' expense.

They begin by smashing a few outlying farms. They don't kill the humans (that might provoke too much of a response), but they do destroy a lot of property.

The PCs are on the scene when the farmers stream into their neighbors' homes, panic-stricken by the giggling giants' assaults. The PCs, being professional adven-

turers, are looked to handle this problem.

If the PCs show up and make a strong impression on the young giants (by means of a positive Reaction Roll), the giants sullenly turn around and trudge home, leaving the farmers to rebuild their homes. If unimpressed, they fight the PCs until they suffer a loss of one-third of their hit points, then quit the combat and run home.

Quick Stats: Fire Giants (3): MV 12; AC -1; HD 15+3; hp; hp 52, 44, 30; THAC0 5; #Att 1; Dmg 1-8 or 2-20 +10; MR Nil; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

Rust in Peace

Area: This encounter takes place in a vast graveyard at night. The graves are marked by large granite tombstones, with elaborate statuary and wrought iron gates around the perimeter of the territory. The footing is very bad and the ways into and out of this graveyard wind about (only half-normal movement possible).

Situation: For one reason or another, the PCs are in the graveyard of a very large city. Perhaps they are recovering information from a dead man by use of a *Speak with Dead* spell; perhaps they are opening a grave to seek a particular object. While engaged in this task, the graveyard's guardian, an iron golem, detects the PCs and moves to intercept them.

The iron golem is fashioned to appear like a giant man-at-arms, with religious symbols on his chest. It bears down on the PCs and can be heard approaching from yards away.

Unfortunately, the PCs do not yet have what they need. They must hold off the golem for at least four combat rounds to complete their business. If the fight drags on longer than six combat rounds, a troop of eight town guards (2nd level fighters led by 3rd level) appear to arrest the PCs.

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

©1994 TSR, Inc. All Rights Reserved.

Visit from an Old Friend

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 10,000 for defeating the lich



For a Handful of Feathers

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Dexterity, Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000 for retrieving feathers successfully



Tadpoles

Danger: High
Climate: Tropical
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 16,500 per blue slaad killed, 7,500 per red slaad killed



Visit from an Old Friend

Area: This encounter occurs in any poorly traveled area far from help.

Situation: The PCs are angry and baffled; an offer of employment in a remote region has come to nothing. Even though they received a goodly sum as an advance, there was nobody to meet them and no work to be done.

On the way home, they are attacked by a flurry of devastating spells: *fireball*, *lightning bolt*, *cloudkill* and *finger of death* virtually one after the other. Their assailant is high in the air, landing after these four spells have "softened up" the party. Advancing, the PCs notice that his garb is very familiar; in fact, he is an old enemy destroyed years ago by the party! The

heroes could have sworn they killed him—but a jagged bolt of lightning reveals the truth: their old enemy is now a lich!

He continues to attack the PCs with all the magic at his command (which is considerable, as he was an 20th-level wizard).

The PCs don't have much time for subtlety; their objective is plain. It's them or the lich.

Quick Stats: Lich: MV 6; AC 0; HD 11+9; hp 51; THAC0 9; #Att 1; Dmg 1-10; MR Nil; Spells; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

For a Handful of Feathers

Area: This encounter occurs in a colossal mountain range, with steep cliffs and nearly inaccessible peaks. Teleporting in or out, or scrying in this mountain range is impossible.

Situation: Someone close to the PCs lies dying of a terminal illness. According to a healer, the only hope is to seek out feathers from the phoenix; a potion made from these can cure this illness.

Rumor says a phoenix appears in a distant mountain range once every month or two. This is the only information the PCs can discover.

The mountain range is hard to traverse; it requires nearly a month of foot travel to reach the legendary peaks. PCs notice that some of their magic (such as communica-

tion and movement magic) doesn't work properly here.

At the peak, the PCs find an ancient man who asks them why they have come. He approves of their reason, if told, and then summons the phoenix (using the spell found on **MM**, page 289). When it appears, the characters can recover a few feathers—then the phoenix departs. The PCs must roll under their Wisdoms on 1d20 or be awestruck by the phoenix's beauty for 2d10 rounds.

The PCs must hurry, but the potion works perfectly.

Quick Stats: Phoenix: MV 6, FI 39 (D); AC -3; HD 20; hp 92; THAC0 1; #Att 1 or 2; Dmg 2-12 or 1-8/1/8; MR 50%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Tadpoles

Area: This encounter occurs in a city's Wizard Quarter, on a street mostly populated by mages. Perhaps one of the PCs has a shop located there, or they are browsing for magical items, when the encounter begins.

Situation: Yet another magical catastrophe has happened on the Street of Mages. Nosta the Inept (a woefully inadequate wild mage) has tried conjuring up a bowlful of exotic frogs for his "Emporium of Strange and Wondrous Creatures," and ended up bringing a horde of slaadi to the Prime Material Plane!

Three blue and five red slaadi are rampaging through the streets less than 60 yards from the PCs. Only the PCs are

armed and equipped to fight them, but there is backup available within a couple of minutes if the PCs get into serious trouble.

Meanwhile, Nosta (W14) is trying to get the situation under control. There is a 20% chance that he'll accidentally gate in 2 more red slaadi, and a 5% chance he'll manage to gate out one or two of the ones already there.

Quick Stats: Blue Slaadi (3): MV 6; AC 2; HD 8+4; hp 63, 59, 51; THAC0 11; #Att 5; Dmg 2-12/2-12/2-12/2-12/2-16; MR 40%

Red Slaadi (5): MV 6; AC 4; HD 7+3; hp 44, 43, 41, 37, 26; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR 30%

©1994 TSR, Inc. All Rights Reserved.

Deck of Encounters Icons

Climate: Arctic, Sub-arctic, Tem-
perate, Subtropical, Tropical



Checklist, Part 4 of 6

- 217: Barnabas the Bold
- 218: Ship Ahoy!
- 219: Twan San Po at the Bridge
- 220: Dirty Darrin
- 221: Horation Swordsinger
- 222: Quest for Ramael
- 223: Visitors in the Night
- 224: My Purse Is Empty?
- 225: Shoe Tax
- 226: Pity Me Not
- 227: Balanced Ecology
- 228: Sister Alison
- 229: Get Out of My Forest
- 230: Little Knowledge
- 231: Tomb Robbers
- 232: Baldrik's Cube
- 233: Ill Omens

- 234: Dead(?) Wizard
- 235: Prisoner, Part 1 of 3
- 236: Prisoner, Part 2 of 3
- 237: Prisoner, Part 3 of 3
- 238: Map It Out
- 239: City Guards, Part 1 of 3
- 240: City Guards, Part 2 of 3
- 241: City Guards, Part 3 of 3
- 242: I Dare You
- 243: A Lovely Sea Voyage
- 244: Guild War, Part 1 of 3
- 245: Guild War, Part 2 of 3
- 246: Guild War, Part 3 of 3
- 247: Breakout!
- 248: Sloshed
- 249: Foreign Turf
- 250: Town and Town Again
- 251: High Society
- 252: Clean Living



Coup d'Etat

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 200
Icons: Low, Temperate, Forests,
Charisma, Strength, NPC



Deck of Encounters, Icons

Attributes: Strength, Dexterity,
Intelligence, Wisdom, Charisma



©1994 TSR, Inc. All Rights Reserved.

Checklist, 4 of 6 (Back Side)

253: Bigger than My Stomach
254: Mad Scientist, Part 1 of 2
255: Mad Scientist, Part 2 of 2
256: Fizzt! Zop!
257: I Can See It!
258: Gold!!!
259: This Blasted Door
260: My Head Hurts
261: Deflated Ego
262: It's Amazing
263: Lost My Gnolls
264: Foggy Situation
265: I'm So Cold
266: Rust Man
267: Old and Moldy
268: Deep Trouble
269: Muddy Men
270: Rags to Riches
271: Snake Underfoot
272: Drow Messenger
273: Spider Sandwich

274: Black Bart
275: Steed for a Wizard
276: Grazing
277: Caretaker
278: Help My Mom
279: Baby Monster
280: Wood Eater
281: Olive Oil
282: Jelly Sandwich
283: Behind You
284: Gulguthra
285: Big Stink
286: Bar Hunting
287: Wings of an Eagle
288: That's Sharp

©1994 TSR, Inc. All Rights Reserved.

Coup d'Etat

Area: This encounter is set deep in the heart of a well-traveled forest.

Situation: Wandering through the woods, the party members hear a commanding voice ordering them to halt. On cue, scores of men and women step out from behind the foliage to reveal loaded crossbows. In addition, a raven-haired man and woman walk brazenly up to the party.

They inform the group that this is, indeed, what it looks like—a robbery, adding that it would be in the characters' best interests to hand over any weapons and coins. The pair, obviously related, emphasize that they have no interest in jewelry, just arms and money.

If asked the reason for their selective

nature, the woman smiles boldly and tells the party that they have the honor of being held up by a group of rebels who wish to overthrow the local ruling tyrant. The weapons will fill the hands of their troops and the money will buy provisions and such. They have no wish to take jewelry because such items often carry sentimental value to the owners, making them worth more than their mere value in gold.

The party may either surrender their items, fight the outlaws and their band, or join the cause.

Quick Stats: Outlaws (52): MV 12; AC 4; F1 (leaders F3); hp 6 (leaders 19, 18); THAC0 20 (18); #Att 1; Dmg by weapon (crossbows, hand axes); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Spy's Disguise

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: PHBR2 (Thief)
XP Value: 60



A Little Knowledge

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: PHBR4 (Priest)
XP Value: 25



Armed and Dangerous

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 10



Spy's Disguise

Area: This encounter occurs in any city having plenty of political intrigue.

Situation: Having recently performed some task of import for the governor, the party members have been invited to a celebration inside the castle. The music is gay, the food good, and drink plentiful.

During the evening, the more perceptive characters might notice that one of the guards continually disappears upstairs for a few moments at a time. If he is followed, the characters will learn that the guard is making his way to the governor's study and trying various keys in the lock. Finally, he gives up, removes his gauntlets, and proceeds to pick the lock.

If accosted then, he explains that he is

merely testing the security of the governor's quarters. Then he heads downstairs and attempts to disappear in the crowd, never to be seen again, unless he is apprehended by the PCs.

However, if the characters wait, he will open the door, sneak in, and rifle through the governor's military secrets until he finds several important maps and battle strategies. If he is confronted now, he will attempt to silence the characters quickly with his poisoned dagger blade.

If the party thwarts the spy, they will be awarded the highest honors and given permanent luxurious living quarters.

Quick Stats: Spy: MV 12; AC 6; T4; hp 23; THAC0 19; #Att 1; Dmg by weapon plus poison; MR Nil

©1994 TSR, Inc. All Rights Reserved.

A Little Knowledge

Area: This encounter is set in any town or city.

Situation: While relaxing in a peaceful tavern, the party members notice a scholarly appearing man enter, glance about the place, and then walk directly toward the group. At the table, the eager man introduces himself as Mordechai, an academician of no small repute. He will then proceed to inform the party just what an academician is. Afterward, he will explain that he wishes to spend some time in the company of an adventuring party. He is willing to cover the group's expenses during this time and promises not to get in anyone's way.

As the party journeys with Mordechai, it

will quickly become apparent that he does not like to be wrong. That particular personality trait is not too terrible, since it rarely happens, but the few times when he refuses to back down even in the light of contrary evidence can cause quite a stir. Coupled with his lack of tact, Mordechai's argumentative nature is doubly dangerous when the party is involved in any sort of negotiations. If the characters do not force Mordechai to depart before a month's time passes, he will tire of the group and leave on his own, but only after offering a few parting tidbits of his wisdom.

Quick Stats: Academician: MV 12; AC 10; W4; hp 6; THAC0 19; #Att 1; Dmg 1-2 (fists); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Armed and Dangerous

Area: This encounter takes place in a small frontier community.

Situation: Arriving in town, the PCs notice that many members of the population watch them carefully and shy away when approached. Shortly afterward, the town constable arrives with several of the watch and requests that the party follow him. The guards back up his request with a show of halberds and swords.

The party is lead to several holding cells in an aboveground prison, where they are relieved of their weapons and placed in jail in groups of two. Once inside, the constable begins a long-winded lecture on the safety of his community and explains that ruffians like the party members will not be

tolerated. If asked how the party members have demonstrated rough behavior, the constable will simply reply that he has a good sense of character and that the group looks dangerous.

After a few days in jail, the party will be released and told that they are free to roam about the town, providing they cause no trouble. However, only when they are ready to depart the boundaries of the community will their weapons be returned. During the group's entire stay in town, no one will sell arms to them.

Quick Stats: Constable: MV 9; AC 6; F2; hp 10; THAC0 19; #Att 1; Dmg by weapon (halberd, long sword); MR Nil

Guards (6): MV 9; AC 6; F1; hp 7; THAC0 20; #Att 1; Dmg by weapon (halberd, long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Truth in Rumors

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10



The Small Con

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 25



Sleep Tight

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10



The Truth in Rumors

Area: This encounter is set within any walled community.

Situation: Inside a seedy tavern, shortly before the party departs from the town, they are approached by a storyteller who relays the tale of Edrake the rake. As the story goes, Edrake took from his love, the wife of the duke, the platinum-and-ruby torc that symbolized her noble position. To this very day, says the bard, Edrake and the torc have yet to be found.

Nothing else is heard of Edrake, though if they ask around, the party will learn that the bard's story is actually about fairly recent events. When the party attempts to leave town, they are stopped by the gate guards. Along with several other groups of

people trying to leave, the party is brought into a large waiting room, where they are eventually searched individually.

Upon whichever character sat closest to the bard, who was Edrake himself, the guards find the missing torc. Edrake had successfully slipped the torc into the party member's belongings unnoticed, confident of retrieving it later after leaving town.

Avoiding criminal charges, in addition to the wrath of the duke, requires some fast-talking by the party. In fact, only if they think to associate Edrake with the bard will the guards bother to investigate their story.

Quick Stats: Gatekeepers (18): MV 6; AC 4; F1; hp 6; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Small Con

Area: This encounter takes place in any large town or city.

Situation: While the party members are wandering about the bazaar buying and selling late one afternoon, one of them feels a tug on his or her tunic. Looking down, there is what appears to be a young boy, barely nine years old.

The boy slowly and shyly explains that he was visiting town with his parents, who are weavers here to hock their wares, and has apparently been left behind. The boy goes into perfect detail, describing a situation in which he quite obviously wandered away, all the way insisting that it must have been his parents who have forgotten him. The boy, claiming to have no knowl-

edge of how to find his mother and father, hints that he is exhausted, and that the morning might be a better time to locate the missing parents.

The boy, who is actually a halfling con artist, will accept free lodging if offered, and attempt to filch what he can that night, leaving once his pockets have been filled. If he cannot collect any treasure during the course of the evening, he will try to mooch what he can before he wanders off in a crowd later that day.

Quick Stats: Halfling Con Artist: MV 6; AC 10; T1; hp 4; THAC0 20; #Att 1; Dmg 1 (fists); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Sleep Tight

Area: This encounter takes place in a remote inn far from any measure of civilization.

Situation: Having been on the road for several weeks, the party happens upon a crossroads inn, the only shelter they have seen for a long time. From the outside, it is obvious that the dilapidated building has seen much use.

Stepping inside just as another night of rain is about to descend upon the region, the party notices that the interior brings little change from the decrepit appearance of the exterior. However, as soon as the characters enter the commons room, the innkeeper greets them with a warm welcome and directs them to the fire. His wife

is no less friendly, serving hot food and cool drinks with little wait. In the corner, two children sit in the lap of their grandmother, listening intently to the stories of kind sprites and goodly knights.

After dinner, the handful of other guests gather around the party to exchange tales of adventure, while the innkeeper and his wife rock the children to sleep.

When the characters awaken the next morning, they discover that their beds are infested with vermin which have spread to themselves and their clothing. The creatures are fairly harmless, though extremely irritating for about a week.

Quick Stats: Innkeeper and Wife (2): MV 9; AC 10; 0-level; hp 2; THAC0 20; #Att 1; Dmg 1 (fists); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Family Matter

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 65



The Rights of Miners

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



Splitting Hairs

Danger: Low
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 630



Family Matter

Area: This encounter can be set near any community.

Situation: In town, the party is approached by a well-dressed half-orc who invites them to dine with him at a nearby, expensive tavern. Inside the dining hall, the half-orc, who orders only the finest for his guests and himself, is treated especially well by the waitstaff.

Only once the last plate has been removed does the half-orc discuss his reason for speaking with the group. He tells them that he is extremely displeased with a particular individual whom he would rather see . . . discouraged from living. He is willing to pay the party 100 gp each to find this individual, providing they either

capture the quarry or bring proof of his demise to the half-orc.

The target is the chieftain, the sole survivor in fact, of a recently conquered orc tribe. The tribe fell, he says, because their chief chose to trade their lives for gold. What he does not reveal is that his human mother lived with the tribe, and that he is the chief's bastard son. He does, however, offer hints about the chief's probable hideouts.

The orc chieftain will fight to the death, fully aware of what capture brings him. He has 250 gp in his lair.

Quick Stats: Orc Chief: MV 9; AC 4; HD 3; hp 15; THAC0 17; #Att 1; Dmg by weapon +2 for Strength; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Rights of Miners

Area: This encounter is set in any mineral-rich hill country.

Situation: A group of miners seeks audience with the party members to discuss the prospect of acting as bodyguards. The miners claim they have a right to remove the valuable copper ores from a newly discovered vein, yet a group of goblin miners seem to feel the ore belongs to them.

The miners will share 20% of the value in gold of each day's dig (500 gp) with the party if they will protect the miners from goblin raids.

The first two days are uneventful, but late on the third day, 18 goblins rush into the mines in a surprise attack. The goblins are only interested in supporting their

claim, swooping in to attack for only 2-4 rounds before bolting. The attacks come once a day at varying times. If, at the end of one week—and seven attacks—at least two-thirds of the miners still live, the goblins give up their hold on the mine. Conversely, if miners' numbers ever drop below 66%, they pack their gear and whatever copper has already been collected and depart from the hills, leaving the mine free for the goblins to strip.

Quick Stats: Goblins (18): MV 6; AC 6; HD 1-1; hp 4; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Splitting Hairs

Area: This encounter is set in any wilderness terrain.

Situation: Making their way through the rocky wilderness, the party members begin to hear the sounds of battle around a bend. Investigating, the group happens upon a score of gnolls fighting each other with weapons, fangs, and claws.

The creatures are oblivious to the arrival of the characters, who have the option to depart without attracting attention. An intelligent party that wants to slay the gnolls will wait until the battle ends, leaving only the weary victors as opponents. In the latter case, only 2-12 gnolls will remain standing when the combat comes to a close. However, if the characters attack

immediately, all 30 gnolls will temporarily cease their infighting to confront the party.

The gnolls have one large piece of treasure—the source of their contention. On a recent raid, one of them pulled a *brooch of shielding* from a victim's vest. However, the item is not on any of the humanoid's bodies, having been thrown during the initial battle between the gnolls. The party members will be able to learn this from the curses and accusations yelled during the gnoll's fighting, if any of the PCs are able to speak gnoll.

Quick Stats: Gnolls (2-30): MV 9; AC 5; HD 2; hp 5; THAC0 19; #Att 1; Dmg 2-8 (by weapon); MR Nil

©1994 TSR, Inc. All Rights Reserved.

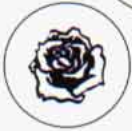
Boarding Party

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,200



The Guide

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 65



Bigger and Better Prey

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 720



Boarding Party

Area: This encounter is set in any coastal waters.

Situation: During a long voyage through treacherous waters, the party's ship crashes into some large rocks. The captain tells the party that the damage is minimal, but serious enough that they should find land and effect repairs in shallower waters.

After a day of bailing water, the signal from the crow's nest indicates that land is nearby. Just as the ship is turned toward the land, one of the crew members falls to the deck with a quarrel protruding from his side.

The attack came from a sahuagin's crossbow, and a quick glance reveals that there are about 18 of the vile sea creatures

surrounding the ship. The sahuagin toss their nets and fire their crossbows, hoping to bring most of the individuals on board into the brine below. There beneath the depths wait six more sahuagin to drown those who fall in the water.

If the battle seems to go the way of the party, one of the underwater sahuagin will use its conch shell to give the sound for reinforcements. In 3-6 rounds, 12 more sahuagin will arrive, though they will be carrying only spears or tridents (no nets).

Quick Stats: Sahuagin (24): MV 12, Sw 24; AC 5; HD 2+2; hp 11; THAC0 19; #Att 5 or 1; Dmg 1-2/1-2/1-4/1-4/1-4/1-4 or by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Guide

Area: This encounter is set in the mountains near any community.

Situation: While crossing through treacherous mountains, the party discovers that they are quite lost. Unfortunately, they have gone too far simply to retrace their steps, and the rocky terrain makes tracking impossible.

Traveling a little bit farther, the party happens upon a small mountain village. The people are extremely hospitable, offering food and shelter for as long as the party needs it. However, they do not know the mountains very well beyond a few miles away from their village, nor are they willing to send a guide with the characters. Fortunately for the party, they know the

location of a nearby aarakocra lair, whose residents do not seem too vicious. Perhaps, if offered something shiny, one of the aarakocra would be willing to guide the party out to their destination.

Once headed in the right direction, it is not too difficult to attract the attention of one of the bird men. Any of the aarakocra will be quite friendly if given gold or gems, but only one in 10 will be able to communicate with the party in the Common tongue.

Quick Stats: Aarakocra: MV 6, Fl 36 (C); AC 7; HD 1+2; hp 7; THAC0 19; #Att 2; Dmg 1-3/1-3 or by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Bigger and Better Prey

Area: This encounter is set in a large underground lair.

Situation: Exploring the ruined dungeon lair of a variety of creatures, the party discovers several short, humanoid skeletons. The skeletons have no treasure, but their weapons and armor are still well intact.

With a little searching, the party will discover several marks along the floor, perhaps indicating that the skeletal bodies have been dragged into the room. While the characters are investigating, they hear a loud yelp come from down the corridor, followed by several shouts. A moment later, a naked goblin bolts into the room and attempts to shut the door behind him.

As the group begins to react, the door is

forced open and six bugbears charge in. Seeing the party members, the bugbears forget their initial quarry, the goblin, and set upon the characters.

The goblin will not help in the fight against the bugbears, having no weapons, but will try to stay in the farthest corner away from the scuffle.

The bugbears have no treasure, but if the goblin is allowed to go free, it will attempt to lead the party to the bugbears' treasure room. In it can be found 1,200 sp, 187 gp, and a *dagger* +1.

Quick Stats: Bugbears (6): MV 9; AC 5; HD 3+1; hp 16; THAC0 17; #Att 1; Dmg 2-8 or by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

One Hundred Legs

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 770



Rowdy Dwarves

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,750



Practical Joke

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Intelligence, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 650



One Hundred Legs

Area: This encounter is set in a plains area near a small community.

Situation: While the party is in town, several farmers approach them with an offer. They tell the characters that their livestock is in danger of annihilation. A horde of about 20 giant centipedes have been sweeping through the farms, feasting upon the sheep, cattle, and poultry.

The farmers who have yet to be hit offer the party members 50 gp each—most of the farmers' life savings—to stop the swarm before they kill more valuable animals. However, they must decide quickly before the centipedes strike again.

Being extremely stupid creatures, the centipedes follow a predictable pattern,

making it easy to determine where they will attack next.

This time they come shortly before dusk, all 22 of them overrunning the fields as they rush the goats. The party must try to contain all of them immediately, because those who are not engaged will ignore the characters and head for the livestock.

The farmers make good on their offer, adding two gold candlesticks if the party succeeds before anything else is lost. However, the payment is reduced by 10 gp per character for each farmer that is hit before the party acts.

Quick Stats: Giant Centipedes (22): MV 15; AC 9; HD $\frac{1}{2}$; hp 2; THAC0 20; #Att 1; Dmg Nil; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Rowdy Dwarves

Area: This encounter takes place in a rowdy city tavern.

Situation: Late one night inside a crowded tavern, a group of 10 dwarves begins to get quite rambunctious. The noise is so loud that the complaints of the other patrons can barely be heard. After a while, the bouncer moves in to quiet things down, but the drunk dwarves quickly send him across the room and onto the party's table.

If the characters do not respond to having the bouncer served up, the dwarves begin to jeer at them and eventually move over to toss food in their faces. Finally, the dwarves start throwing punches, and the only way to avoid a fight is by leaving. However, if the party members do oblige,

the rest of the tavern will clear out.

Though thoroughly inebriated, the dwarves are not truly hostile, and will refrain from drawing their weapons (war hammers) unless the characters draw theirs or begin casting offensive magic. When they finally sober up, the dwarves toss enough gold to the proprietor to cover any damages and buy a round of refreshment for the party members, regardless of who wins the brawl.

Quick Stats: Dwarves (10): MV 6; AC 4; F1; hp 7; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Practical Joke

Area: This encounter occurs as the characters cross through hilly terrain.

Situation: Having been warned in nearby communities of the haunted nature of the hills, the party is venturing through the valleys on an important mission.

As the characters sleep for the night, one of the early watches is confronted by an unusual sight. Standing before the character is a beautiful or handsome ghost, beckoning the character to follow. If the character does not follow, the ghost shrugs and dissipates, otherwise, it leads the character into a mushy pile of mud or fecal matter before laughing silently and then disappearing.

Another character sees a great army of

elephant-riding ogres stampeding toward the party, only to fade just as it reaches the characters. Finally, the party members are confronted by a large hill giant, who storms into the camp and attempts to stomp on the group and pound them with his great club. As the giant disappears, faint giggling can be heard off in the distance.

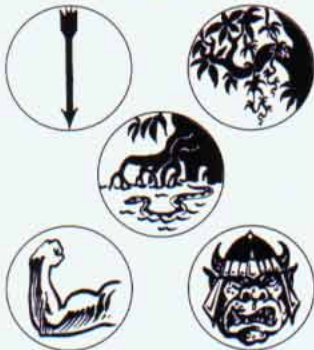
When dawn comes, nine gnomes come trodding into the campsite, lead by a tenth one. At the leader's insistence, the other nine promptly apologize to the group for all of their illusionary games.

Quick Stats: Gnomes (10): MV 6; AC 10; I4; hp 10; THAC0 19; #Att 1; Dmg by weapon; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

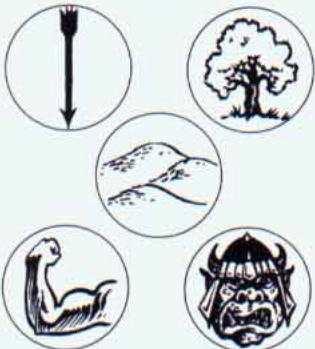
Ambush in the Marsh

Danger: Low
Climate: Tropical
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,550



Chain Gang

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,620



Company of the Red Wing

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR1 (Fighter)
XP Value: 175



Ambush in the Marsh

Area: This encounter takes place deep in a tropical swamp.

Situation: While carving their way through dense tropical marshlands, the party members hear a barely audible hissing sound—the sound of lizard men giving the signal to attack.

Suddenly, a dozen lizard men charge through the reeds and murky water and begin attacking the party. Interested primarily in the characters' flesh, the lizard men fight ferociously, doing everything in their power to prevent any party members from fleeing.

If the tides of battle turn against the reptilian creatures, they do not retreat, instead calling for reinforcements. Such reinforce-

ments will arrive in 2-4 rounds, consisting of 12 additional lizard men.

The lizard men have no treasure on them, since they were on a hunting mission. However, if all 24 are slain, it is possible to follow their slimy tracks back to their lair. Inside is the various booty taken off the lizard men's past meals: 220 gp, 137 sp, 17 pp, and a *potion of human control* (*dwarves*). In addition, characters skilled in skinning may be able to stomach removing the scales from the lizard men. Such hides can later be shaped and hardened to act like scale armor (AC 6).

Quick Stats: Lizard Men (12-24): MV 6, Sw 12; AC 5; HD 2+1; hp 11; THAC0 19; #Att 3; Dmg 1-2/1-2/1-6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Chain Gang

Area: This encounter occurs in any humanoid-infested collection of hills.

Situation: While traveling through a hillside valley, the party members hear the nearby sounds of a struggle. Approaching closer, the group can begin to make out the sounds of gruff arguing. The language is unfamiliar to those who do not speak ogreish.

Eventually, the characters happen across a rather humorous scene—six ogres clapped together in irons. The chains are lined together linearly and worn down obviously from multiple attempts to break them. The manacles only bind the ogres to each other at the arms, which normally would make movement possible. However,

the ogres are so intent on going their separate ways, they have yet to cooperate and move in a single direction.

When the ogres finally notice the party members, they whine, and beckon the characters to them, gesturing for help in removing the chains. It is a lose-lose situation for the party, for if they free the ogres, the giant humanoids will attack them in vengeance for what was done to them by other demihumans. Yet, if the characters do not help, the ogres will attack in vengeance for what was *not* done!

Quick Stats: Ogres (6): MV 9; AC 5; HD 4+1; hp 24; THAC0 17; #Att 1; Dmg 1-10 (or by weapon +6); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Company of the Red Wing

Area: A small town which seems to be quiet enough is the scene.

Situation: The town is without a city guard, per se. Instead, it has hired mercenaries, The Red Wing Company, which provides security. The PCs find that the townsfolk will not talk with them and do not talk much when they are around. After dark even the tavern crowd dissipates as the curfew is sounded.

The mercenary company is a well-disciplined military machine, but it was not trained or equipped for this mission. This has led to a split in the company between the mercenaries and the myrmidons.

The PCs see several of the mercenaries terrorizing an old man and his daughter

right in the middle of the now deserted street. No one who is left in the tavern lifts a finger to aid them, since they are all too afraid of the mercenaries.

If the PCs also do nothing, the mercenaries enter the bar a few moments later and insist they pay a nonresident fee, at the same time extorting free drafts from the terrorized bartender. This harassment continues as long as the PCs stay in town.

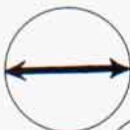
Should the PCs turn in the offensive troops, they will be dealt with harshly by the unit commander. If they take matters into their own hands, a fight ensues.

Quick Stats: Red Wing (5): MV 6; AC 3; F4; hp 28; THAC0 17; #Att 1; Dmg by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

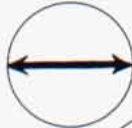
Meeting with a Lady

Danger: Medium
Climate: Sub-arctic
Terrain: Mountains
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: **PHBR3 (Wizard)**
XP Value: 975 per priest, 120
per warrior



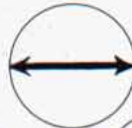
To Enter the City

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 420



Save a Friend

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 120



Meeting with a Lady

Area: A high mountain pass is the scene.

Situation: The PCs see little except for the rugged mountain pass rising up on all sides of the party. The PCs were informed that this trail is rarely used, but not told why, and that this is the quickest way to get to where they are going.

The PCs see a small building on the trail ahead. They then notice movement all around them. In a moment, they find themselves surrounded by well armed and equipped women.

From the structure emerges a tall woman who strides forth with great purpose and confidence. She tells the PCs they are trespassing on the territory of the amazons. Female party members are allowed to pass.

However, male PCs must be vouched for by the women in the party. The men must either elect to withdraw the way they came or pass through with the women, provided they agree to fulfill a quest for the amazon high priestess.

Quick Stats: Amazon Priestess: MV 9; AC 5; P6; hp 30; THAC0 18; #Att 1; Dmg by weapon (mace); MR Nil; Spells

Amazon Warriors (12): MV 6; AC 3; F4; hp 33; THAC0 17; #Att 1; Dmg by weapon (spear, long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

To Enter the City

Area: The PCs are outside a large city, trying to get in.

Situation: The PCs are on a mission that forces them to enter this city for information. There are only two gates to the city. One is closed and the other has a long line leading up to it.

If the PCs attempt to cut ahead of the line and enter the city, a cry rises up from those waiting in line. In addition, the city guard at the gate orders them in no uncertain terms to the rear of the line.

The PCs see numerous people being forced out of line at the front to set up their camp at the side of the road, refused entry to the city.

When the PCs reach the gate, the city

guard searches them and any mounts they have. They are informed that entry fees are 500 gp per person and 250 gp per mount. They are also required to leave all weapons over 2 feet in length at the station or pay a fee equal to the cost of the weapon times 10 to be allowed to carry the weapon inside. (Magical weapons pay as normal ones.) If the PCs refuse, and an impasse seems imminent, the guard will suggest a "reasonable solution" (read: bribe) that would be "mutually agreeable to all concerned." In this manner they can line their own pockets, and the PCs will be allowed entrance into the city.

Quick Stats: City Guard (4): MV 6; AC 0; F7; hp 55; THAC0 14; #Att 1; Dmg by weapon (bastard sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Save a Friend

Area: Any moderate-sized town will do.

Situation: It is early in the evening when the characters arrive in town. It looks like a normal evening as the PCs ride up to an inn. However, there is a confrontation going on just inside the door.

A group of men assaults a single man, drags him out past the PCs and over to a large tree near the inn. The six men surrounding the victim are extremely agitated.

As one of the men throws a rope over a high branch, the others prepare the victim for hanging. One of the PCs sees the man's face for the first time, and is shocked to recognize an old friend of his.

The prisoner's eyes widen in surprise and calls out for help once before he is

punched and gagged. At this point a guard walks up, but takes one look at what is going on and walks away.

The group of men are not willing to talk. With no help from the city guard the PCs must take matters into their own hands.

The lynch mob is angry, but not well prepared for defense against the PCs. A rescue should be easy to effect. After eluding their opponents, the old friend admits he is guilty of cheating at cards and had taken the men for a large amount of gold pieces.

Quick Stats: Lynch Mob (12): MV 12; AC 8; F1; hp 6; THAC0 20; #Att 1; Dmg by weapon (short sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Trees Are Alive

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



Let the Buyer Beware

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 3,000



Dark Raiders

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 120



The Trees Are Alive

Area: This occurs at the PCs' camp, with a campfire, in a forest.

Situation: The PCs have set up camp and have established watches. The campfire illuminates the night with an eerie sense of unreality. Suddenly one of the sentries notices that the trees seem to move, and continue to appear this way until the sentry wakes the party. All apparent motion ceases when the PCs are aroused, resuming only after they settle down again. This may occur several times during the watch, irritating the PCs who are trying to sleep.

Just before the end of the watch, the sentry sees a tree pick itself up and move straight at the camp, waving its long branches.

When the tree is face to face with the sentry it stops and booms at the PC in a long, monotonous drone to extinguish the fire immediately. Several other trees move closer, animated by the treant. Angered by the PCs' inconsiderate fire-building and the unwarranted invasion of his territory, the treant warns of imminent reprisals if the intruders remain in the vicinity.

If necessary, the treant will use force to get the PCs to comply, but is counting on its size and intimidating manner achieve its goal.

Quick Stats: Treant: MV 12; AC 0; HD 12; hp 90; THAC0 9; #Att 2; Dmg 4-24; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Let the Buyer Beware

Area: A large city with a world-famous marketplace is the setting.

Situation: This town is renowned for the fact that magical items can be bought and sold here rather easily.

In shop after shop, while looking for magic, the party members are directed to a small booth on the square. Investigating the booth reveals walls well stocked with magic merchandise.

Yet something seems amiss; the merchants look more like penniless fighters and thieves than wealthy merchants.

The reason for this becomes clear when closer examination reveals most of the items to be weak, medium-level magical items costing 10 times their experience

points in gold pieces. Hagglng brings this down to five times their experience-point value. The head merchant constantly paces back and forth in the booth, pausing at the back and mumbling to himself (actually whispering to the arcane sitting there).

The PCs will not know that the magical items they have bought have severe limitations—low charges, or even a limitation on the time the item remains magical. Of course, by the time anyone finds out about this, the arcane and his entourage will be long gone.

Quick Stats: Arcane: MV 12; AC 5; HD 10; hp 60; THAC0 11; #Att 1; Dmg by weapon (short sword); MR 40%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Dark Raiders

Area: Rough terrain near a small mountain town is the scene.

Situation: The PCs have been traveling, but must stop for the night. During the night the sentry must make a surprise roll at -3 or be surprised by a couple of spear throwing bugbears.

The bugbears are 60 feet away, the limit of their infravision, when they suddenly attack, then withdraw with haste. Their objective is to draw the PCs into an ambush.

The ambush consists of a shallow steep ravine in which four bugbears are hiding. The scout bugbears jump the ravine, making it seem easy enough for the PCs to do the same. Once across the ravine the bug-

bears rear up, throwing spears at the party and charging the last PCs in the group.

Two more bugbears join in the melee from shallow dirt-covered positions they occupied near the ravine. These rise up among the party and attack ferociously. Having succeeded in leading the PCs into this ambush, the two bugbear scouts turn and charge the front party members.

Quick Stats: Bugbears (8): MV 9; AC 5; HD 3+1; hp 20; THAC0 17; #Att 1; Dmg by weapon (spear, broad sword); MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Watch Where You Step

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



Stealing a Kingdom

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



Into the Graveyard

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



Watch Where You Step

Area: This occurs at an old, abandoned manor house which the locals call "haunted."

Situation: The PCs have returned to a childhood home town. Since they were small they have known of "The House."

"The House" is straight out of a horror tale, a place where children go in and no one comes out. The house was used when the PCs were small children to make them behave. ("Stop that this instant or I'll send you to The House!")

Now, as adults, they meet an old friend whose child has disappeared after going exploring the house. Is "The House" as frightening as they remember?

When the PCs enter the cobweb-filled

house they find nothing but dust and dirt, at least on the first floor and upstairs.

The trouble begins in the basement, when the PCs descend the wooden staircase to reach the sub-level. The basement floor is actually a permanent illusion: anyone stepping on it falls into the 20-foot-deep pit below which holds two cloaklers lying in wait for any unsuspecting victims. There are 8,000 cp and 3,000 sp in the bottom of the pit.

Quick Stats: Cloaker (2): MV 1, FI 15; AC 3(1); HD 6; hp 36; THAC0 13; #Att 2+Special; Dmg 1-6/1-6/Special; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Stealing a Kingdom

Area: This takes place in the wilderness, then moves to a nearby king's castle.

Situation: The PCs are on an expedition when they find an old man lying at the side of the trail. He appears to be dazed, and wears tattered remnants of fine, rich clothing such as a noble would wear.

If the PCs aid the old man he tells them both his king and country have been taken over by a usurper. The usurper is a shape-changer, therefore the people of the kingdom aren't even aware their king has been ousted.

The old man, who was once chief councillor, has been replaced by one of these shape changers. He knows that the princess has also been replaced, but he cannot be

sure if anyone else has.

He begs the PCs to help him restore the rightful line to the throne and release his people from the tyranny under which they now live.

Simply showing up with the old man in tow is certain to get them all killed. The PCs must use their heads about this one or they will surely lose them.

The king is being held prisoner in the dungeon, so the doppelgangers can slowly replace the king's handwriting with their own.

Quick Stats: Doppelgangers (6): MV 9; AC 5; HD 4; hp 24; THAC0 17; #Att 1; Dmg 1-12; MR Special; Special attack

©1994 TSR, Inc. All Rights Reserved.

Into the Graveyard

Area: A walled graveyard on the outskirts of a large city is the setting.

Situation: It is after dark, and the PCs are enjoying the nightlife of the town when one of them notices that his purse strings have been cut. Something very valuable to the PC has been taken. Looking around, he sees the culprit slipping out the back door of the pub.

If the PCs chase after him, the thief slips down alleys and around corners, finally disappearing into the graveyard on the edge of town. The arched, marble entrance gate is open, and the PCs have no trouble following.

Once inside, however, it is quite another matter to find their quarry. The PCs sud-

denly hear a scream coming from a mausoleum. As they arrive a very old halfling thief crawls out the door, followed by a shimmering translucent figure of the ghost that lives there, offended by the presence of the living.

If the PCs withdraw immediately, they are not pursued. They do not regain their stolen items, either.

If the PCs defeat the ghost they find the thief's treasure hoard of 3,000 sp and 2,000 gp.

Quick Stats: Ghost: MV 9; AC 0; HD 10; hp 60; THAC0 11; #Att 1; Dmg Age 10-40 years; MR Nil; Special attacks and defenses.

©1994 TSR, Inc. All Rights Reserved.

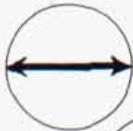
Visit to the Wizard's Tower

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



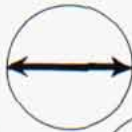
Beware of the Song

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 each



Sinking Ship

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 120 each



Visit to the Wizard's Tower

Area: A tower belonging to a wizard is the scene.

Situation: The PCs are searching for an item which is rumored to be held in the top of a wizard's tower. It is well known that the wizard of the tower has not been seen for several years.

The PCs arrive at the tower, which stands in the middle of nowhere, in the most desolate hills the PCs have ever seen. It stands 30 feet tall and is in surprisingly excellent repair for not having had a caretaker all these years.

The door of the tower is not locked. The first floor, a meeting hall, is found to be in perfect shape, not even dusty.

As the PCs proceed upstairs they find a

wizard's chambers, again in perfect shape. There is little of interest here.

The top floor is the wizard's laboratory. It is here they meet the tower's guardian, a flesh golem. The golem attacks at once and fights until the PCs defeat it, or they leave the tower.

If they vanquish the golem, the PCs will find the item they have been looking for. The item is found to be much weaker than the rumors had made it out to be. Most of its power came from the wizard who wielded it.

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

©1994 TSR, Inc. All Rights Reserved.

Beware of the Song

Area: The PCs are aboard a ship traveling along the coast.

Situation: The PCs have booked passage on a ship traveling down the coast. A storm is brewing and the captain has elected to try to keep close to the coast in case the storm hits and he needs to beach the ship to ride it out.

The ship is passing near a set of cliffs, with numerous underwater reefs. The storm continues to close in when suddenly, the ship is enveloped in song. The crew is the first to hear it, and they turn the ship in toward shore.

If any of the PCs is on deck, he or she has a chance of being affected as well. If below deck, the first sign of real trouble is

when the ship hits the reef and her hull is staved inward, causing her to take on water.

The PCs have only one full turn to gather what they can and get into the water, which is 10 feet deep here, before the ship sinks. Once in the water, the party members see the harpies circling overhead, ready to pounce. The filthy bird-women swoop down and attack their prey floundering helplessly in the water.

These attacks continue until the PCs reach shore and fight off the harpies, or they die.

Quick Stats: Harpies (8): MV 6, FI 15; AC 7; HD 7; hp 42; THAC0 13; #Att 3; Dmg 1-3/1-3/by weapon (spear); MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Sinking Ship

Area: Any expanse of open sea will do.

Situation: The PCs have booked passage on a ship because time is of the essence in their travels. The ship they have managed to hire would not have been their first choice, but it looks quick, and it is leaving immediately to the place the PCs are going.

The PCs are given a small cabin under the deck and are asked to remain there. Soon they are out of sight of land, and everything seems to be going along fine. Soon, however, the ship begins rocking badly, and the timbers creak and groan with the strain.

Before the PCs can get out of their cabin, they find themselves inverted on the ceiling. The ship has overturned and is sink-

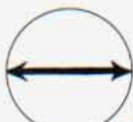
ing rapidly. The party members have only a few rounds to get out of their armor and get their equipment together. The ship's hold, now above them, is filling up with water, and the PCs must swim out or drown. If they get out, they find themselves in the middle of the ocean, with no idea where land is. Soon they must drop their gear or sink. Just as they are losing strength, they are approached by several hippocampi. To survive, they must convince the hippocampi to allow them to ride to safety on their backs.

Quick Stats: Hippocampus (8): MV Sw 24; AC 5; HD 4; hp 24; THAC0 17; #Att 1; Dmg 1-4; MR Nil

©1994 TSR, Inc. All Rights Reserved.

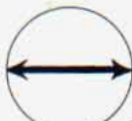
River Sacrifice

Danger: Medium
Climate: Tropical
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 420 each



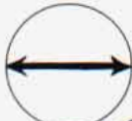
The Strange Voyage

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,400 for greater, 120
each for lesser



Caught in the Act

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 975 each



River Sacrifice

Area: This takes place on the bank of a slow-moving river which turns into a swamp on the far side.

Situation: Traveling cross-country, the party has encountered a slow-moving river which expands into a sea of reeds on the far side. The river is not very deep but it is rather wide.

Through the waving reeds the PCs see an altar, located on an island in the middle of the tall grass. A human sacrifice is about to be made. If the party does not act immediately, the young girl will die.

The PCs must get across the river and through the reeds. As they go, they disturb the home of the *ixtchachitl* that live in the river bed. The *ixtchachitl* attack the PCs

and their mounts mercilessly.

The disturbance caused by this skirmish attracts the attention of the people who were conducting the sacrifice. With the sanctity of their ceremony now violated, and with witnesses present, they scatter, leaving the sacrificial victim behind, unharmed.

She is a young female elf, and she insists the PCs return her to her home, since she is defenseless and unarmed.

Quick Stats: *Ixtchachitl* (10): MV Sw 12; AC 6; HD 4+4; hp 20; THAC0 15; #Att 1; Dmg 3-12; MR Nil; Special attacks and defense

©1994 TSR, Inc. All Rights Reserved.

The Strange Voyage

Area: The PCs are sailing from a coastal town on a small merchant ship.

Situation: Rumors abound of a new dungeon which has opened up on a nearby island, but the information is a few weeks old. It could be cleaned out by the time the PCs get there, so time is of the essence. The quickest way to get there is to hire a small ship, which should take a little over a day, but there is only one ship headed in the direction they want to go.

The *Sealion* is easily hired for the journey, and it will be leaving in a few hours with the high tide, just before dark. If they hang around the ship for the next few hours, the PCs notice a lot of livestock being loaded and very little in the way of rations.

That night, however, there is a full moon, and soon the PCs find out why the passage was so cheap for them. The crew are actually seawolves, and have their minds set on turning the PCs into snacks.

Quick Stats: *Lesser Seawolves* (15): MV 12, Sw 30; AC 6; HD 2+2; hp 14; THAC0 19; #Att 3; Dmg 1-2/1-2/1-4; MR Nil; Special defenses

Greater Seawolves (5): MV 9, Sw 27; AC 5; HD 9+2; hp 58; THAC0 11; #Att 1; Dmg 3-12; MR Nil; Special defenses

©1994 TSR, Inc. All Rights Reserved.

Caught in the Act

Area: The PCs are on the plains, approaching a farm.

Situation: The PCs notice quite a lot of smoke rising into the air from one side of their trail. Drawing closer, they see a burning building and much activity going on, including three large flying creatures. Even if the PCs choose not to interfere, the manticores have smelled them and will attack them as they pass closest to the farm.

However, if the PCs decide to help, they see the building eventually become totally consumed in flames, there being little water to save it, and the activity around it lessens. Dead bodies are clearly visible, and the party even catches glimpses of several large, winged creatures moving about

behind the other buildings. The manticores are totally unaware of the PCs' presence at this time, and continue with their attack on the farm in the usual manner.

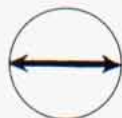
Circling the building, which was once a barn, the PCs see three manticores feeding on their fresh kills, too busy feeding to notice the PCs until they are within 100 feet.

Quick Stats: *Manticores* (3): MV 12, Fl 18; AC 4; HD 6+3; hp 39; THAC0 13; #Att 3; Dmg 1-3/1-3/1-8; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

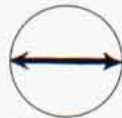
Dirty Darrin

Danger: Medium
Climate: Sub-arctic
Terrain: Urban
Attribute: Charisma, Dexterity
Encounter Type: NPC
Add'l Info: None
XP Value: 500



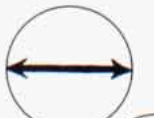
Pity Me Not

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Charisma, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for "loaning"
Clarissa money, an
additional 500 for not
giving her personal
information



Baldrik's Cube

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Dexterity
Encounter Type: Device
Add'l Info: None
XP Value: 1,000 for getting the
cube



Dirty Darrin

Area: A medium-sized city will do. This takes place in an alley near an inn.

Situation: On the way to the inn, the PCs spot a large man in furs. He carries a huge sword and little else. Judging from the smell, he hasn't bathed in weeks.

Dirty Darrin is a savage from the northlands. He has come to town to find a wife. If one of the PCs is female (human, elf, or half-elf), he begins to follow her. If approached, he is very forthright about his desires. He wants a wife who isn't afraid to skin a bear or burn reindeer chips to cook the walrus meat for supper. If the PCs say that they are not interested, Darrin apparently backs down.

The next morning Darrin is waiting for

his chosen mate. He attempts to drop a net on her as she passes by. If he succeeds, he hoists the PC, net and all, over his shoulder. He heads out of town. The other members of the party may try to stop him. As far as diplomatic means are concerned, the only reason Darrin will accept is that the chosen PC is engaged to one of the males in the party. He doesn't believe that a female does not find him attractive.

If challenged, Darrin fights dirty. He tries to get the PCs to fight him one at a time, he prefers street brawling.

Quick Stats: Darrin: AC 7; MV 12; F8; hp 94; #Att 2 (fists) or 3/2 (sword); Dmg 1-2+5 (fists) or 1-10+7 (sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Pity Me Not

Area: The PCs are on the road outside a major city.

Situation: A beggar has been hired to get information from the PCs.

The PCs encounter Clarissa on the road a few miles outside a city. She is walking toward the PCs, *staggering once in a while*. As the PCs get close she lifts her head proudly and greets them in a reserved manner. She continues past them. As she does, she collapses. To the untrained eye, she appears to be exhausted and hungry. She does not need magical curing, just food.

Clarissa has this act down perfectly. An observation skill check at a -5 penalty reveals that she is much healthier than she appears.

If she is revived, Clarissa thanks the party. She apologizes for her weakness. She worked all day and then thugs robbed her of the food she had bought. Clarissa is dressed cleanly, but poorly. She pretends to be a woman with nothing left but her pride. She never actually asks for money.

She then says that she must go find food for her children. If offered food, she accepts. She doesn't want her children to go hungry. She does not want to accept money. If the PCs insist, she accepts only if it is treated as a loan. This means she can ask about the PCs, names, addresses, etc. This can be a setup for a future encounter in the city.

Quick Stats: Clarissa: MV 12; AC 8; T6; hp 24; THAC0 18; #Att 1; Dmg 1-3; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Baldrik's Cube

Area: A fairly large city, one boasting several powerful mages, is the scene.

Situation: Hermsin, a prominent wizard, has been working on a new magic cube. His chief rival, Baldrik, beat him to it. Hermsin wants the cube, and hires the PCs to get it for him, seeking them out at their lodging, and offering 100 gp each for a simple job. If the PCs ask for more, he'll offer 300 gp and two *potions of climbing*.

Baldrik will be at the Wizard's Council meeting the next night, as will Hermsin. The cube should be in Baldrik's library, on the third floor of his tower. Hermsin offers the party a scroll with a *dispel magic* spell; if there are no PC mages, the effect is on a gem instead. The PCs can use this to

counter any magical wards over the window. Hermsin knows that Baldrik has a pair of stone golems on the ground floor as his chief defense. The window has powerful permanent wards on it.

If the party takes the job, they must negotiate the 30 feet of the smooth tower. They can cast the spell to disrupt the wards. They must get in and out in 10 rounds.

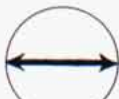
Unfortunately, the cube is not to be found. A locked safe stands in the corner. It requires a pick locks roll at a -30% penalty to open the safe. It can be breached by damage equal to 40 points against AC 2.

Quick Stats: Hermsin: MV 12; AC 0; W12; hp 29; #Att 1; THAC0 17; Dmg 1-4; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Map It Out

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter Type: Device,
Monster
Add'l Info: MM
XP Value: 3,000



Guild War, Part 1 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity, Intelligence
Encounter Type: Device
Add'l Info: None
XP Value: 500 for getting the
scroll



Town and Town Again

Danger: Medium
Climate: Temperate
Terrain: Rough, Urban
Attribute: Intelligence
Encounter Type: Device
Add'l Info: None
XP Value: 250 each for investi-
gating, 1,000 if they
actually talk to the
mages



Map It Out

Area: This encounter happens as the PCs walk down a sunlit street, or as they wander through a forest or sylvan meadow.

Situation: The most powerful mage in the party is approached by a man with striking white hair that stands almost straight up, a long beard, and tattered, inkstained robes. He screams, "Riches! Gold! Magic! Wealth beyond your wildest dreams!" then thrusts a scroll at the PC. A moment later, he dies. A dagger has appeared in his back. The scroll is entitled "WHITESTRUNK" and is actually a map.

At this point, the DM has an option. If he has an adventure that he wants to run, the map can be the introduction to it. Otherwise, the map details an ancient

tomb about two weeks travel away. If the PCs follow the map, they discover the tomb after a rigorous search. The chance of finding the entrance is only 10% per day, cumulative. Each PC may try once each day. The door is jammed and covered with dirt; a Strength total of 22 is needed to force it open. The tomb is guarded by a spectre that attacks when the first PC enters the tomb. The riches consist of 1,291 gp, 12 ruined potions, 2 good *potions of vitality*, and a pearl worth 90 gp.

Quick Stats: Spectre: MV 15, FI 30; HD 7+3; hp 35; #Att 1; THAC0 13; Dmg 1-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Guild War, Part 1 of 3

Area: Any city large enough to support a fighters' guild and a mages' guild will do. The mages guild is a large rambling building that used to be a warehouse. It has been converted into study chambers and casting rooms. A kitchen run by *unseen servants* provides food on request.

Situation: The PCs are hired by the local fighters' guild to get a scroll for them. The spell is a rare second-level spell called *Quimby's enchanting gourmet*. The fighters' guild boasts several dual-classed fighter-mages. These mages cannot obtain the spell because their association with the fighters' guild is known.

The PCs are offered 250 gp each. Fighters may obtain training when they are ready to

move up a level.

The guild does not care how the party gets the spell, they just want it. They are fairly certain that such a scroll is probably kept in the library.

The procedure is up to the PCs. The simplest method is to have a PC mage go to the guild and attempt to purchase scrolls. The guild sells only scrolls with first- and second-level spells. The exact list is up to the DM. Prices are 500 gp per spell level. The PCs may also try to sneak into the library and abscond with the scroll. It is in a display case which is *wizard locked*.

Quick Stats: Nina Flashfire (guild spokesperson): MV 12; AC 4; W11; hp 33; #Att 1; THAC0 17; Dmg 1-4; SA spells.

©1994 TSR, Inc. All Rights Reserved.

Town and Town Again

Area: Use a small village encountered while traveling. This encounter should be used for a town that the PCs will pass through again. The town is a small one of about 50 houses and shops, all with thatched roofs. It has two small towers, one at each end of town, which belong to a pair of archmages, the town's most powerful inhabitants.

Situation: The little town of Tranthir is not at all remarkable the first time the PCs pass through it. They can get lodgings at the Feather Bed Inn. It boasts a halfling cook and passable ale. The two mages do not appear.

The odd part of this encounter happens when the PCs pass through this town

again. The two towers are now in the center of town. The houses and shops are now made of brick with shingled roofs. The inn is now called the Bursting Turkey.

Such a radical change in so short a time should be puzzling. If the PCs ask, the citizens don't know what they are talking about. As far as they know, this is how the town has always been.

The truth is that the archmages get bored easily and have different ideas about how the town should look. They built an item that lets them change the town once every two weeks, taking turns trying to outdo the other. The villagers, being part of the changes, notice nothing. The mages don't like strangers; it will be difficult to gain entrance to their tower, and even harder for them to find out what happens.

©1994 TSR, Inc. All Rights Reserved.

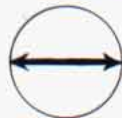
Fizzt! Zop!

Danger: Medium
Climate: Any
Terrain: Any
Attribute: Intelligence
Encounter Type: Device
Add'l Info: None
XP Value: 500



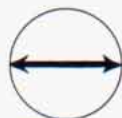
It's Amazing

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



Deep Trouble

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



Fizz! Zop!

Area: This encounter can occur anywhere. It should happen after a PC gains a new magical item.

Situation: One of the magical items gained by the PCs is faulty. This card may be used more than once. It is recommended that you use only one or two of these effects at a time.

Wands:

1. Ends are backwards, affects user.
2. Endless charges; drains two charges per use from other charged magical items within 60 feet.
3. One-in-six chance the wand makes only a Fizz! Zop! sound.
4. Wand stings when used. Wielder takes 1 point of damage per use.

It's Amazing

Area: This occurs in a maze of stone walls. The stone is crumbling, and in several places holes allow views of other passages. The maze is not complicated and the PCs have little trouble making their way through it.

Situation: A minotaur is lurking nearby, but he is not in the maze. While not terribly intelligent, he does know mazes. This one is not complicated enough for his purposes. Once through the maze, the party spots a run-down building.

The minotaur has dug a pit between the maze and the building, and trapped the area with two *trip* spells. He waits until someone in the party steps in the 10-foot deep pit (Dmg 1-6). Then he casts his big

Deep Trouble

Area: A narrow underwater tunnel with drifting sea moss throughout is the scene.

Situation: The PCs are on an underwater adventure. As they pass the tunnels of the morkoth, they notice that the water moves in a hypnotic pattern. Unless they make saving throws vs. spell, they are drawn to investigate the tunnel.

The tunnel is narrow, only one size M creature at a time may enter. It is 200 feet long. While the PCs are approaching, the morkoth attempts to *charm* them. A saving throw vs. spell at -4 is allowed. If the victim is not charmed by the time it gets to the central chamber, the hypnotic effect is dispelled. The morkoth is highly resistant to magic. It reflects all spells cast at it, even

Rings:

1. Normal effect doubled; user ages a year each time ring is used, and at 10x normal rate for permanent effects.
2. Dropsy; user must save vs. poison at beginning of each battle or fall asleep.
3. Only works if worn on big toe. PC may use 3 rings this way, but at -2 to Dexterity.
4. Imprisoned 8 HD air elemental released when first used.

Armor:

1. Falls apart when hit.
2. Glows in the dark (*faerie fire*).
3. Rusts quickly; requires 1 hour a day polishing it or armor loses 1 plus a week.
4. Armor shrinks when wet. Starts out sized for a large man, reduces to half-elf size, then elf, then halfling.

©1994 TSR, Inc. All Rights Reserved.

spell, *hold person*. When his spells are exhausted, he picks up his huge spear and charges out from behind the shrine.

When the minotaur is defeated, the PCs may search the shrine. Under a large stone in the back is the minotaur's treasure. The stone is very heavy. An 18 Strength is needed to move it. The treasure consists of two sacks of coins, one with 300 sp, the other with 150 gp. A small jewelled dagger worth 500 gp is included. The handle is a mermaid with gems for her eyes.

Quick Stats: Minotaur: MV 12; AC 6; HD 6+3; hp 39; #Att 2; THAC0 13; Dmg 1-4 (bite)/2-12 (large spear); MR Nil; Spells (P3)

©1994 TSR, Inc. All Rights Reserved.

those with an area of effect. If a *dispel magic* is cast simultaneously with another spell, it has a 50% chance of being unable to reflect the spell. It still gets a saving throw vs. the *dispel magic*.

The morkoth keeps a number of valuable items for dealing with sahuagin and other creatures. This includes 12 pearls worth 100 gp each, 60 gp, a *pearl of the sirines*, and a *wand of lightning* with 12 charges. The treasure is in a hollow in its central cave.

Quick Stats: Morkoth: MV Sw 18; AC 3; HD 7; hp 23; THAC0 13; #Att 1; Dmg 1-10; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Black Bart

Danger: Medium
Climate: Temperate
Terrain: Space
Attribute: Charisma, Intelligence
Encounter Type: Monster, NPC
Add'l Info: **MM**
XP Value: 1,300 for rescuing Bart
and Glasia



Wood Eater

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 (2,000 for each
half)



Bar Hunting

Danger: Medium
Climate: Temperate
Terrain: Urban, Forest
Attribute: Charisma, Strength
Encounter Type: Monster, NPC
Add'l Info: **MM**
XP Value: 3,360 (420 each) for
the owlbears, an
additional 400 each
if all the villagers
survive



Black Bart

Area: A drifting squidship hulk in the SPELLJAMMER® campaign is the setting.

Situation: The PCs meet a neogi pirate, a renegade. Slack Sart is his name among the neogi. (Humans prefer Black Bart.) Sart is extremely polite for a neogi: it doesn't even call the PCs meat! It hates its own race with a passion.

Sart had a crew of reprehensible pirates to serve him, and they attacked a neogi mindspider, damaging it, but the helm was ruined. If the PCs' ship approaches, a single human waves them down. It is a weathered female with a scimitar. Glasia serves Sart because he was making her rich. Now she doesn't know. Sart still has his two umber hulk slaves, but the rest of

the crew perished in the recent assault.

When the PCs meet Sart, it attempts to negotiate. It has a ballista, an assortment of normal weapons, and 1,000 gp. It wants passage to the nearest place it can raise a new crew. Glasia remains noncommittal; she decides to leave the neogi and attempts to join the party. Sart can be used to steer the PC into peril or adventure.

Quick Stats: Glasia: F5, stats up to DM.

Umbur Hulks (2): MV 6, Br 6; AC 2; HD 8+8; hp 42; #Att 3; THAC0 11; Dmg 3-12/3-12/1-10; SA confusion.

Slack Sart: MV 6; AC 3; HD 5; hp 23; THAC0 15; #Att 3; Dmg 1-3/1-3/1-6 + poison, slows for 1-8 rounds; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Wood Eater

Area: The PCs are in an underground temple. All of the doors are gone. The hinges still remain, as do the metal latches. There is no bit of wood anywhere in the area. When the PCs check out the temple, only the altar remains. It still radiates an evil aura.

Situation: A mustard jelly dominates this temple. It is hungry, no one has come in range for a long time. It lies dormant in a pool behind the altar. It revives immediately when the party approaches the altar. If they do not, it is slower to revive, but it does pursue them and attacks as they are leaving.

It splits into two fast creatures (movement rate 18), and attempts to attack two PCs at the same time. Each jelly has only

half the hit points of the original.

Mustard jelly is impervious to normal weapons (and can eat wooden ones) and electrical attacks. *Magic missiles* cause it to grow, increasing its hit points on a 1 for 1 basis. Cold causes only half damage.

The jelly has no treasure. If the temple is searched the metal remains of three adventurers can be found. This includes a rusty set of plate mail, two serviceable sets of chain, 75 sp, and metal flasks with potions of *diminution* and *healing*, respectively.

Quick Stats: Mustard Jelly: MV 9; AC 4; HD 7+14; hp 56 (28 each when separated); THAC0 13; #Att 1 or 2; Dmg 5-20; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Bar Hunting

Area: This begins on a farm or in a rural village. It ends in a wooded forest, the lair of the owlbears.

Situation: The PCs are asked to help on a bear hunt. The bear has gone rogue. It has carried off five sheep and two pigs in the last few days. It is only a matter of time before someone is hurt.

In reality, a family of owlbears has just moved into the area. They have already killed and eaten at least one woodsman. The owlbears are not surprised by the party. (The presence of local villagers assures this.)

There are eight owlbears in the family. The parents attack directly. The young move in from behind after the combat

begins. The six villagers who came along for the hunt flee at the first sign of the owlbears. They didn't come to fight monsters. At least one of them is pulled down by a young owlbear; his screams last for three rounds. Unless rescued before then, he is slain.

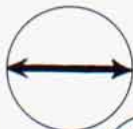
Quick Stats: Owlbears (2): MV 12; AC 5; HD 5+2; hp 36; #Att 1; THAC0 15; Dmg 1-6/1-6/2-12; MR Nil

Young Owlbears (6): MV 12; AC 5; HD 3+1; hp 19; THAC0 17; #Att 3; Dmg 1-4/1-4/2-8; MR Nil

©1994 TSR, Inc. All Rights Reserved.

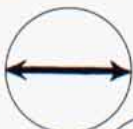
Quickly Through the Woods

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



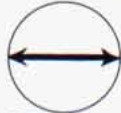
Sparky

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 270 for killing Sparky,
540 for not killing him



Red Frog

Danger: Medium
Climate: Temperate
Terrain: Scrub
Attribute: Strength
Encounter Type: Monster, NPC
Add'l Info: MM
XP Value: 7,500 for the slaadi,
1,400 for Farkas



Quickly Through the Woods

Area: This occurs in a pleasant forest filled with oak and maple trees. The time is mid-summer. The forest canopy casts shadows even at noon.

Situation: The PCs have stopped for lunch and now sit near an old oak tree. The tree is normal, but it is being used by a quickwood to spy on the PCs. When they get ready to resume travel, they hear a drumming noise off in the woods.

If they search for the noise they find a 100-foot clearing surrounded by oak trees. In the center grows a particularly twisted old oak tree. If they approach to within 90 feet (enter the clearing), the quickwood can attack with its roots. Roots cause no dam-

age, but they do drag the victim toward the central tree. They cannot be broken and take no damage from blunt weapons. Piercing weapons cause 1 point per hit. Slashing weapons cause normal damage. A root takes 1d4 rounds to drag a victim to the central mouth. They can be severed with 10 points of damage to a large creature.

Only specific plant-affecting spells have an effect. Other spells are absorbed and radiated as *fear* spells with a 10-foot radius per level of spell absorbed.

Quick Stats: Quickwood: MV 1; AC 5; HD 10; hp 54; #Att 1; Dmg 3-12 (bite); MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Sparky

Area: The scene is an unoccupied dwarven hall where the mines are played out and the dwarves have moved on. The hall has openings which allow light into the hall. The hall is 100 feet by 50 feet with four exits on each side. A long table stands in the center of the room, the only item of furniture left. The walls are adorned with scenes from dwarven history.

Situation: The PCs have come into the abandoned hall following a rumor of a lost dwarven hammer. It is supposed to be in a secret closet somewhere off the great hall. The PCs have located the hall.

The PCs may search in several ways. Elves, half-elves and dwarves have a 1 in 6 chance of locating the secret doors.

Tapping on the walls listening for hollow sounds has but a 10% chance.

Two doors may be located. The first leads to what was the dwarven treasure room. The treasure room was not forgotten. It is empty. The second opens to an escape tunnel. Waiting on the other side of the door is Sparky, a rust monster.

Sparky was trained by a dwarf who kept him fed with iron shavings. As long as he was fed, he obeyed simple commands. Sparky is extremely hungry. He needs metal now! He'll attack the first metal item he sees. If fed, Sparky becomes friendly.

Quick Stats: Rust Monster: MV 18; AC 2; HD 5; hp 34; THAC0 15; #Att 2; Dmg Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Red Frog

Area: The PCs are on their way to confront an evil wizard. They have just left town, and the wizard's tower is about a mile to the south.

Situation: The wizard, Farkas Mingrot, knows the PCs are coming and has used his most powerful scroll to summon a creature capable of dispatching the entire party. He is unsure of his control, so he has followed the slaad and lurks just outside camp.

The party first hears an unnatural croaking. They then see an 8-foot-tall red frog leap up onto the path and confront them. The frog looks at them a moment and croaks in an unknown language. Because of its telepathy, the PCs understand it.

"I am compelled to slay you all. Not that I mind. You all look as though you should be slain. This is going to be fun." It then croaks, *stunning* all who do not save vs. petrification for 2 rounds.

Farkas is hiding in the bushes, *invisible*. When the slaad is defeated he panics and casts a *lightning bolt*. This causes him to become visible. He attempts to flee using a *fly* spell. If the party spoils it he has no more escape spells. He tries to cast a few spells then flees.

Quick Stats: Red Slaad: MV 6; AC 4; HD 7+3; hp 50; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR 30%; Special attacks and defenses

Farkas: MV 12; AC 6; W 10; hp 23; THAC0 18; #Att 1; Dmg 1-4; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Tik-Tik-Tik

Danger: Medium
Climate: Tropical
Terrain: Desert
Attribute: Charisma
Encounter Type: NPC
Add'l Info: **MM, DARK SUN®**
boxed set
XP Value: 500 for saving Tik, an
additional 500 for let-
ting him try to fulfill
her vow



Beauty Is

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 9,000 (3,000 each), plus
an additional 500 each
for saving both of the
unicorns



Wisp at Play

Danger: Medium
Climate: Tropical
Terrain: Swamp
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 3,000



Tik-Tik-Tik

Area: This encounter occurs on the Great Salt Flats on Athas, the DARK SUN® world. It is an hour before sunset, the temperature a balmy 114 degrees.

situation: The party comes upon a dying thri-kreen. The thri-kreen's chitin has an odd purple color.

The thri-kreen is suffering from severe dehydration. Mantis folk don't need much water, but she hasn't had any in days. As little as one-quarter of a gallon revives her.

She introduces herself as Tik-Tik-Tik, a wanderer of the wilderness. She thanks those who help her: "I owe you . . . tik . . . my life . . . tik . . . tik . . . I must . . . tik . . . repay you . . . tik . . . tik."

Tik is determined to stay with the PCs

until she has repaid her debt. She won't be a servant; rather, she has an oath to save one of the PCs' lives. She insists on accompanying the PCs everywhere.

Unfortunately, Tik has never been in a city before and does not understand the concept of money. She is constantly helping herself to items and surprised when merchants demand money. She has a problem with sleep, too. During the first weeks of their association, the PC is awakened at least three or four times a night. Tik must be sure the PC isn't dead.

Quick Stats: Tik: MV 36; AC 0; R5; hp 23; #Att 5; THAC0 15; Dmg 1-4 (x4)/2-5; MR Nil; Psionic talent: time shift; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

Beauty Is

Area: This encounter takes place deep in a peaceful forest. The meadow the PCs are in has been trampled down by orcs.

Situation: The PCs come across the trail of a group of humanoids. Anyone with tracking proficiency can determine that there were over 100 in the group. It was mostly orcs, but included gnolls, and a giant. They passed about six hours ago.

If the PCs follow their trail, they can find their last camp. The area is befouled. The tracks indicate that the humanoids left less than an hour ago.

In just under an hour, the PCs hear the sounds of combat. If they move closer, they begin to find the bodies of orcs and gnolls. Most of them seem to have been gored

through the chest by a piercing weapon.

Continuing brings the party to another meadow. Here the carnage is terrific. Bodies lie everywhere. Most of the force is dead. Entering the meadow allows the PCs to see a pair of unicorns fighting for their lives. Both are bleeding badly. As the PCs watch, the female is clubbed by a giant and goes down.

If the PCs assist the unicorn, it is grateful. Any injuries suffered are healed by its horn, although it does heal its mate first. The unicorn can handle only one of the giants by itself.

Quick Stats: Hill Giants (3): MV 12; AC 3; HD 12; hp 65; #Att 1; THAC0 9; Dmg 2-12+7; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Wisp at Play

Area: This occurs in a deep dark cypress swamp overgrown with moss. Snakes abound. The water is green and scummy.

Situation: The PCs are on the trail of a villain or a treasure. The trail has led to this swamp. The PCs quickly get hopelessly lost.

Ask the PCs what their plans are. They cannot continue in the direction they were going. They're not sure which way that is. Steering by the sun is possible. They know that they entered the swamp from its west side. If they decide to retreat, they have three days of travel to reach the edge of the swamp. Otherwise, it takes a week to get out of the swamp.

Two nights later, those on midnight watch spy a light. The light seems to be

steady. It is moving parallel to the camp. Shouting or other noise causes the light to wink out as though a lantern has been quickly doused. The light again appears an hour later. It appears whoever used it waited for the PCs to go back to sleep before resuming his march.

The wisp continues to taunt the PCs until someone investigates. They are led straight over a patch of quicksand. The PC may get help from the other party members. If he does, the wisp attacks them. It tries to keep the PC sinking in quicksand.

Quick Stats: Will o' Wisp: MV Fl 18; AC -8; HD 9; hp 51; #Att 1; THAC0 11; Dmg 2-16; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Avast, Matey!

Danger: Medium
Climate: Temperate
Terrain: Urban, Aquatic
Attribute: Strength, Wisdom
Encounter: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 150 per sailor defeated,
500 for rescuing daughter



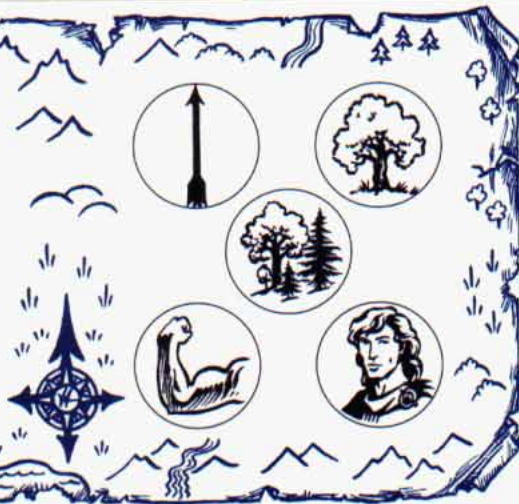
Such a Nice Old Man

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Wisdom, Strength
Encounter: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 1,200 for avoiding combat with villagers, 3,000 for undoing Thadisant's plots and exposing him as an assassin



Ding Dong— The Witch Is Dead?

Danger: High
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter: NPC
Add'l Info: **PHBR4 (Priest)**
XP Value: 1,200 for getting to witch's cottage, 6,000 for figuring out girl is witch



Avast, Matey!

Area: This takes place in a dockside tavern, full of ale and seafaring men of all descriptions.

Situation: A business proposition brings the PCs to a disreputable tavern, where the chances of a brawl seem unusually high. At one of the smaller side-tables sits a bulky, colorful figure quaffing ale. Being seated makes his lack of height hard to notice.

Eklan, a pirate, is looking for trustworthy, capable adventurers for hire. When introductions have been made, he explains that his daughter, the only thing he values, has been kidnapped by a dangerous rival. He must rescue his daughter before she leads him to Eklan's treasure-trove.

Such a Nice Old Man

Area: The location is a village among a cluster of farms, with chickens and small children cluttering the muddy paths between the few buildings.

Situation: A powerful individual has taken an intense dislike to the PCs, hiring an assassin to slay them. The assassin, Thadisant, is an elderly gentleman whose friendly, harmless exterior masks a devious, lethal personality devoid of compassion.

While trying to get through this village as quickly and unobtrusively as possible, the PCs notice the villagers eye them with unconcealed nervousness and anger. None of the merchants sell to them, nor will innkeepers grant them lodging. Thadisant has already poisoned the villagers' minds

Ding Dong— The Witch Is Dead?

Area: The setting is a woodland near a village; the witch lives in a cottage just off the main path.

Situation: The PCs have been hired to kill a witch who terrorized a small village. She's visited misery on several woodcutters and cursed many townsfolk. The villagers demand her execution.

The PCs have a hard time finding the witch's cottage, as she has cast *confusion* on the entire region. Traces of magic are evident to a *detect magic*; counter-magic undoes her spell.

At the cottage, all is quiet—too quiet. There is no resistance to their approach—and they find an old woman stretched out on

the bed, matching the witch's description. He offers 3,000 gp to each PC willing to ship out with him. If the PCs accept, they ship out that evening, leaving the PCs little time to buy equipment or supplies.

Eklan's ship, the *Ribald Vulture*, makes excellent time in pursuit of the *Salty Maid*, his enemy's vessel. The *Maid* is sighted and the combat is quickly joined!

In the course of the fight, the PCs each have four sailors to overcome. Whoever finishes combat first is able to rescue Eklan's daughter—a lovely young woman.

Quick Stats: Sailors: MV 9; AC 8; hp 12; THAC0 16; #Att 1; Dmg 1-6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

against the PCs by accusing them of hideous crimes, which he has "personally witnessed" (based on his own exploits).

Challenging villagers for an explanation will get results, at which point Thadisant will come forward. He has faked a head injury and accuses the PCs to rouse the villagers to anger. One of them shouts to kill the PCs as a mob gathers. If this fails, Thadisant tries the same trick again further up the road. He cannot be bribed and will not stop until his assignment is finished. He has a crossbow with 12 poisoned bolts, a horse, and 1,200 gp.

Quick Stats: Thadisant: MV 9; AC 7; F7; hp 58; THAC0 14; #Att 3/2; Dmg ; MR Nil

©1994 TSR, Inc. All Rights Reserved.

the bed, matching the witch's description.

While returning, the PCs find a young woman gathering flowers in the woods. She follows them back to town, since it is late. She is actually the witch, who used *soul jar* to transfer her spirit into the body of a girl she kidnapped. (The townsfolk know the girl has been missing.) She attacks the PCs if an opportunity arises. There is a *wand of wonder* hidden in her flower basket.

Quick Stats: Witch: MV 12; AC 9; W14; hp 28; THAC0 16; #Att 3/2; Dmg 1-6 (dagger); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Sweets for the Sweet

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000 for defeating
hag, 1,000 for expos-
ing "candy lady"



Obnoxious Peddlers #1: Magic for Sale!

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 1,000 for seeing
through fraudulent
magic items, 1,000 for
exposing merchant as
illusionist



Carthag Goes a-Courtin'

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 3,000 for performing
errand successfully



Sweets for the Sweet

Area: This encounter happens in a small town or large village.

Situation: The PCs stop in a small town for the night and are in their rooms when there is a knock at the door. It is a distraught young woman. She asks if they are adventurers, as they seem to be. She is worried about her child, who has been acting strangely. Perhaps the child is under a curse?

The child appears to be normal, but a cleric or paladin can sense the child radiates evil. (A Remove Curse erases this, however.) The child is angry, sullen and spiteful. The mother doesn't know how it happened. He went to buy candy at the shop that just opened in town. Since then, he's been causing trouble and acting nasty.

Obnoxious Peddlers #1: Magic for Sale!

Area: This is an urban encounter, not far from a city's marketplace, though it could also take place in a seedy section of town with a dangerous reputation, to heighten the absurdity of the encounter.

Situation: Passing through a city's marketplace, the PCs are accosted by a merchant. His shop's sign advertises magical items as his merchandise. He flatters the PCs and seems interested in hearing all about them. Eventually, he asks what kind of magic they might desire, and sure enough, he's got what they need!

His merchandise seems very businesslike; even enchanter-PCs notice that these seem to be well-crafted quality items.

Carthrag Goes a-Courtin'

Area: The setting is the spacious dungeon lair of a mighty red dragon. This lair is high up in the mountains, possibly in a ruined dwarven fortress.

Situation: Carthrag is an adult red dragon sought by the PCs. They are armed and have enough magic to make it a worthwhile fight. But the PCs learn the hard way that dragons aren't stupid. Carthrag has several nasty (but nonlethal) traps sprinkled around his home and these have caught the PCs.

Goblin servants strip the PCs of arms and armor before he speaks with them.

"Well, it has been long since any were so daring—or dumb—enough to enter my home uninvited," he muses. "Luckily for

The PCs visit the shop, run by a pretty young woman wearing a golden brooch. This woman is really a hag (an annis) whose hideous appearance is concealed by her natural Change Self ability. Her magic brooch hides her evil alignment (only a paladin or cleric of 12th or higher level can get a sense of evil from her). Her candy's magic poison changes the eater's alignment to chaotic evil (saving throw vs. poison required). She tries to give the PCs "free samples" of the poisoned candy.

If things go very badly for her, she can call on 2d4 children to attack the PCs (treat as kobolds).

Quick Stats: Annis: MV 15; AC 0; HD 7+7; hp 51; THAC0 13; #Att 3; Dmg 9-16/9-16/3-9; MR 20%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

The merchant claims to have two magical swords, three wands, seven potions, four amulets (one with evil-looking runes on its tarnished surface) and a flying broom. The PCs can "try out" items and they seem to function—but this is due to illusions cast by the merchant (who is a 12th-level illusionist).

The merchant's only real item is a *wand of illusion*, which he keeps with him at all times. He has 2,140 gp stashed in a secret space under the floor.

Quick Stats: Merchant: MV 9; AC 9; W12; hp 30; THAC0 17; #Att 1; Dmg 1-6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

you, I have need of beings like yourselves."

He wishes to court a female red dragon who lives nearby. The party will take a gift to her so that Carthrag may gain her attention. It is a beautiful golden trophy.

Carthrag warns them not to run off. The PCs will be hunted to their deaths if they try to flee.

The PCs must find and appeal to the lady dragon on Carthrag's behalf. She is interested and can be persuaded to accept a visit from the older dragon. Once this errand is completed, they can recover their weaponry and leave. Carthrag has what he really wants.

Quick Stats: Carthrag: MV 9, FI 30 (C); AC -5; HD 15; hp 90; THAC0 7; #Att 3; Dmg 1-10/1-10/3-30; MR 35%

©1994 TSR, Inc. All Rights Reserved.

Draco Petrificus— Its Life and Habits

Danger: High
Climate: Any
Terrain: Rough Hills
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 3,000 for killing the
dracolisk, 7,000 for
keeping the researcher
alive



Shadow Series #1: The Outline Is Familiar

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: None
XP Value: 9,000 for defeating
one's own counterpart



Rocks and Bones

Danger: High
Climate: Temperate
Terrain: Scrub
Attribute: Strength, Dexterity
Encounter Type: Monster
Add'l Info: MM
XP Value: 7,000 for defeating the
basilisk



Draco Petrificus— Its Life and Habits

Area: The area is dominated by rough hills, filled with heavy underbrush. There are stone figurines and statues dotting the landscape near the dracolisk's lair.

Situation: The PCs have been hired by an elderly researcher who is interested in the habitat of the dracolisk, the offspring of black dragons and basilisks. He has devoted his life to petrification magic and this will crown his career.

Unfortunately, he is also a tremendous burden to the PCs, being rather snobbish and addicted to creature comforts. (The PCs can only make one-third of their normal speed with the man in tow.)

The journey has already lasted three

weeks when the researcher announces that the expedition has arrived. The discovery of a petrified squirrel may have had something to do with it, alongside the obvious acid scars on nearby trees.

A slight breeze carries with it a faint, acrid whiff of ozone. Alert PCs may notice movement in the brush not far away that has little to do with the breeze, or they may hear a very faint crunching sound, as of dead leaves being crushed underfoot.

The researcher is delirious with joy—his prize subject is at hand. Too bad nobody told the dracolisk.

Quick Stats: Dracolisk: MV 9, FI 15 (E); AC 3; HD 7+3; hp 34; THAC0 13; #Att 3; Dmg 1-6/1-6/3-12; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Shadow Series #1: The Outline Is Familiar

Area: This situation could occur almost anywhere, toward twilight.

Situation: At nightfall, the PCs make a remarkable discovery; their shadows are missing! No matter how they arrange lanterns, candles or magical illumination, they cannot produce shadows. Illusionist magic is likewise powerless against this strange phenomenon.

The next morning comes and the shadows still have not returned. Magical research uncovers no information about what has occurred, except that there is a strong magical field where the shadows ought to be; *dispel magic* or other anti-magic proves ineffective.

When night falls again, the PCs are just setting up camp when their steeds shriek in terror. Out of the night leap several jet-black shapes, wielding weapons just as dark.

These attackers are exactly equal to the party, excepting only any magical items they might have. Shadow-counterpart mages and clerics have equivalent magic spells, except spells that produce heat or light; create cold or darkness instead.

The shadows attack until destroyed. Once this happens, the PCs' shadows return.

©1994 TSR, Inc. All Rights Reserved.

Rocks and Bones

Area: This encounter happens in rough terrain off the beaten path; it is a shallow valley with a small tower at the far end (roughly half a mile distant from where they start).

Situation: The PCs must recover an artifact, and are given provisions and a map. The map proves to be exceptionally accurate—except it left off any mention that the treasure is guarded. The terrain becomes unexpectedly rocky close to their goal and there are a couple of worn carvings scattered about as well, weathered from exposure to the elements. PCs can roll under their Intelligence on 1d20 to realize that these signs indicate the presence of a basilisk or medusa.

Once they crest the last hill before their objective, they see a shallow valley filled with shrubbery and statues. At the far end of the valley is the tower they seek. But somewhere out there is a greater basilisk. The PCs can try stealth or speed to evade the creature. Getting to the tower is not a problem. But it is waiting for them when they come out.

Scattered around the valley, the PCs can find a sum total of 3,400 gp, three *potions of healing*, a *spear +1*, and a *deck of many things*.

Quick Stats: Greater Basilisk: MV 6; AC 2; HD 10; hp 64; THAC0 11; #Att 3; Dmg 1-6/1-6/2-16; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Knock Knock—Landshark!

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 for killing
bulette



Final Exam

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 6,000 per death knight
slain



Hi-Ho, Hi-Ho—Oh, No!

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,400 for leader, 650
for lieutenant, 420 for
troops



Knock Knock—Landshark!

Area: This encounter works best in a dungeon where nothing much has happened yet. The rooms are close, but the halls are rather wide.

Situation: During a dungeon expedition, the PCs hear a curious tapping sound echo through the halls. It recurs periodically, until the PCs decide to investigate it. They round a few corners—and find a bulette digging its way into a stone wall! The tapping sound comes from a sword lodged in its side, jutting from between two bony plates. When the PCs enter, the bulette keeps digging for a round, then slowly turns to spot the PCs.

At this point, the PCs have gone from hunters to hunted. The bulette charges

after them with a bellow of hungry enthusiasm. The room is too small to use long weapons, so the PCs' best move is to retreat until a larger space is located. This basically means a chase through the dungeon to such a location (which can be found within six rounds). The nearest "arena space" is cluttered with trash but can be used to fight the bulette effectively.

The bulette won't give up attacking until it is dead. It has a *sword* +4 *defender* lodged in its side in lieu of ordinary treasure.

Quick Stats: Bulette: MV 14 (3); AC -2/4/6; HD 9; hp 43; THAC0 11; #Att 3; Dmg 4-48/3-18/3-18; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Final Exam

Area: This encounter takes place at night, near the grounds of a training ground for paladins. The grounds are mostly level, but the north and west are fenced by light, scrub-coated hills (which can be used for ambush).

Situation: The PCs are visiting a friend who is a paladin in training. While the PCs ride out to chat with their friend, they see a grim sight: three black-cloaked riders, galloping hard toward the paladin school!

These three abominations are death knights, and the leader rides a nightmare—and only the PCs stand in their way.

The death knights can be ambushed in the hills. (The area is very tightly confined and horseback fighting is at a -2 disadvan-

tage.) Meanwhile, a 12th-level paladin (the school's headmaster) can be summoned if the PCs need reinforcements.

If the death knights are overmatched, they can be given a retinue of six skeleton warriors (MM, p. 317) to even up the odds.

Quick Stats: Death Knights (3): MV 12; AC 0; HD 9 (10-sided); hp 83, 77, 62; THAC0 11; #Att 1 (+3 bonus); Dmg by weapon (80% magical sword); MR 75%; Special attacks and defenses

Quick Stats: Nightmare: MV 15, FI 36; AC -4; HD 6+6; hp 32; THAC0 17; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Hi-Ho, Hi-Ho—Oh, No!

Area: This encounter occurs very deep underground.

Situation: While running blindly through a dungeon, the PCs have gone far deeper into the caverns than they intended. They locate a settlement of some kind, a rough barracks carved out of the rock. Nobody is at home at the moment.

The PCs find plenty of food in the larder, fresh water, and enough beds to accommodate them. There is also a collection of gemstones worth 3,200 gp and a *stone of controlling earth elementals*. This is an ideal place to rest. Even if they plan to set a watch, the PCs all doze off after a few moments.

They are woken up by singing and

footsteps approaching. The PCs get to their feet just as nine short, slender figures enter. They look like skinny, gray-skinned dwarves and, in fact, are duergar—an evil dwarven offshoot race.

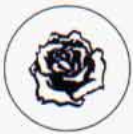
The duergar are not amused and attack after the leader berates the smallest dwarf for "not locking the door." The duergar can be outrun, but must be scattered in order to get out the door; plus, they know the tunnels much better than the PCs do. Reaching the surface (a run of nearly half an hour) breaks off the duergar pursuit.

Quick Stats: Duergar (9): MV 6; AC 4 (leader 2 has *chain mail* +3); HD 1+2 (x7), 2+4, 4+8; hp 8, 7, 7, 6, 6, 5, 5, 16, 35; THAC0 19 (leaders 17, 15); #Att 1; Dmg 1-8 (hammers); MR Nil

©1994 TSR, Inc. All Rights Reserved.

This Old Cloud Castle

Danger: High
Climate: Temperate
Terrain: special
Attribute: Charisma
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 for helping
redecorate the cloud
castle



We're Not from Around Here

Danger: High
Climate: Sub-arctic
Terrain: Forest
Attribute: Charisma, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 for not helping
githzerai, 4,000 for
avoiding combat



Little Puppy Lost

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Strength, Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 6,000 for slaying intel-
lect devourer, 3,000
for ignoring it



This Old Cloud Castle

Area: This encounter occurs on the magical cloud castle owned by a family of cloud giants. The cloud castle continues to move while the PCs are inside, so that they do not end up over the same place as they began.

Situation: The PCs are relaxing in a large meadow when a strange fog rises. The fog engulfs the PCs and their possessions. Checking for magic reveals that the fog is highly magical; it is, in fact, a gate to the cloud castle home of a family of cloud giants.

The fog dissipates as a huge bluish-gray figure peers at the party from over a wall about 10 feet away. "Good morning! You *are* the decorators, aren't you?"

The castle is owned by a family of

cloud giants—a married couple and three children (equal to ogres for combat purposes)—who were looking for humanoid decorators.

The PCs can try to help the giants redecorate their home, an effort that requires a lot of fast-talking, as the giants have absolutely no taste whatsoever.

Once finished, the giants deposit the PCs on the ground with a bag of gold (3,500 gp) and their thanks—except that now the PCs are hundreds of miles from where they were!

Quick Stats: Cloud Giants (2): MV 15; AC 0; HD 16+4; hp 85, 83; THAC0 3; #Att 1; Dmg 1-10 or 6-24 +11; MR Nil

©1994 TSR, Inc. All Rights Reserved.

We're Not from Around Here

Area: This encounter occurs out in a cold northern wood, late one autumn night.

Situation: Although rumors of strange lights to the north might be just "seeing things," the PCs are out to check on matters, sensing an adventure ahead.

In the woods, the PCs see a flickering orange and lavender light in the distance. It takes almost two hours to reach the source of the light, as the woods are too dark and hilly for easy traveling.

Anyone encountered in the area, such as woodsmen, hunters or trappers, tells the PCs they have seen such lights in the past, but never so brilliant as tonight.

They find a small spelljamming ship,

with a dozen robed figures working on it. The orange and lavender lights hang in the air around the ship. The PCs are soon detected and met by some of the robed folk. When they step forward, these gaunt humanoids identify themselves as githzerai. They are here to effect some minor repairs on their ship.

In reality, they are scouting for a possible invasion/colonization effort. The PCs may be prime information-sources, ripe for kidnapping.

Quick Stats: Githzerai Fighters (11): MV 12; AC 2; F6; hp 45 each; THAC0 15; #Att 1; Dmg 1-8; MR 50%

Mage: MV 12; AC 10; W9; hp 20; THAC0 18; #Att 1; Dmg 1-8; MR 50%; Spells

©1994 TSR, Inc. All Rights Reserved.

Little Puppy Lost

Area: This encounter can occur in any dungeon setting (though a spelljammer-frequented dock could also serve); the focus of the encounter is a large chamber where several mind flayer corpses can be found.

Situation: Exploring the depths of a dungeon (or the low-class haunts of a dock), the PCs notice that they are being followed by something.

It keeps pace, stopping when the PCs stop and moving when they move. It evades them if they backtrack and search for it, avoiding conflict until the PCs reach a stone vault where a number of mind flayer corpses can be found.

At this point, the creature reveals itself

as an intellect devourer. It was the pet of these mind flayers and was thoroughly conditioned to that state; it is lost without mind flayers to tend its needs. The PCs can try to "adopt" the devourer, but its alignment and dietary habits might make that difficult.

In any event, the devourer won't follow the PCs from the dungeon, and attacks if they try to loot the mind flayers' chamber. (That's one action it recognizes as hostile.)

Quick Stats: Intellect Devourer: MV 15; AC 4; HD 6+6; hp 42; THAC0 13; #Att 4; Dmg 1-4/1-4/1-4/1-4; MR Nil; Psionics

©1994 TSR, Inc. All Rights Reserved.

Little Red Bottle

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence
Encounter Type: Device
Add'l Info: MM
XP Value: 500



Who Do You Trust?

Danger: High
Climate: Subtropical
Terrain: Jungle
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 7,000 for defeating
greater rakshasa



Nightfeeders

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 8,000 per vampire
slain



Little Red Bottle

Area: The encounter occurs in the bazaar of a desert-side city.

Situation: While browsing through a bazaar, one of the PCs is drawn to an odd little stand apart from the others; it advertises "Oddments From All Over." One of the items for sale is a small reddish bottle which seems to have vapor swirling in it. If the PCs toy with the bottle, the merchant cries out for them to be careful with his merchandise! He sweats profusely until the bottle is safely on the table once more.

The merchant cheerfully sells the bottle for 2,000 gp, but warns the PC not to open it unless it is direly necessary. Otherwise, it is just an interesting curio. It could be left on a mantlepiece, for instance.

The bottle actually contains a living Crimson Death Mist, which attacks whoever first opens the bottle and then departs.

If a PC studies the bottle, he notices there is a word on the bottom in some arcane language. Deciphering this word allows the owner to open the bottle safely, set the Crimson Death loose and then bid it return to the bottle, but getting the pronunciation of the word correct would involve hiring a sage.

The bottle is worth approximately 12,000 gp.

Quick Stats: Crimson Death Mist: MV Fl 12 (6 after feeding) (B); AC 0 (4); HD 13; hp 64; THAC0 7; #Att 1; Dmg 3-30; MR 95%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Who Do You Trust?

Area: This encounter takes place in a hot, humid swamp.

Situation: The PCs are doing some routine patrol work in a very nasty area. (They ticked off an employer and this is his idea of revenge.) One PC has headed off to get clean water from the well when they see something unexpected: his (or her) old mentor! The old friend approaches.

The other PCs hear the other scream, as the "mentor" becomes a greater rakshasa.

The rakshasa attempts to kill the solitary PC as quickly as possible, so that it can impersonate him for the others. (After all, don't the PCs all trust each other?)

(If the original PC is killed, he could always play the rakshasa, as it attempts to

infiltrate and slay the others.)

The rakshasa fights until it manages to kill each PC or it is exposed, at which point it attacks as itself, using its powers to their fullest.

Ultimately, the rakshasa hopes to kill off the entire party, not to mention any friends and relatives the PCs have.

Quick Stats: Greater Rakshasa: MV 18; AC -5; HD 8+16; hp 64; #Att 3; Dmg 1-6/1-6/2-10; MR Special; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Nightfeeders

Area: This encounter takes place in a rustic village, during a carnival with all manner of people drawn from outlying farms to see the wonders brought by the ringmaster.

Situation: The circus is actually a cover for a roving band of vampires and their charmed human servants. They are able to visit a location, drain a few life levels, then depart before the locals' suspicions are aroused.

Unfortunately for the vampires, one of the PCs recognizes a vampire from a previous encounter. Unfortunately for the PCs, the vampire recognizes him as well.

The vampires are served by a variety of individuals, including a brawny fighter (6th level, 18/75 Strength), a wizard (9th

level) and a group of children (equal to kobolds for combat value).

The vampires won't make a great issue of the PCs' presence, but seek to get the PCs off by themselves (to make them easier prey).

If the PCs do not attack or try to expose their circus of terror, the vampires depart two nights later. However, the PCs hear tales of mysterious deaths following the circus, making it a matter they must resolve eventually.

Quick Stats: Vampires (7): MV 12, Fl 18 (C); AC 1; HD 8+3; hp 61, 58, 55, 52, 47, 42, 39; THAC0 11; #Att 1; Dmg 5-10; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

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 is worth trying this 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 these encounters. When necessary, tailor the card to fit the party.

Climate: This is divided into arctic, sub-arctic, temperate, subtropical, and tropical. Since the majority of AD&D® adventures

take place in temperate climes, most of the encounters 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 Type: 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 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)

Checklist, Part 2 of 6

- 73: Deadly Pair
- 74: Momentary Solution
- 75: From Beneath the Sea
- 76: Boarding Party
- 77: Food Fight
- 78: Curfews of the Mind
- 79: Kiss of Death
- 80: Final Turn
- 81: March of the Dead
- 82: The Guide
- 83: Terror from the Ground
- 84: Cloud of Darkness
- 85: The Book's Cover
- 86: Lumbering Death
- 87: Entrapment
- 88: Bigger and Better Prey
- 89: Sound of the Dying

- 90: The Birthing
- 91: Axeman
- 92: The Mare
- 93: Cannibals
- 94: One Hundred Legs
- 95: The Guardian Loosed
- 96: The Patient Killers
- 97: The Patron
- 98: The Prisoners
- 99: First Claim
- 100: Rowdy Dwarves
- 101: The Beauty of Nature
- 102: Hidden Retreat
- 103: Mysterious Structure
- 104: Together in Undeath
- 105: Field of Death
- 106: Practical Joke
- 107: Tiny Threats
- 108: An Artist Scorned

The Blood of My Friends

Danger: Low

Climate: Temperate

Terrain: Urban

Attribute: Charisma, Strength

Encounter Type: NPC

Add'l Info: PHBR1 (Fighter)

XP Value: 25



Using These Cards, 2 of 3

(cont.)

the *Player's Handbook (PHB)*, the *Complete Player's Handbook (PHBR)*, 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.

Icons: The icons that summarize 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: 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 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, THAC0, the number of attacks, damage, and magic resistance for monsters and NPCs, and the damage of traps.

© & ©1994 TSR, Inc. All Rights Reserved.

Checklist, 2 of 6 (Back Side)

- 109: Unrequited Love
- 110: A Familiar Imp
- 111: The Deceivers
- 112: Ambush in the Marsh
- 113: Baying in the Night
- 114: Beneath the Streets
- 115: Breeding Time
- 116: Old Rations
- 117: Beauty and Death
- 118: Chain Gang
- 119: New Taste
- 120: The Pet
- 121: Encounter at the Oasis
- 122: War Party
- 123: Playing Hookey
- 124: Company of the Red Wing
- 125: One Stands Alone
- 126: A Little Help for the Baron
- 127: Simple Escort Mission
- 128: Far from Sherwood Forest

- 129: Old Man in the Woods
- 130: Meeting with a Lady
- 131: To Help Your Fellow Man
- 132: Primitive Education
- 133: An Unfriendly Town
- 134: The Inquisition
- 135: Zealots
- 136: To Enter the City
- 137: Party On!
- 138: Forced to Fight
- 139: Deja Vu, Deja Vu
- 140: Bulls, Bulls Everywhere
- 141: Hanging Tree
- 142: Save a Friend
- 143: Out Late One Night
- 144: Shopping Trip

©1994 TSR, Inc. All Rights Reserved.

The Blood of My Friends

Area: This encounter takes place in any population center.

Situation: Late one night, as stormy weather fills the evening sky, the party finds refuge in a comfortable tavern. Just as a clap of lightning strikes, the doors fly open to reveal a scantily clad, unwashed, muscular man.

The man steps up to the bar and calls for food and drink, tossing several pieces of gold on the bar. Then, his refreshment in hand, he walks over to a table, shoves a smaller man out of the way, and sits down to enjoy his meal.

Virtually inhaling his food and gulping down his drink, he calls for more. The serving wench brings him an extra plate of mut-

ton, but sheepishly replies that they are out of his drink of choice. When asked why, she hesitantly points to a party member and mentions that that character ordered the last drop. The barbarian promptly shoves the maid aside, stands dramatically, and walks over the group. Then he throws down several more gold on the table and proceeds to pry the drink from the character's hand.

If the character brawls with the barbarian, he or she earns a trustworthy friend, one who realizes that the PC is mightier and therefore more able. Otherwise, nothing more is said of the incident.

Quick Stats: Barbarian Warrior: MV 12; AC 6; F4; hp 39; THAC0 17; #Att 1; Dmg by weapon; MR Nil; STR 18/95

©1994 TSR, Inc. All Rights Reserved.

The Enforcers

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR2 (Thief)
XP Value: 90



Frostbite

Danger: Low
Climate: Sub-arctic
Terrain: Hills
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR3 (Wizard)
XP Value: 90



The Measure of a Man

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10



The Enforcers

Area: This encounter takes place along a road near a small town or city.

Situation: Traveling to a small community, the party comes across a tough-looking group of six half-orcs who move to block the party's entrance into town.

One of the half-orcs speaks, warning the party that they had better watch themselves while in town "because Black Karvin is the law, and he breaks those who break the law." The other five brutes grunt their support, then all six of them move to let the party pass.

Entering town, the characters quickly learn that Black Karvin controls everything, if not everyone, in the community. Through his six bullies, he is able to take

profits from the merchants, eat and drink freely at the tavern, and use whatever arms and equipment he needs.

The party members are watched particularly closely, and shown very early that the thugs mean business. However, if the characters take care of the six half-orcs, Black Karvin departs town rather quickly, and the citizens are extremely grateful.

Should the characters ever return to the town, they will discover that Black Karvin has returned, this time with six even better-paid enforcers.

Quick Stats: Thugs (6): MV 12; AC 6; T3; hp 14; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Frostbite

Area: This encounter occurs in the frozen hills of sub-arctic lands.

Situation: Wandering through snow-covered lands, the party happens upon the site of a recent battle. Bloody human bodies of both genders lie about the hilly terrain as a tribute to the devastating powers of steel. The only visible clue to the battle is that all of the women are dressed in nearly identical garb of fur-lined, close-fitting jackets and leggings covered with bright-colored woolen surcoats, indicating that they fought together against the men.

As the party members begin to search about for treasure or clues to the cause of the conflict, they are startled by the shouts of an angry woman. Looking up, the char-

acters see a human female, dressed in a tattered mockery of the other female warriors, rushing toward them.

The amazon priestess, knocked out early in the battle, lives to fight on. Unfortunately, the delirium of the intense cold has left her confused, for she is convinced the party members are the remaining forces of her opposition.

Temporarily berserk, she fights to the death, first casting spells to take out as many party members at once as possible. Then she resorts to her shattered mace, now no more than a splintered club.

Quick Stats: Amazon Priestess: MV 12; AC 3; C2; hp 11; THAC0 20; #Att 1; Dmg by weapon; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

The Measure of a Man

Area: This encounter is set in a town small enough for the party to interact with almost the entire population in one day.

Situation: During the party's first day in town, they are accosted by an official and several guards (enough to discourage the group from attacking). The official informs the party that they must forfeit 2 gp for each weapon they are carrying that is 2 feet or longer. (Unless specified otherwise, assume characters's weapons are of average length for their type.)

If the party offers no resistance at all, they must pay only for weapons that are visible. However, even nonviolent protests will anger the official, who will demand that the entire party is searched for the many other

weapons they are *surely* hiding.

If further protests are made by the group, the official informs them they may be taxed for their magical items if they are not more cooperative.

The next day the party will be approached again for the same reason (20% chance that it will be the same official as the day before) and treated in the same manner. This will happen every day until the party leaves town or thinks to ask for a receipt of some sort.

Quick Stats: Town Guards (12): MV 9; AC 5; F1; hp 6; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

First Impressions

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 120



Youthful Ambitions

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10



Cry for Silence

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 100



First Impressions

Area: The encounter occurs when the party is near the waterfront docks in a port city.

Situation: While leaving a dockside tavern late at night, the party members hear a muffled scream in a nearby alley. Moving to investigate, they can barely make out two figures mugging a third in the shadows of a dead-end alleyway. If the party confronts the muggers, they will be largely ignored until most of the party has left the main street. At that time, all *three* figures will turn to face the party with blackjacks drawn. In addition, nine more men enter the alley to cut off escape.

The dozen ruffians are actually members of a press gang for the navy. Hoping to impress the party into shipside labor,

the gang will work to avoid permanently wounding any of the party members. In addition, the individual gang members will bolt the first time they take damage.

Any party members who fall unconscious will be dragged away by two of the ruffians, who are willing to deplete their own numbers to capture as many of the characters as they can.

Tracking down kidnapped companions will be hindered by the "see-nothing, hear-nothing" attitude of the people who live near the wharf.

Quick Stats: Press Gang (12) MV 9; AC 9; F2; hp 5; THAC0 19; #Att 1; Dmg 1-3 (subdual); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Youthful Ambitions

Area: This encounter takes place in a small town or village.

Situation: After a short stay in town, the party heads on to whatever adventures await. Just as the PCs reach the outskirts of town, a 12-year-old boy leaps out from behind a brush and begins slashing at the party with a crude wooden sword.

The boy continues to jab at the party members until he is subdued, either by disarming him, threatening the use of *true* violence (promises of a spanking only encourage the youth), or by actually besting him in a mock battle (best done with blunt weapons).

Once calmed, the boy explains that he was simply trying to demonstrate his

adventuring prowess, for he hopes to accompany the party in their journeys.

The boy can actually be talked out of following the party, but only with considerable effort and guile. (For example, "Perhaps you should remain here to better protect your parents' farm.")

If the PCs do decide to let him travel with them, they find him to be as much a nuisance as could be expected. Within hours, the boy whines about the uncomfortable road and lack of good food. In addition, his angry parents and fellow townfolk will set out after the boy and his "kidnappers."

Quick Stats: Boy: MV 6; AC 10; 0-level; hp 2; THAC0 20; #Att 1; Dmg 1; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Cry for Silence

Area: This encounter takes place in any small community.

Situation: Having been sequestered away in protective custody for two weeks deep in a cozy basement, the party is forced to listen to the paranoid mutterings of one of the other murder witnesses.

The elderly woman refuses to accept the reassurances of any of the party members, and the continual warnings given by the local constable do nothing to quiet her. Even mentioning the paladin Justice of Peace upon whom the trial is waiting does not pacify her.

Finally, Kalenya is vindicated when five rogues sneak into the basement late on the eighth night and attempt to silence the tes-

timony of the party members and the woman.

Should the party defeat the thieves, they will recognize one as the accused man himself, apparently freed recently by other four fellow guild members. Investigating above, the party will find the two guards posted near the basement door quite dead, as well as the constable and his assistant in the jail house.

It is possible the paladin Justice may accuse them of an attempted breakout unless Kalenya speaks on their behalf.

This encounter may be used as the second part to **Sight of Death**.

Quick Stats: Guild Members (5): MV 9; AC 6; T1; hp 6; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Survivor

Danger: Low
Climate: Sub-arctic
Terrain: Hills
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 15



To the Victors Go the Spoils

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 105



Second Chance

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 280



The Survivor

Area: This encounter takes place in the treacherous hills of a frozen land.

Situation: While traversing snow-covered hills, the party happens across an unusual sight—two dozen orc corpses strewn about the countryside. Although one has a dagger buried in his breast, and a few are surrounded in pools of blood where their flesh has been chewed to the bone, most of the orcs appear unharmed.

If the party spends any time in the area, they will discover that one of the orcs is still barely alive. She is easy to slay, being unconscious and having but one hit point at the moment. However, if the party elects to aid her, she will eventually gain consciousness. She awakens with little fear of

the party, since she did not even expect to survive the weather.

If anyone in the group can communicate with her by the orcs' language or spells, they will learn that she was part of a war band that had traveled too far into unfamiliar territory and got lost. The last thing she remembers was the quarreling and the cannibalism.

She will be extremely appreciative of any assistance the party gives her, and once healthy, will stay with them until they wish her to leave.

Quick Stats: Orc: MV 9; AC 6; HD 1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

To the Victors Go the Spoils

Area: This encounter is set in any dungeon or underground complex.

Situation: Exploring the dank tunnels of a subterranean lair, the party happens upon a group of 15 kobolds ransacking the bodies of several recently slain goblins. The kobolds are quite surprised to see the party members, having been lulled into security after defeating their nemeses.

As soon as they recover, the kobolds fling their newfound treasure at the party members, hoping to acquire a modicum of surprise. If the ruse succeeds, the kobolds turn and flee, disappearing into the gloomy, twisting passages. If it fails, however, the kobolds draw their weapons for battle. Once in the fight, the kobolds fight

until they have lost more than 75% of their numbers, at which point they surrender, hoping for mercy at the hands of their conquerors.

The kobolds' only treasure comes from what they found on the goblins: 17 gp and 23 sp. However, not yet discovered on one of the goblin bodies is an unlabeled *potion of diminution*.

It should be noted that unless the kobold prisoners are secured in some way, they attempt to escape down the dungeon tunnels at the earliest opportunity. Once free, they hurry to summon help to fight the PCs. What form of help they bring is up to the DM.

Quick Stats: Kobolds (15): MV 6; AC 7; HD ½; hp 3; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Second Chance

Area: This encounter occurs in any wilderness region.

Situation: While crossing vast plains, the party notices several humanoids following at an increasing pace. Unless the party has a means of evading pursuit, the relentless creatures eventually catch up to them.

The party's pursuers are a group of nine hobgoblins. As they come into melee range of the characters, they let out barbaric jeers and then attack. However, just as first hobgoblin is about to strike, another one lashes out with his blade, felling the first foul creature. The remaining hobgoblins become quickly disoriented, making them easy fodder for the party members and the rogue hobgoblin.

If the turncoat survives the battle, he will address the party, speaking in Common, Elvish, or Dwarvish depending on the most prevalent race in the group. The hobgoblin explains that he was, until recently, a human. However, he was slain while exploring with another adventuring group. With no priests on hand, a wizard comrade was forced to *reincarnate* him. An outcast of his home society, he chose to live with the hobgoblins, until their insidious habits nearly drove him insane. He thanks the party and departs, refusing any offers of companionship.

Quick Stats: Hobgoblins (9): MV 9; AC 5; HD 1+1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Momentary Solution

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 65



Final Turn

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,300



Lumbering Death

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 650



Momentary Solution

Area: This encounter is set in any large body of water near any large urban area.

Situation: While sailing the great seas, a cry goes out from the crow's nest. Apparently, a man has been spotted overboard, though a cursory scan of those on board indicates that no one is missing.

Going to the side of the ship, the party spies a man bobbing in and out of the water. However, it takes little time to notice that his waves are one of greeting, not of frantic struggles. The man points down into the water, and then flips over to reveal a fishlike tail. The man is actually a merman.

He swims over to the side and requests an audience with the captain and anyone

else who might wish to hear him. He explains that his people are taught that they once had legs with which to walk upon the land, much like humans, until a mysterious power changed their form. He offers a *wand of fire*, useless to him, in exchange for a potion of *polymorph self*. If the party has the potion, they may trade then and there; otherwise they must find or buy one and then return to meet him at a later time.

The wand has 76 charges remaining. Note that merman accepts only a potion, not a spell.

Quick Stats: Merman: MV 1, Sw 18; AC 7; HD 1+1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Final Turn

Area: This encounter takes place in the upper levels of a dungeon.

Situation: While exploring the depths of an underground complex, the party begins to hear the sound of bones clattering together, quite obviously several animated skeletons moving quickly through the hallways. Suddenly, 18 skeletons come rushing into the room and begin attacking the party.

Any characters who attempt to turn the undead creatures will notice that none return down the hallway from which they came, instead running through another exit or huddling in the corner of the room. In addition, very shortly into the battle, the party members hear a loud, masculine

scream come from down the skeleton's entrance corridor. A few rounds later, two more skeletons come down that hallway with blood on their swords.

Continuing their exploration after the battle, the party members will find a human body down the corridor. It is apparent that the man died quite recently, since the pool of blood in which he lies is still damp. Clutched in his right hand is a platinum holy symbol (worth 250 gp), the one he used to turn 18 of the 20 skeletons before being slain by the remaining two.

Quick Stats: Skeletons (20): MV 12; AC 7; HD 1; hp 5; THAC0 19; #Att 1; Dmg by weapon; MR Special

©1994 TSR, Inc. All Rights Reserved.

Lumbering Death

Area: This encounter occurs in cave-filled mountains.

Situation: Passing through the mountains, the party spots several caves just as a storm begins to brew. If they hurry, they can just barely make it to one before the downpour hits.

The small cave is surprisingly warm and snug, and there are bits of dry straw spread out across the floor. However, as they begin to set up camp, the characters hear a low growl come from one of the small chambers around the corner. Shortly afterward, a large cave bear comes lumbering into the room, quite pleased at having its meal come directly and voluntarily to its home.

The bear fights ferociously and to the death, since it is protecting an infant offspring. In addition to the young bear, the party members find several weapons and sacks in the back chamber, all having belonged to various victims. None of the weapons are magical, though all are in good shape, but the sacks contains 67 gp and 240 sp. Moreover, one of the sacks holds a small belt pouch filled with glass beads.

Quick Stats: Cave Bear: MV 12; AC 6; HD 6+6; hp 37; THAC0 13; #Att 3; Dmg 1-8/1-8/1-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Mare

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



The Prisoners

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,260



Together in Undeath

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 700



The Mare

Area: This encounter is set in untamed woodlands.

Situation: Deep in the heart of the forest, the party is breaking camp as dawn fills the sky. From behind a tree steps a young, female centaur. She curls her index finger in a "follow me" gesture and then begins trotting away.

If the party gives chase, the centaur will go just fast enough to stay out of reach and just slow enough so that she is always in sight. Finally, when it seems that the party is tired enough to end the game, she will let them catch up to her. She is willing to canter along with the party in whatever direction they wish to go. No matter what she is asked, however, she simply giggles coyly.

After the chase ends and a little time passes, six male centaurs approach the party angrily. They demand to know what the characters have done to their leader's daughter. At first, the centaurs refuse to believe that nothing other than harmless games has been played, but if the party speaks convincingly, and if they entertained the female enough to have her speak in their favor, the centaurs will let the party continue on their way.

Quick Stats: Centaurs (6): MV 18; AC 5; HD 4; hp 18; THAC0 17; #Att 3; Dmg 1-6/1-6 plus weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Prisoners

Area: This encounter takes place in any dungeon setting.

Situation: After a grand battle with any group of monsters who might have prisoners, the party members find three people—two men and one woman of whatever race is the most prevalent in the party (if they can speak the language)—tied up in the corner. The three individuals are quite pleased with the party's success and claim that the characters will be rewarded if they return the three to their respective families.

The three prisoners are actually doppelgangers, having been tied up after whatever race the characters just defeated discovered their existence. The doppelgangers travel with the party members until they

are out of the dungeon and on their way home. Sometime during the first night, the loathsome creatures will attempt to kill the party and take their treasure and supplies.

This will be easy if the party members do not post guards. Otherwise, the doppelgangers will assume the forms of the most trusted slumbering characters and offer to take the next watch.

If the ruse works, the doppelgangers will try to kill the party members in their sleep. If not, they attack the sentries using stealth, then go for the sleepers.

Quick Stats: Doppelgangers (3): MV 9; AC 5; HD 4; hp 19; THAC0 17; #Att 1; Dmg 1-12; MR Special

©1994 TSR, Inc. All Rights Reserved.

Together in Undeath

Area: This encounter is set in the cemetery of any small community.

Situation: While in town, the party meets many friendly people, all eager to please the party members. One resident stands out, however, as he makes no effort to befriend the characters. He is by no means rude or cold, but he is too despondent to make an attempt. From him or anyone else in town, the group learns that he recently lost his wife when she was apparently attacked by wolves while riding alone one day.

Every day around dusk—the time of her death, the man goes out to the cemetery to bring roses to her grave and read her his love poems. However, one evening, he

does not return. After a few days, the town begins to search for him, asking the party to join in.

That night, the party members find him near the cemetery. Sadly, he is no longer living. He has become undead, a ghoul, having been killed by his own wife, who was in turn slain not by wolves but by the two other ghouls who inhabit the graveyard.

The party is rewarded 145 gp by the couple's parents for putting the two truly to rest, and an additional 200 gp for ridding the town of this new threat.

Quick Stats: Ghouls (4): MV 9; AC 6; HD 2; hp 9; THAC0 19; #Att 3; Dmg 1-3/1-3/1-6; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

A Familiar Imp

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



Old Rations

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 15



War Party

Danger: Medium
Climate: Sub-arctic
Terrain: Mountains
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR1 (Fighter)
XP Value: 175 per warrior,
270 per beserker



A Familiar Imp

Area: This encounter is set in any open area near a wizard's abode.

Situation: Having entered the open plains, the party members have seen very little in the way of other life forms. About the only creatures around are a few ravens, out to catch the day's meal.

There is really only one raven, though only a druid would have a chance to realize it is the same one continually flying overhead. In fact, this raven is also not what it appears, being in actuality an imp. The imp serves as familiar to the wizard who resides in a nearby tower and is spying on his master's most recent trespassers.

That night, the imp decides to have a little fun. It changes into a large spider and

then attempts to sneak into camp and bite one or more of the characters. Once discovered, the imp will reveal its true form and attack with its own poisonous sting.

The imp will stay and fight until it feels it is losing, at which point it will turn invisible and fly away to report to its master. However, unless the party was intentionally destructive, the imp will simply be rewarded for his work, and nothing more will happen to the party.

Quick Stats: Imp: MV 6, FI 18 (A); AC 2; HD 2+2; hp 13; THAC0 19; #Att 1; Dmg 1-4; MR 25%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Old Rations

Area: This encounter occurs deep in a subterranean labyrinth.

Situation: While exploring rotted ruins, the party enters what must have been a storeroom for food, evident by the various casks and crates. Poorly clothed characters may notice that the temperature of the area is slightly below average. As the party first opens the door, they are overwhelmed by the disgusting odor of rotten food.

The source of the smell is easy to locate, for growing out from one of the food crates is golden-brown-colored mold. The mold's furry texture consumes the wooden box almost entirely. If any of the characters comes within 5 feet of the mold, the fungus will immediately try to absorb the charac-

ter's body heat. If any of the party's light sources are heat generating, the mold will grow, possibly even doubling in size. The mold is not conscious, having no intelligence or alignment. There is nothing of value in the area, so party members may avoid the damage of the heat absorption by departing the area, providing they were not killed or knocked unconscious by the mold's 4d8 hp of damage.

Quick Stats: Brown Mold: MV 0; AC 9; HD N/A; hp N/A; THAC0 N/A; #Att Nil; Dmg N/A; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

War Party

Area: A narrow mountain pass is the setting.

Situation: The PCs hear the clash of arms and bloodcurdling screams as they round a turn in the narrow pass. They see two groups of humans fighting, one side just finishing off the other. They also see one on the winning side in the obvious throes of berserker rage.

The party is immediately mistaken for reinforcements and is attacked. If the PCs retreat quickly they can get away but must find another path through the mountains. If the party is mounted, this quick turn-about takes a successful riding proficiency check in order to accomplish, otherwise the berserkers will reach them before they

can turn around. The next round, the remainder of the group is close enough to strike. The berserker attacks the PC he considers to be the mightiest warrior, judging from the armor and weapons carried.

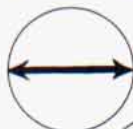
Quick Stats: Normal Warriors: (5): MV 12; AC 7; F3; hp 18; THAC0 18; #Att 1; Dmg by weapon (broad sword); MR Nil

Berserker: MV 12; AC 7; F5; hp 35; THAC0 16; #Att 1; Dmg by weapon (broad sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

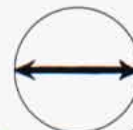
Far from Sherwood Forest

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR2 (Thief)
XP Value: 35 each



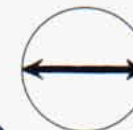
The Inquisition

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 120 per thug, 420
per guard, 2,000
per inquisitor



Bulls, Bulls Everywhere

Danger: Medium
Climate: Sub-Tropical
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 120



Far from Sherwood Forest

Area: A fairly well-traveled road which winds deeper and deeper into a forest is the setting.

Situation: The leader needs to check (Int-10) to see if he notices the net trap set on the road. If he does, they can stop before setting it off and springing the ambush, thus gaining the initiative for the first round.

If he doesn't see the trap, a net drops down, catching the horse's head and front quarters. The rider must make a horsemanship proficiency check to stay mounted, otherwise he falls to the ground, taking 1d6 points of damage.

If the PCs were not mounted, the net falls on them. It takes 3 rounds to untangle,

during which time they lose Dexterity and shield bonuses, and are -4 on all to hit rolls.

The bandits now spring their trap. They appear on the road 60 feet in front of the party, as well as in the trees and even on the road behind the PCs. Unlike Robin and his merry men, these bandits waste no time attacking the party.

Quick Stats: Bandits (20—4 to front, 5 at each side, 6 to rear): MV 12; AC 7; T2; hp 6; THAC0 20; #Att 1; Dmg by weapon (front: shortbow, short sword; sides: spear, short sword; rear: short sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Inquisition

Area: A highly religious town, dominated by a very large temple in the city center, will do. The town's mayor is also the main religion's high priest.

Situation: Unless the PCs have actively sought out the local laws, they will not know of the ban on nonreligious magic and nonnative religion magic.

The PCs find themselves accosted, after dark, by a group of thugs. The thugs waste no time waylaying the party. Fortunately, or unfortunately, depending on how the fight was handled, the city guard arrives swiftly and the thugs run away.

If the PCs used magic for defense or healing, and are seen by the guards, they are detained for the Inquisitors, who arrive

to question the PCs about the infraction.

Should the PCs tell the truth and admit they were unaware of the law, they will be asked to leave the city immediately. If they lie, denying they used magic, they are brought before the religious court the next day, with a maximum penalty of death for using magic and perjury.

Quick Stats: Thugs (4): MV 12; AC 8; T4; hp 12; THAC0 19; #Att 1; Dmg by weapon (short sword); MR Nil

City Guard (4): MV 6; AC 1; F7; hp 55; THAC0 14; #Att 1; Dmg by weapon (long sword); MR Nil

Inquisitors (2): MV 9; AC 5; P9; hp 44; THAC0 16; #Att 1; Dmg by weapon (mace); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Bulls, Bulls Everywhere

Area: A strange town with narrow winding streets is the setting.

Situation: The PCs have just entered a town they have not been to before. They notice immediately that the town appears to be decked out for some kind of festival. They can hear music and shouts of glee coming from the town square.

As the PCs make their way toward the center of town, they see houses with their shutters battened down and their doors closed. They see many young boys either on the roof of their houses or in an upstairs window. Otherwise, the streets appear to be deserted.

As the PCs turn a corner toward the center of town, they see a large group of

young men charging at them, shouting with glee. They may believe at first that they are being attacked by a group of fanatics. Or perhaps they may think it is a welcoming party. Both these notions will be wiped out as the men run past and the PCs see what is following them.

The PCs have walked into a running of the bulls, and they are standing flat footed, looking down the street at a large herd of angry bulls stampeding toward them.

Quick Stats: Bulls (25): MV 15; AC 7; HD 4; hp 20; THAC0 16; #Att 1; Dmg 1-4; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Mage vs. Mage, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 270



Another Nessie?

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



Treasure Hoard

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



Mage vs. Mage, Part 2 of 2

Area: This takes place in the same small town as **Mage vs. Mage, Part 1**.

Situation: This can only be run after the above encounter card has been concluded. The PCs have just sold Mundin the item he sought.

The PCs are sought out by a middle-aged elf, Therdu, dressed in traditional robes. He accosts the party in the street and demands to know about the item they just sold to Mundin.

When told that it was a simple, non-magical item, Therdu flies off the handle, chastising them for allowing his rival to get the final component for the spell. He says he would have offered twice what Mundin paid them.

Another Nessie?

Area: The PCs find themselves in a town next to a large lake.

Situation: It becomes immediately apparent after spending any length of time in this town that the people are afraid of the lake. The fishing boats, which used to go out on the lake daily, are beached and dry. The PCs hear mothers warning their children to stay away from the shore.

Inquiries reveal tales of a monster that lives in the lake. It made itself known two months ago, destroying several fishing boats and killing over a dozen citizens before the mayor declared the lake off limits for fishing, swimming, and hygiene.

The mayor has placed a bounty of 500 gp on the monster of the lake. Hearing of

Treasure Hoard

Area: This small town seems very receptive to the party members' arrival.

Situation: The townspeople tell them of a cave containing a great treasure hoard guarded by a giant lizard. They deliberately omit that it is a basilisk because they don't want the PCs to flee from it. The citizens do admit that several groups of adventure seekers have gone after the hoard, but not one has been successful.

The PCs find the cave not very far from the town. The entrance, due to other recent forays here, is no longer overgrown.

As they travel down a winding narrow cavern, the PCs see several remarkably realistic statues of mages, clerics, warriors, and thieves. Rounding a final turn, the tun-

nel opens into a chamber containing several huge chests.

As the party approaches the chests, a greater basilisk emerges from an alcove in the floor behind a treasure chest. It attacks without hesitation.

If the PCs kill the basilisk, they may examine the trove, which consists of several stone chests containing 20,000 cp, 12,000 sp, 8,000 gp, 2,000 pp, 12 gems, and 2 objects d'art.

Quick Stats: Greater Basilisk: MV 6; AC 2; HD 10; hp 70; THAC0 11; #Att 3; Dmg 1-6/1-6/2-16; MR Nil; Special attacks

Therdu tells the PCs that the town and the surrounding territory is now in grave danger, as Mundin will use the spell to gain control over the region and spread his evil. He tries to persuade them to sneak into the Mundin's tower and recover the item for him.

If persuasion fails, he will try to bribe the PCs to sneak in and steal it back for him. Therdu is desperate and will do what it takes, short of invading the other wizard's tower himself, in order to regain this spell component.

Quick Stats: Therdu: MV 12; AC 7; W10; hp 23; THAC0 17; #Att 1; Dmg by weapon (dagger, dart); MR Nil; Spells

their presence in town, and their reputations as adventurers, the mayor approaches the PCs to beg them to rid his town of this horror.

The lake is occupied by aboleths that live in an underwater cave on the far side of the lake. The aboleths attack any boat setting out on the water. (They refuse to keep slaves.) The only viable alternative may be to cast *water breathing*, then go down to clean them out.

The PCs find 5,000 gp in the aboleths' cave, in gems, jewels, and old coins.

Quick Stats: Aboleth (3): MV 3, Sw 18; AC 4; HD 8; hp 64; THAC0 13; #Att 3; Dmg 1-6/1-6/1-6/1-6; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

©1994 TSR, Inc. All Rights Reserved.

©1994 TSR, Inc. All Rights Reserved.

A Cave to Remember

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 175



Safari

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 each



Look to the Sky

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



A Cave to Remember

Area: A mountain trail leading into a large cavern is the scene.

Situation: This cavern is wider than the trail and is 20 feet high, which allows the PCs to stay mounted.

In order to proceed down the trail, the party must pass through this cavern to the other side of the mountain. The cavern is natural, and the deeper they travel the darker it becomes.

The cave fishers who live in this cave have set up a single strand across the trail. This strand trips the horses—walking 25% chance, trotting 55%, and charging 90% chance. If unmounted, the lead PC has a 33% chance of tripping over the strand.

Once horse and rider are downed, two

of the cave fishers trampoline out of their concealed hiding positions onto the PC. They attempt to encase the downed PC as quickly as possible, before being forced to face off with the rest of the party.

The remaining two cave fishers shoot their strands at any PCs who come to the aid of the downed PC.

Quick Stats: Cave Fishers (4): MV 1; AC 4; HD 3; hp 18; THAC0 17; #Att 2; Dmg 2-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Safari

Area: The PCs are in the mountains.

Situation: The PCs have been hired, sight unseen, by a local lord while in a nearby town. They will be paid a large sum of money to escort him on a hunt in the mountains. They will also be given a bounty for each creature that is killed on the trip.

The party arrives at the lord's castle to find a small man. He is actually little more than a boy wanting to prove himself in the hunt. He has heard that the nearby mountains are populated with a large number of pumas. As the puma is a local symbol of power, his lordship has his heart set on bagging one.

The trip goes off with little trouble as they encounter a couple of small creatures.

That night, as camp is set up, the young lord insists on standing a watch just like everyone else. While he is on watch, some displacer beasts appear. His lordship sees the displacer beasts and leaves his post to go out and kill a "puma" on his own.

Unless someone else is standing watch with the young lord, his disappearance goes unnoticed until the displacer beasts growl or the PCs hear the baron's screams as the beasts attack him.

Quick Stats: Displacer Beasts (5): MV 15; AC 4; HD 6; hp 36; THAC0 15; #Att 2; Dmg 2-8/2-8; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Look to the Sky

Area: An old, large city is the scene.

Situation: The PCs notice many fantastic and fancy stone buildings. All seems quite ordinary until it gets close to dark, when the streets seem to become deserted.

Inquiries reveal there is no curfew. Further questioning yields furtive glances and tales of a killer darkness. It seems the town has been plagued by an undetectable killer who stalks the streets without leaving so much as a footprint behind after killing and eating its victims. No one is safe: children, warriors and even wizards have all been killed.

If the PCs decide to venture out at night, they are attacked. If they choose to stay in, they hear a scream outside the inn, just

after midnight. Looking outside, they see one of the city guard dead and his partner under attack by a gargoyle. If they step out to aid the city guard the remainder of the pack of gargoyles attacks.

If overmatched, the gargoyles retreat to their hiding places to recuperate. The creatures have replaced the stone gargoyles on buildings with themselves. From there they can observe and swoop down on their unsuspecting victims.

Quick Stats: Gargoyles (12): MV 9, FI 15; AC 5; HD 4+4; hp 28; THAC0 15; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

Watch Your Back

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



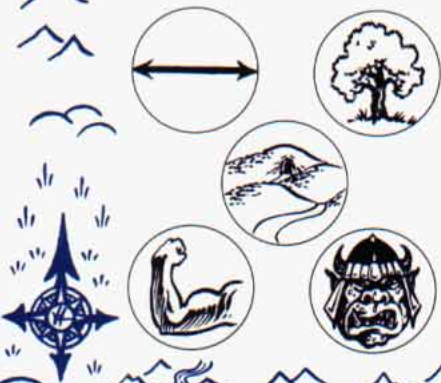
A Taste for Horse Meat

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



Where There's Smoke, There's Fire

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



Watch Your Back

Area: A medium-sized city will do.

Situation: The city guard takes a good hard look at any thieves in the party, or those who dress similar to rogues. The PC thieves, or those dressed like ones, are avoided by the populace and watched closely. Those caught stealing find out quickly about the penalty for theft: immediate death.

The PCs learn that nothing is safe in town. There are a group of thieves who have stolen from just about everyone from the merchant class to the local nobles. The local thieves' guild has been imprisoned, killed, or run out of town. Yet, even that did nothing to stop the thefts.

Soon enough the PCs find themselves

victims of thieves at work. Something of value is stolen by one of the githzerai thieves working this town. If the item lost is extremely valuable, it should motivate the PCs to find the githzerai lair in town.

They can locate the culprit with tracking or *true sight*. They find the lair in an old warehouse by entering through a secret door in the alley.

In the githzerai's local lair the PCs find 30,000 cp.

Quick Stats: Githzerai Thieves (5): MV 12, FI (Limbo) 96; AC 7; HD 11; hp 30; THAC0: 15; #Att 1; Dmg by weapon (long sword); MR 50%

©1994 TSR, Inc. All Rights Reserved.

A Taste for Horse Meat

Area: The wilderness at night is this encounter's setting.

Situation: As usual, when on the road, the party has set up a camp. Everything seems normal, and the watches are quiet.

About midnight the horses become skittish, but there doesn't seem to be anything to cause their nervousness. Elves, due to their sensitive hearing, have a chance to pick up the faint flapping of wings (1 on a d6 roll). Then all is quiet once more. An hour later the PC sentries again notice the horses becoming restless.

Suddenly, out of the dark sky, the PC sees a pack of at least a dozen griffons swooping in to attack the party's horses. The griffons ignore the PCs, more intent on

the opportunity to feast on horse flesh.

If the PCs abandon their horses, the griffons are more than happy to eat them and leave soon afterward. They ignore the party as though they aren't even there.

However, if the PCs decide they would rather ride than walk, and that keeping their horses alive would best suit this end, they must fight the griffons. Attacking the creatures, however, only serves to call their attention to the PCs. The griffons not directly attacking the horses fly at the party members.

Quick Stats: Griffons (12): MV 12, FI 30; AC 3; HD 7; hp 49; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Where There's Smoke, There's Fire

Area: Any natural cavern will do.

Situation: From the map the PCs have, they know the main dungeon lies straight ahead, but they now stand in a natural chamber. The chamber has three tunnels on each side, one directly to the front, and the one the party just came in from to the rear.

Each PC catches the scent of something (Intelligence -10 to determine if they can identify the smell as sulfur). By the time they have identified the smell, two hell hounds block the main passage.

The hell hounds attack immediately. The next round six more hell hounds appear, two from each of the other tunnels.

Now the trap has been sprung.

The hounds fight viciously, relentlessly, keeping the PCs from crossing the chamber to the main passage, and blocking their retreat the way they have come.

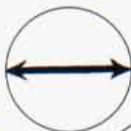
The lair for these creatures is down one of the side tunnels and has 8,000 cp, 1,000 sp and 1,600 gp hidden in it.

Quick Stats: Hell Hounds (8): MV 12; AC 4; HD 7; hp 49; THAC0 13; #Att 1; Dmg 1-10; MR Nil; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

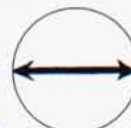
Too Many Heads

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 3,000



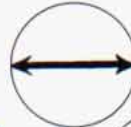
Amphibious Warfare

Danger: Medium
Climate: Tropical
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 35 each



Keep Your Guard Up

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



Too Many Heads

Area: The PCs are in a small mining town.

Situation: The town is one in which the people work hard for a living and drink hard at night. The PCs find the town has a strong ale which intoxicates those not familiar with it after only a few drinks.

It is after midnight when the alarm at the mine is sounded. The townsfolk sober up instantly and race up the mountainside to the mine entrance. The PCs will not know what is going on until it is explained that the alarm signaled a cave-in and that everyone is needed to help. If the PCs seem reluctant to help, the innkeeper begs them to come and help save his fellow miners.

If the PCs decide to help, they arrive at the mine entrance to see a large group of

minors milling about talking. Confusion reigns and rumors are forming. The PCs quickly determine that the miners stumbled upon something deep in the mine which no one could identify, and came running out of the mine entrance.

Suddenly the wall around the mine entrance explodes outward, showering rocks down on everyone. A massive 10-headed beast appears in the new entrance. The townspeople scream and scatter in panic as the lernaean hydra appears.

Quick Stats: Lernaean Hydra: MV 9; AC 5; HD 10; hp 60; THAC0 10; #Att 10; Dmg 1-8 (-10); MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

Amphibious Warfare

Area: Any port town will do.

Situation: This usually hardworking, hard-drinking port town is gripped by terror. Rumors of pirate raids and sea monsters ravaging up and down the coast run rampant in the streets. So far, this town has been lucky. Most of the bars and places to go carousing are located in the waterfront district.

The PCs are enjoying the nightlife one evening when they notice it is nearing curfew and they must start back to their rooms. As they walk down the street, they see a disturbance in the center of the harbor.

The disruption of the water slowly moves in toward shore. In a few rounds, the first of an invading army of locathah

breaks the surface.

The locathah immediately attack the nearest target: the party members. They are a well-disciplined force and fight with elite morale. They stay near the shore, knowing their limitations on land.

The locathah are the leading edge of an invasion force. They must be defeated, as more are ready to follow. The locathah are desperate for food and have heard that the shore folk have lots of it.

Quick Stats: Locathah (20): MV 1, Sw 12; AC 6; HD 2; hp 12; THAC0 19; #Att 1; Dmg by weapon (trident); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Keep Your Guard Up

Area: Two separate towns are required.

Situation: The PCs have had a recent run in with lycanthropes, especially werewolves, and now their cousins seek revenge. The PCs are in an inn when a man stumbles into the pub. He begs for a private audience with the PCs.

The man says he is a farmer from the next village, and claims he saw the mayor and sheriff (the other night) change into wolves and kill his brother.

He has heard of the PCs encounter with werewolves, and he begs them to come to his village and help him. If they accept they find out that indeed there has been lycanthrope activity in the town.

If they decline, the farmer continues to

pester them until they agree. He even offers a small bribe of a few hundred gold pieces.

The PCs can easily dispatch the mayor and his sheriff. They are ordinary people, not lycanthropes, and the PCs are arrested and tried for murder. The man who set them up has disappeared and is unknown in the town.

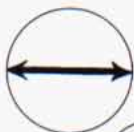
If the PCs delay, the lycanthropes attack them the next night, because they are impatient for revenge.

Quick Stats: Werewolves (16): MV 15; AC 5; HD 4+3; hp 27; THAC0 15; #Att 1; Dmg 2-8; MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

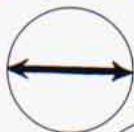
Ship Ahoy!

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 1,000 for helping to keep the ship afloat, 500 for using a lifeboat to get back to land



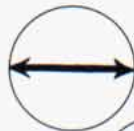
My Purse Is Empty?

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 1,000 for catching Harspell



Little Knowledge

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for enduring Brother Buntline, an additional 500 for getting rid of him tactfully



Ship Ahoy!

Area: The PCs are at sea, on the caravel *Swimming Manticore*. The ship is equipped with two ballista and three medium catapults.

Situation: The PCs are aboard a ship, two days out of port. It is attacked by pirates led by Trumaine Shipkiller. The crew scores several hits on the pirate ship before it reaches a range of 100 yards. The PCs may also be able to contribute to the damage with spells and missiles. Meanwhile, the pirates rake the ship with arrow fire and catapult stones. Each PC involved takes 2d6 points of damage, saving throw vs. breath for half. Some spells may negate damage, for example, *protection from normal missiles*. As the pirate ship is driven off,

a catapult shot hits directly amidship. The shot explodes, setting the middle of the ship on fire.

Clever PCs can slow the burning of the ship. Creative use of spells such as *create water* can help save the day. If the PCs do nothing, the ship sinks in two hours. If they come up with some clever solutions, extend the time by a day or so.

If the ship sinks, the PCs get a lifeboat. It is large enough to hold the party, bulky things like armor must be left behind. If Trumaine survives, he blames the PCs for the loss of his ship. He may become a nemesis in the future.

Quick Stats: Trumaine: MV 12; AC 2; F10; hp 76; THAC0 6; #Att 2; Dmg by weapon +6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

My Purse Is Empty?

Area: Any reasonably large city will do.

Situation: A cutpurse is trailing the party. He attempts to set them up for a snatch.

The cutpurse, Harspell, is no fool. He uses his observation proficiency to size up the party. He has an observation skill of 16. Two checks are made, one to determine class, the other for level. Failure means that he is off by as much as he failed the check by.

Harspell avoids other thieves. He leaves the more violent people, such as berserkers, alone. His favorite targets are priests, whom he considers easy prey. He also favors mages, since they usually carry gems for spell components.

Harspell trails the party until they enter an inn or a shop. He prefers to cut the

purse strings and hide the purse. This requires two separate pick pockets rolls (68% chance).

If successful, Harspell then yells out "Stop, thief!" When the PC turns, he points away and says, "A kid just grabbed a sack off your belt and ran off. If you hurry we can still get him!" If the PC falls for it, Harspell joins the chase, ostensibly leading the way. He then allows himself to be out-run. When the PCs are far ahead, he disappears into the night.

Quick Stats: Harspell: MV 12; AC 6; T7; hp 23; #Att 1; THAC0 17; Dmg 1-4/1-3; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Little Knowledge

Area: The characters are in a small village, occupied mostly by farmers and smiths. There is a small temple to the local god of knowledge, with a small library. The library could be a place to get information on the area the PCs are in.

Situation: The PCs encounter Brother Buntline, an aspiring young priest. The High Priestess at the temple is well known as a scholar in the fields of magic and nature. On the other hand, young Buntline has had none of his writings accepted into the library yet. He is getting desperate.

The brother seeks out the PCs, they are well-known adventurers. He intends to make adventurers his major field of study.

Brother Buntline presses the PCs for

stories of their exploits. He wants to know their feelings as they faced this medusa or that wyvern. He is eager and polite. He is also a complete pest. Any PC who talks to him finds that they have a hard time getting rid of him. He follows them around, always with just one more question. If the party tries to get rid of him, he tries another tack. He begins to bring them clues to adventures. He asks only for the whole story when they get back.

Adventures the brother provides should be long on danger and short on treasure.

Quick Stats: Brother Buntline: MV 12; AC 10; P3; hp 12; #Att 1; THAC0 20; Dmg 1-2; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Prisoner, Part 2 of 3

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter Type: Device
Add'l Info: **PHB**
XP Value: 500



I Dare You

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 800 if Hern is 7th level, 1,000 if Hern is 8th level, 1,200 for 9th, an additional 1,000 for each level above 9th



Slashed

Danger: Medium
Climate: Temperate to sub-tropical
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: **DMG**
XP Value: 2,800 (175 each)



Prisoner, Part 2 of 3

Area: The encounter takes place on the road between a local temple and a city. The road leads through farmland and vineyards. The PCs have no trouble finding friendly families to board them overnight.

Situation: The PCs are hired to escort a prisoner to the city to be sentenced for his "crimes." The pay is 100 gp. The temple involved could be one where the priest PCs receive training. Perhaps they have had to get healing there. Now they are expected to pay for it.

On the road the PCs discover that the man's crime is that he is an atheist. He laughs at any powers that the PCs may worship. The powers involved do not take this lightly. They attempt to wipe out this blas-

phemer. One effect of Silarth's atheism is that the attacks have no effect on him. A series of disasters plague the party throughout the four-day trip. They are, not necessarily in order:

1. An insect plague.
2. Lightning bolt from the sky (3d6 to 1-2 PCs).
3. Ants infest their food supplies.
4. Cold wet rain the last two days of the trip. The prisoner stays dry.
5. One nonmagical metal item of each PC heats up and melts.
6. A PC gets stuck in quicksand. Silarth walks across with no problem.

Quick Stats: Silarth: MV 12; AC 10; F1; hp 8; #Att 1; THAC0 20; Dmg 1-2; MR Nil

©1994 TSR, Inc. All Rights Reserved.

I Dare You

Area: This occurs in a tavern or inn where the PCs are relaxing amid a crowd of laborers, guardsmen, a few nobles, and more than a few adventurers. The inn is large, with a roaring fire and a dance floor. The challenge occurs just after supper, before any dancing has started.

Situation: Hern Trollsfoe is a fighter of some reputation. He is well known as the best fighter the PCs have. He has always been told that (insert PC fighter's name) is a better fighter than he is. He wants to prove his detractors wrong. He challenges the PC to a duel. At the PCs option, it can be honorable (flat of blades, one-quarter of damage is real), or to the death. Hern is a virtual carbon copy of the PC. He does not

have the magical weapons that the PC may have. He is one level higher than the PC. His hit points are the same.

Hern challenges the PC in a loud voice. When he does so, the entire inn gets quiet. Everyone watches the PC for his reaction. If the challenge is turned down, the crowd acts as though Hern won. The PC is mocked and ridiculed. A song about "brave sir (insert PC name), who boldly ran away" starts. If the PCs want to lay wagers, other patrons will wager up to 300 gp on Hern, offering odds of 3 to 2.

Quick Stats: Hern Trollsfoe: MV 12; AC (as PC); F(one level higher than PC); hp (as PC); THAC0 (one better than PC); Dmg (as PC minus magical weapon bonuses); #Att (as PC); MR (as PC).

©1994 TSR, Inc. All Rights Reserved.

Sloshed

Area: This can occur in any city or village with a detachment of soldiers or a strong city guard.

Situation: The PCs are making their way along the street when a group of drunken soldiers comes staggering out of a nearby inn. They are in high spirits and immediately start insulting the PCs. They are aggressive, crude, and in the state of drunkenness that makes fighting sound like fun. The soldiers make disparaging remarks about the PCs' lack of strength and brains, crude comments about any physical deformities, or even cast doubts on the PCs' parentage, anything to instigate a fight.

The PCs may avoid the fight, but any attempt to leave peacefully earns them

calls of "cowards", "afraid of real fighters", "orc-kissers", things like that.

If the fight finally breaks out, another patrol of soldiers happens by. They are concerned that their buddies do not end up in trouble or dead. They join right in the fight.

If weapons are drawn, the soldiers grapple with the PCs. They do not want a bloody fight; they just want to pound some snooty adventurers.

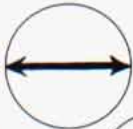
Quick Stats: Drunken Soldiers (8): MV 6; AC 8; F3; hp 15; #Att 1; THAC0 18; Dmg use punching/wrestling chart on page 67, DMG

Sober Soldiers (8): MV 9; AC 5; F4; hp 20; #Att 1; THAC0 17; Dmg use punching/wrestling chart noted above

©1994 TSR, Inc. All Rights Reserved.

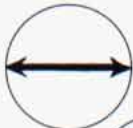
Mad Scientist, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 300 for talking to the villagers



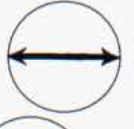
My Head Hurts

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 9,000



Rust Man

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Dexterity, Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 35



Mad Scientist, Part 1 of 2

Area: A small village without a large clerical presence is needed. On a hill overlooking the town is an ivy-covered tower. No roads lead to the tower.

Situation: Togleif, a necromancer, needs human bodies for his experiments. He has been watching the town through his *crystal ball* and has decided that the PCs, being strangers, are perfect subjects. He casts *strength* and *invisibility*, then *teleports* right behind one of the PCs. He strikes him with a *sap of paralyzation* (bonus of +1; victim must save vs. paralyzation at -2; each strike takes one charge; 12 charges left). The spell effects and situation give him a +8 to hit (*invisibility*, *strength*, behind victim, *sap*).

Togleif then grabs the victim and *teleports* back to his tower. If he fails, he *teleports* away. He tries again later that night to catch the same PC.

If the PCs inquire, the villagers all know that a "crazy mage" lives in the tower. They urge the PCs not to go there, because no one who does ever comes back. Short of magical compulsion, none of the villagers will accompany the PCs to the tower for the rescue.

Quick Stats: Togleif: MV 12; AC 0; W13; hp 28; #Att 1; Dmg by weapon (*sap*); THAC0 16; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

My Head Hurts

Area: This encounter takes place in a cave far underground. The cave has four entrances. The only one that leads to the surface is the one the PCs used. The cave is beautiful in the light, the colors of the rainbow glint in the torch light. It is almost circular, about 30 feet across.

Situation: The illithid returns two rounds after the PCs have entered. It is not surprised, having detected them with *ESP*. It does not attack immediately. It uses a *ring of polymorphing* (wearer may *polymorph self* and *polymorph other*, one each per day.) It *polymorphs* itself into a gnome and enters the cave.

The gnome seems hesitant about the party. He finally offers to share the wealth

of the cave. He points out the uncut diamonds in the ceiling, *suggesting* that the party help him get them. The ceiling is 15 feet high. The PCs must use magic or drag large boulders. He *suggests* that a PC should use his best weapon to chip out the diamonds. If used, the weapon must make a saving throw vs. crushing blow or shatter. The illithid also attempts to *charm* as many of the party as he can. If attacked, he responds with a *mind blast*. If damaged, he flees for his life immediately.

At the back of the cave is a sack with 12 uncut diamonds worth 120 gp each.

Quick Stats: Mind Flayer: MV 12; AC 5; HD 8+4; hp 41; THAC0 11; #Att 4; Dmg 2; MR 90%; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Rust Man

Area: The PCs have discovered an abandoned inn. The door hangs from the bottom hinge, providing a view inside the inn. The furniture is ruined, although there is a skeleton wearing intact plate mail lying on the floor. Inside the doorway to the inn stands a huge statue, almost 10 feet tall. The statue is old and rusty.

Situation: A russet mold resides on the statue. It is 70% likely to be taken for real rust. The statue stands right under a hole in the roof, the mold feeds on the moisture that drips through when it rains.

When the PCs move the door to gain entrance, have them roll a Dexterity check. If it is failed, the door bumps the statue. This causes the statue to fall. First tell the

PCs that it is moving. It looks like a rusty iron golem. Then it crashes to the floor in ruins and dust. This scatters the russet mold's spores in a 10-foot radius. Anyone in this radius must save vs. poison or they are paralyzed. They die in 5d4 rounds unless a *cure disease* is cast upon them.

If the Dexterity check succeeds, the statue does not fall. Any PC entering passes within 3 feet of the statue and is affected by spores.

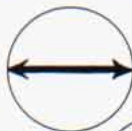
If the mold is dealt with, the party may search the skeleton. It wears a set of *plate mail* +2.

Quick Stats: Russet Mold: MV 0; AC 9; HD Nil; hp Nil; THAC0 Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

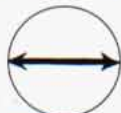
Drow Messenger

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 for slaying, 1,000
for refusing to pay



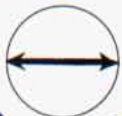
Help My Mom

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Charisma, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,920 (270 each)



Gulguthra

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Dexterity, Strength
Encounter Type: Device,
Monster
Add'l Info: **MM**
XP Value: 975, plus 500 each for
rescuing the girl



Drow Messenger

Area: This occurs in any area known to have drow activity. It is most likely a forested area.

Situation: The PCs are camped for the night. The watch hears something moving in the forest. If the PCs investigate immediately, they encounter a spirit naga. If they wait more than two rounds, the naga calls out to the camp, "I bring a messsage. May I enter?"

If the party allows this, a snake with a human's face enters the camp. "I bring a message from my masters. You are in the territory claimed by the drow. If you surrender some gold and magic immediately, you may leave unharmed."

The naga warns them if they begin hos-

tile actions. "I am not alone. Act not hastily, or you will regret it." If the party tries to spot someone in the darkness, they are unable to. If they refuse, the naga tells them, "You have been warned—on your head it lies." It then leaves without any more conversation.

The naga is not working with anyone. It hoped to find a weak party it could defeat easily. It understands that the party is too much for it, so it's trying to bluff some treasure out of the PCs.

Quick Stats: Spirit Naga: MV 13; AC 6; HD 9; hp 53; #Att 2; THAC0 11; Dmg 1-4/2-8; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Help My Mom

Area: A large inn on a well-traveled road is needed. The inn is filled with farmers and tradesmen.

Situation: The PCs stand out in this crowd. They are watched from every table. The low buzz of conversation obviously concerns them. There is nothing sinister about this; the villagers are not used to people as well armed as the PCs.

The inn quiets when young Billy, age 8, bursts into the room. He runs to a man with a feathered cap and in one breath says, "Sheriff Tosk, come right now. There's bad guys at the house, they hurt my pa. Ma is there with the old crossbow, I don't know how long she kin hold'em. Come on!"

The sheriff wants to know what kind of bad guys. Billy tells him that his mom called them ogeras or something. There were eight or 10 of them. The sheriff pales at this, and asks for volunteers to take on the ogres. Most of the villagers claim that they must get home to defend their own families. The PCs are the only hope.

Billy spots this quickly, and asks one of the PCs, preferably a female, "Won't you come help my ma? I think they're going to kill her, and my pa too." His big brown eyes are filled with tears. "Ma is still holding off the ogres. She even killed one with a crossbow." The PCs gain a +2 to their chance of surprising the ogres.

Quick Stats: Ogre (11): MV 9; AC 5; HD 4+1; hp 21; #Att 1; THAC0 17; Dmg 1-10; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Gulguthra

Area: A sewer near the docks is the scene. The PCs are nearly alone on the street. A small girl (age 6) plays in the street.

Situation: The PCs see a little girl playing in the street, her ball rolls through the sewer grate. She goes over to reach for it, and a tentacle winds around her hand and pulls her in. The PCs must act quickly to rescue her.

The sewer grate is too small for anyone larger than a halfling or gnome to slip through. Larger PCs can look through. The girl is struggling in a pool of muck. Her struggles weaken as they watch. The struggles do reveal the otyugh hidden in the muck. The muck is about 2 feet deep, with piles of trash that reach 5 feet. The surface

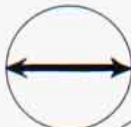
of the muck is 5 feet below the sewer grate. PCs lying on the ground could reach through with spears or fire arrows through. Any attacks are at -4 due to the awkward position. The PCs must slay the otyugh in four rounds or the girl loses consciousness. Unless they can get into the sewer she will die. If someone can get below, she can be saved if the combat takes less than eight rounds, otherwise she has suffocated.

Quick Stats: Otyugh: MV 6; AC 3; HD 7; hp 39; #Att 3; Dmg 1-8/1-8/2-5; MR Nil; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

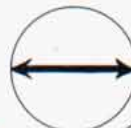
I Just Love Kelp

Danger: Medium
Climate: Temperate
Terrain: Aquatic
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 420



Revenge

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 650 for ogre mage,
2,020 (270 each) for
the ogres, zero for the
revenant



Old Bones

Danger: Medium
Climate: Temperate
Terrain: Mountains, Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,300 (650 each)



I Just Love Kelp

Area: The PCs are on a caravel crossing the sea. This occurs when one of the PCs is at the bow, watching the sea.

Situation: A patch of seaweed can be seen off the starboard bow. The ship brushes against the seaweed, making a slithering noise. As the PCs look down at the noise, they notice that part of the seaweed resembles a caricature of a human female. One of the male PCs (roll at random) is attacked by the kelpie's *charm person*. Unless he makes a saving throw vs. spell at a -2 penalty, he sees the kelpie as the love of his life. She is drowning in the sea. He immediately dives overboard, dropping anything held in his hands. The PC wraps his arms around his beloved and attempts to

hold her tightly. This means that he does not swim. Instead, he happily drowns.

The PC affected cannot save himself, his companions must do it. The PC takes 2d10 points of drowning damage per round until he is protected (*water breathing*, for instance) or the kelpie is slain.

The PCs must move fast to rescue their friend. By the end of the first round the ship is already 40 feet away from the kelpie and her victim. The captain is willing to turn the ship. It will take two turns to return to the spot, too late to save their friend. It is up to the PCs.

Quick Stats: Kelpie: MV 9, Sw 12; AC 3; HD 5; THAC0 Nil; #Att Nil Dmg Nil; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Revenge

Area: This occurs in a civilized area, on the outskirts of a large city. The PCs are just entering the city, ready for some rest.

Situation: The party spots a body crawling along the road. The body has suffered wounds that should certainly render it dead, but it still moves. The creature is a revenant, a human who was murdered and wants vengeance. It does not attack the party. Actually, it ignores them. If they start to pass by, they hear a voice that sounds like the rattle of death. "Good people, I be murdered most foully. Vengeance, I must have. Help me."

The PCs can question it. It can only speak with great effort. It haltingly explains that an ogre magi brutally mur-

dered it. This kept it from fulfilling its vow to a local good temple. The revenant was a good aligned fighter in life. It asks the PCs' aid in transporting itself to the lair of the creature. It knows instinctively where the lair is.

The lair is guarded by 10 ogres. The revenant charges through them to attack the ogre magi. The ogres are left for the PCs.

Quick Stats: Revenant: MV 9; AC 10; HD 8; hp 40; #Att 1; THAC0 13; Dmg 2-16; MR Nil; Special attacks and defenses

Ogres (10): MV 9; AC 5; HD 4+1; hp 22; #Att 1; Dmg 1-10 +2; THAC0 17; MR Nil

Ogre Magi: MV 9, Fl 15; HD 5+2; hp 34; #Att 1; Dmg 1-12; THAC0 15; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Old Bones

Area: The PCs have located a ruined keep in the mountains. The encounter occurs in a hidden burial vault.

Situation: The PCs search the ruins for a few hours without success. When they are ready to give up, one of the PCs notices a loose stone. If a dwarf or gnome is in the party, he notices the stone; otherwise, a random PC does. The stone can be lifted with a total Strength of 27. This reveals stairs leading down into the earth.

The stairs descend for about 50 feet before the stairway is blocked. A cave-in filled the stairway with earth. It takes 12 hours of digging and carrying dirt out to clear the stairs. Someone proficient in mining can cut this to 6 hours and leave no

chance of another cave-in. If no one like this is available, there is a 10% chance that the roof caves in again.

When the stairs are cleared, the door to a tomb can be reached. The door is locked, but the lock is old and easily picked (+20% to pick locks chance). Once the door is opened, the PCs see a lavish cubic burial room, 20 feet per side. Three slabs bear the remains of great warriors. A pair of 15-foot-tall giant skeletons move to attack.

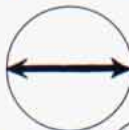
The bodies still have three suits of *chain mail* +1 and three *war hammers* +2.

Quick Stats: Giant Skeletons (3): MV 12; AC 6; HD 6; hp 40; THAC0 12; #Att 1; Dmg 2-16; MR Nil; Special defenses

©1994 TSR, Inc. All Rights Reserved.

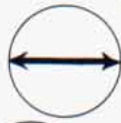
Fledgling

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM, MC (Outer Planes)**
XP Value: 22,000



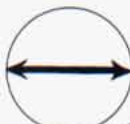
Troll Bridge

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Dexterity, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 7,000 (1,400 each)



Wight Way

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 7,000 for lesser wights
(700 each), 1,400 for
the master wight



Fledgling

Area: A farmstead on the outskirts of a huge forest is the setting. The farm is peaceful and quiet, except for the bellowing of a single cow in the barn. Besides the barn, there is a chicken coop, a granary, and the farmhouse.

Situation: The PCs have arrived too late to save the farm family. The nabassu has already finished its grisly work. Entering the farmyard gives the PCs a sense that something is wrong. A few chickens scabble for bugs in the grass, but there is no sign of intelligent life. The cow in the barn is thirsty. If the door is opened she pushes out and heads for the water trough. The house is also empty, although there are some fresh bloodstains on the floor and

walls of several of the rooms. It appears that someone tried to clean the blood up.

The nabassu left here yesterday to return to its lair. It flies over the farm on its way to hunt some more. The PCs make a fortuitous meal.

It attempts to find a single PC that it can use its death gaze on. The affected PC must save vs. spell or transform into a ghoul—permanently.

Quick Stats: Nabassu: MV 12, FI 15; AC 0; HD 7+10; hp 49; THAC0 13; #Att 3; Dmg 2-8/2-8/3-12 +7 (Strength bonus); Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Troll Bridge

Area: A bridge over a sluggish stream is the scene for this encounter. The bridge is 10 feet wide and has a 50-foot span. The countryside is hilly. The season is late summer.

Situation: A group of trolls have taken up residence near this road. It provides a steady source of travelers, that is to say, food. The trolls have one particularly intelligent leader who has devised a plan that the pack delights in.

The bridge looks old but sturdy. Any tests they use tell them that the bridge is safe. When they get to the middle, the trolls at the top of the hill release a large boulder. It rolls down the hill and across the bridge. Anyone still on the bridge takes 3d6 from the boulder, and is knocked 30

feet down into the stream, taking another 2d6. Jumping off means that the PC still takes 2d6 damage. They are allowed a Dexterity roll for half. The trolls on the hill then follow the boulder, while two more attack from the rear, trying to keep the party on the bridge.

A favorite tactic is to grab a PC and leap off the bridge with him. The trolls are not afraid to jump off the bridge to get at any PCs in the stream. The stream is only 4 feet deep, but the bottom is muck. PCs in the stream receive no AC bonuses for Dexterity.

Quick Stats: Trolls (5): MV 12; AC 4; HD 6+6; hp 33; #Att 3; Dmg 5-8/5-8/5-12; Special defense

©1994 TSR, Inc. All Rights Reserved.

Wight Way

Area: The PCs are searching a catacomb beneath the city. The catacomb is filled with spiderwebs, rats, and the remains of the coffins. There is about an inch of water on the floor due to seepage from the nearby sewers.

Situation: The PCs are searching the catacombs for information on the location of a great magical treasure. The information they have was found in an ancient tome in an old library. The tome stated that a wizard buried below the city took with him the location of the Hammer of Ironfist, a *dwarven thrower* +3.

They were able to locate the catacombs; now they must find the tomb they seek. They must provide their own light; it is

pitch black here.

Three times during their search, the PCs are attacked by two lesser wights. When they finally reach the tomb of the wizard, they find a map. Whether it leads to such an item is entirely up to the DM.

While the party is searching the tomb, the greater wight and his remaining four servants attack. The wight sends his servants in first. He concentrates his attacks on anyone carrying a bright light.

Quick Stats: Lesser Wights (10): MV 12; AC 5; HD 2; hp 10; #Att 1; Dmg 1-4; THAC0 17; Mr Nil; Special attacks and defenses

Wight: MV 12; AC 5; HD 4+3; hp 30; #Att 1; Dmg 1-4; THAC0 15; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

How Much Trouble?

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 100 per tough over-
come, 500 for helping
Deroigne win his duel



I Have Some Excellent Land for Sale

Danger: High
Climate: Sub-arctic
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 2,000 for not being
duped by Tizal, 4,000
for catching him and
retrieving money after
being conned



Dark Night of the Soul

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength, Wisdom
Encounter Type: NPC, Monster
Add'l Info: **PHBR3 (Wizard)**
XP Value: 8,000 for overcoming
monk without killing
him, 2,000 for killing
monk



How Much Trouble?

Area: The PCs are in the "bad part" of a well-populated and bustling city, near a main gate or a dock (anywhere newcomers could be found).

Situation: Shortly after arriving in the Crown City of their kingdom, the PCs bump into a young man, knocking his meager possessions to the ground. The youth, who has a sword and very little else, demands a duel of honor for this trivial offense. If handled firmly, the PCs can befriend this hapless swordsman—a budding swashbuckler.

The swashbuckler (named Deroigne) has several duels later this day—in fact, he is overdue for the first! He hurries off with profuse apologies, only to return quickly.

He doesn't have the slightest idea where this first duel is to be held.

Deroigne may appeal to the PCs with his puppy-dog charm and helplessness. At the duel, the kid is overmatched by a batch of toughs led by a local crime boss (the person that Deroigne "offended").

If they help, Deroigne becomes their devoted friend for life. He has 32 gp, leather armor, and a long sword.

Quick Stats: Deroigne: MV 12; AC 8; F7; hp 37; THAC0 11; #Att 3/2; Dmg by weapon; MR Nil

Thug Leader: MV 12; AC 5 (chain mail); F9; hp 68; THAC0 8; #Att 3; Dmg by weapon; MR Nil

Thugs (7): MV 9; AC 8; F3; hp 16; THAC0 13; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

I Have Some Excellent Land for Sale

Area: This encounter occurs in a small village on the borders of civilization, possibly in an inn's common room or a tavern.

Situation: The PCs are following up on a business venture or have just completed an adventure near the frontier; they have a tidy sum of money, but nothing to spend it on.

They encounter a man who calls himself Tizal Landwise. After hearing the PCs' tales of woe over a mug of ale, he says he is in a similar situation—a wonderful opportunity but no investors.

He's obtained a large grant of land from the king (and produces an impressive-looking document to support this claim), but needs 17,500 gp to "cash in"

this grant.

The PCs are getting swindled. The land is real, but it belongs to the king's cousin, a greedy and bad-tempered baron. Should the PCs put up the money to pay off this phony tax, Tizal gleefully turns over the document, disappearing soon after that.

Needless to say, the PCs won't get the land, and the baron's temper is notorious.

Tizal has a horse, fine clothing, roughly 560 gp in gems, a dagger, and a *ring of protection* +3.

Quick Stats: Tizal: T9; MV 9; AC 10 (7); hp 22; THAC0 16; #Att 1; Dmg 1-4; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Dark Night of the Soul

Area: On a midsummer night in hilly terrain, near the Edge of the World (an incredibly deep chasm stretching to the horizons), the PCs find a small pagoda-like shrine. This is the location for this encounter.

Situation: The PCs have come to the limits of the known world. While exploring the shrine, a man climbs up out of the chasm and approaches them. He seems at peace with all things and identifies himself as Brother Imahl in strangely accented Common. He asks what land this is.

Imahl has come from the lands beyond the chasm, where he and his fellow monks live quietly. Just recently, though, one of the monks caught a rare, madness-produc-

ing fever. He fled in this direction. Imahl cannot assume the man perished, for he was a capable mountaineer. He must find the monk to cure his fever. The larger danger is that an unknown plague could sweep through the PCs' homelands. They are ready to set out when a figure drops from the ceiling, striking Imahl and knocking him unconscious. Now the PCs must fight a dangerously insane monk!

Quick Stats: Imahl: MV 12; AC 8; P11; hp 45; THAC0 14; #Att 3/2; Dmg 1-8; MR Nil; Spells

Mad Monk: MV 12; AC 6; P13; hp 57; THAC0 12; #Att 2; Dmg 1-8; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Barony Series #3: Good Riddance!

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Intelligence
Encounter: Monster
Add'l Info: **MM**
XP Value: 1,200 for figuring out
nature of curse, 200
for resolving situation



A Hungry Man He Was

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Charisma
Encounter: Device, NPC
Add'l Info: None
XP Value: 1,000 for helping
Plonno get free of
curse



Roses Are Red, Violets Are Blue

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Charisma, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 14,000 for evading
Barikand



Barony Series #3: Good Riddance!

Area: Castle Ashohr is set in a green, pleasant valley.

Situation: If the PCs decide to leave the castle, they find the Heir is gloomy and apathetic. He has taken the castle's curse on his own shoulders (without even knowing it) and must undo this curse before he is consumed by it.

Every week away from the castle, the heir loses one point of Constitution, until that attribute reaches 0. At this point, the character dies, becomes a zombie, and tries to return to Castle Ashohr. Clerical healing will not stave off this loss.

The heir cannot get rid of his connection to the castle, either. Nobody will buy

the castle, nor can it be gambled away (the cards or dice always leave the "lucky" heir with the castle, if nothing else).

However, there is hope. Buried in the castle depths are the bones of a cleric imprisoned unjustly by the castle's last lord (now a zombie). This cleric cursed the castle before he died. If given a proper burial, the curse is lifted. The PCs can learn of this past crime from papers located in the castle. Once uncursed, the undead vanish.

©1994 TSR, Inc. All Rights Reserved.

A Hungry Man He Was

Area: Set in a dungeon in a remote area, this encounter occurs between battles in an isolated part of the delving.

Situation: While exploring a dungeon, the PCs find themselves at a door. Listening, they hear the sounds of someone muttering and apparently eating. Occasionally there is a loud lament ("Woe is me!") punctuating the ceaseless munching. The door is not locked or held magically. On the other side, they discover a room 10 feet square, holding a table and chair, a man, and a large bag that seems to hold a vast amount of food.

"Oh, light of day, visitors!" the man exclaims. While eating a greasy chicken

leg, he shakes hands with everyone in the party. "I am (munch) Plonno, milords, heir to (munch) a most unfortunate condition!"

He explains that he must eat or suffer terrible hunger pangs. This is the revenge of a gypsy Plonno wronged by libel. Plonno's only salvation is the bag, an *everful bag of feeding*. Any kind of foodstuff can be had from this bag. Plonno gives the bag to the PCs if they break the curse.

To remove the curse, Plonno must eat his libelous words. One PC must enscribe the words to be eaten, while a cleric (9th level or higher) casts *remove curse* on the unfortunate glutton as he eats the paper.

©1994 TSR, Inc. All Rights Reserved.

Roses Are Red, Violets Are Blue

Area: This setting is the dungeon lair of a beholder, although a spelljamming ship could also serve.

Situation: The PCs burst into a dark chamber hung with several mirrors. The door slams shut and a voice announces "Do not think to use your magic here, humans. I control everything!" The occupant glides forward—and turns out to be a beholder! Nevertheless, he seems quite gracious and introduces himself as Barikand Lorewise, Bard of the Silverbird Guild.

Bard PCs know there is no such guild, revealing that this beholder is under a peculiar delusion: he thinks he's a bard.

The PCs are forced to listen to lots of

bad poetry as Barikand's unwilling audience. If they respond with interest to his endless odes to "your eyes, so round, so perfect," Barikand lets them leave by opening the door, which he controls; if he dies, the door opens automatically.

Otherwise, he keeps them there until he recites a poem they do like. Flattering Barikand is the fastest way to get on his good side. If the PCs fight Barikand, they find that there is an anti-magic effect in this room. Barikand's eye-magic is unaffected, however.

Quick Stats: Beholder: MV Fl 3 (B); AC 0/2/7; hp 45; THAC0 11; #Att 1; Dmg 2-8; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Shadowstruck!

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 17,000 for killing dragon, 2,500 for figuring out dragon is not controlling storm



Elemental Risks #4: A Proper Sacrifice

Danger: High
Climate: Subtropical
Terrain: Aquatic
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 6,000 for defeating elemental, 2,000 for realizing reason for attack



Heart of Evil

Danger: High
Climate: Subtropical
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 57,500 for killing the pit fiend, 2,000 for not disturbing the gem in the first place



Shadowstruck!

Area: This encounter occurs during a bizarre magical storm on a wide plain.

Situation: The PCs are crossing a wide valley when strange clouds well up, covering the sky within seconds. PC wizards can easily tell this is a magical phenomenon. Instead of lightning, the clouds emit bursts of light and shadow that do not seem to have any dangerous effects—at first. But objects struck repeatedly seem to become indistinct, as though insubstantial. (This is just an optical illusion, though.)

While the PCs are studying this situation, a vast beating of wings can be heard over the thunder of the storm. A tremendous creature seemingly made of shadow appears in the midst of the storm. It hov-

ers, then spots the PCs, swooping down to challenge them. If the party looks weak, the dragon attacks. If not, it lands and loudly demands tribute, or it will destroy them with the shadow storm it has raised.

The dragon is lying; it had nothing to do with the storm. It's taking advantage of a startling and harmless phenomenon to extort money out of the PCs.

Quick Stats: Old Shadow Dragon: MV 18, Fl 30 (D); AC -8; HD 12; hp 55; THAC0 9; #Att 3; Dmg 1-6/1-6/3-18; MR 40%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Elemental Risks #4: A Proper Sacrifice

Area: The PCs are on a ship on the high seas, with a brisk wind and clear skies.

Situation: The PCs needed to get home swiftly and had to go by sea. As a result, they didn't check into the ship they hired. The captain is stingy and sly, and hasn't made proper sacrifices to the sea deities.

Those powers are not happy.

One afternoon, the PCs notice that the ship lurches to a near stop, finding that a water elemental is gripping the stern of the ship!

The elemental begins crushing the ship, causing it to take on water. The captain begs the PCs to help save his ship, feigning ignorance as to why his ship would be attacked.

The elemental ignores any attacks except from the captain, who it attacks on sight. Otherwise, the elemental concentrates on destroying the ship. If the PCs fling money over the side, as some sailors suggest, the elemental departs.

If the PCs win, the ship arrives safely in port. By "having a talk" with the captain, the PCs can find he didn't make the proper sacrifices, thus endangering all their lives.

Quick Stats: Water Elemental: MV 6, Sw 18; AC 2; HD 16; hp 78; THAC0 5; #Att 1; Dmg 5-30; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Heart of Evil

Area: The PCs are in a dungeon beneath a ruin in a subtropical forest, far from civilization, near an ocean.

Situation: The PCs have been shipwrecked. Most of their gear has been recovered, but some items may be missing or ruined (DM's choice). The nearest structure is a ruinous stone pile that might have been a castle. On a stone near the entryway, the words "TURN BACK!" are scrawled in dark brown letters; the 'paint' used is long-dried blood.

The dungeons are mostly empty, damp and dank, with various fungi and molds crusting over the walls and rotted furnishings. Eventually, though, the PCs find a chamber (roughly 20 feet by 20 feet) where

a pedestal has been constructed. Atop the pedestal is a heart-shaped stone. Anyone with Appraisal proficiency can verify what it seems to be: a giant ruby, easily worth 2,000 gp.

There are some strange runes circling the stone, but they are smudged and unreadable.

If the gem is removed from the pedestal, a pit fiend appears and attacks the PCs. The stone helps keep the pit fiend trapped in a pocket-dimension; when removed, it is freed.

Quick Stats: Pit Fiend: MV 15, Fl 24 (C); AC -5; HD 13; hp 68; THAC0 7; #Att 6; 1-4 (x2)/1-6 (x2)/2-12/2-8 or weapon; MR 50%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Bring 'em Back Alive

Danger: High
Climate: Subtropical
Terrain: Urban
Attribute: Dexterity, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 8,000 for killing the
Triceratops, 10,500 for
bringing it back alive



Don't Try This at Home

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Dexterity, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,400 for killing the
pyrolisk, 2,800 for
bringing it back alive



But the Pay Is Great!

Danger: High
Climate: Sub-arctic
Terrain: Plains (tundra)
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 7,500 for recovering a
pair of mastodons,
1,000 for keeping
naturalist alive



Bring 'em Back Alive

Area: A city or large town with a vast menagerie of strange beasts is the setting for this encounter.

Situation: A triceratops has been freed from its giant cage in the city menagerie. The monster is now wandering through the streets of the city, panicking the populace. The cry goes up for heroes and the only ones available are—the PCs!

They have no trouble following the path of the beast, especially since it leaves impressive destruction in its wake. A fruit and vegetable stand has been "grazed" into nonexistence by the hungry dinosaur, and a little flower-selling girl watched all of her wares get devoured while she clung to a lamppost. (The girl is a bit upset; PCs

can earn a bonus 50 XP by giving her a few coins.)

The triceratops is eating up a city park when the PCs find it. If they confront it with nets or snares, the triceratops charges them; it has a dim (and very angry) recollection of similar devices from its past. *Hold monster*, *charm monster* or other monster-controlling spells prove effective.

If successful, the PCs earn a reward of 10,000 gp from grateful merchants and city leaders for stopping the "monster's rampage."

Quick Stats: Triceratops: MV 9; AC 2 (head)/6 (body); HD 16; hp 74; THAC0 5; #Att 3; Dmg 1-8/1-12/1-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Don't Try This at Home

Area: This encounter occurs near a dormant (but not extinct) volcano bordered by rocky foothills.

Situation: Smokedark the Alchemist may be a miserable human being, but he pays well. This time, he's paying well for a live pyrolisk, the fiery cousin of the cockatrice. Any direct questioning about what he needs it for is brushed away with technical double-speak the PCs will find hard to follow.

Following rumors and hearsay, the heroes have tracked down a suspected pyrolisk lair in a dormant volcano. Once there, they must scale low cliffs (70 feet high) to reach the edge of the volcano.

At the edge of the volcano, the PCs can

try to use bait (like birds' eggs or rations) to attract the pyrolisk. Another possibility is searching for the pyrolisk's lair.

The pyrolisk is found on the third day. It attacks viciously, hoping to burn the PCs before they can cage it in the steel box they brought. In its lair, there is gold equal to 230 gp (melted by the creature's gaze).

Of course, then the PCs must get the pyrolisk down off the volcano and home safely.

Quick Stats: Pyrolisk: MV 6, Fl 18; AC 6; HD 6+2; hp 22; THAC0 13; #Att 1; Dmg 1-4; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

But the Pay is Great!

Area: This misadventure occurs on a subarctic tundra during "summer." (The air temperature is actually rather pleasant).

Situation: The PCs are hired to mount an expedition to recover two mastodons, to complete a menagerie's collection of North Continental elephants.

Things would be much better if the PCs weren't saddled with a very aggravating naturalist. She insists on controlling every facet of the expedition, nastily reminding the PCs that she controls the purse strings and they had better obey if they want to get paid.

She has no practical field experience and is very likely to endanger the PCs due to her ignorance.

The PCs finally encounter a herd of mastodons, but the naturalist panics them into stampeding by shining a lantern toward them at dusk. The PCs must use Dexterity checks (at -2) to escape being trampled and must also rescue the naturalist, who has fallen down.

Otherwise, the PCs must subdue two of the mastodons by doing enough nonlethal damage to knock them unconscious. They then must use special muzzles to keep the mastodons docile once they are overcome.

Quick Stats: Mastodons (2): MV 15; AC 6; HD 12; hp 48, 43; THAC0 9; #Att 5; Dmg 2-16/2-16/2-12/2-12/2-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

In the Home of the Dao

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 5,000 for overcoming
dao and escaping its
abode



Cold Shoulder

Danger: High
Climate: Arctic
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 6,000 for defeating the
frost giant chieftain in
combat



Them Bones

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 18,000 for destroying
iron golem



In the Home of the Dao

Area: This encounter takes place after a dimension-crossing spell goes awry, dropping the PCs into the Elemental Plane of Earth. They are in the home of a dao, a place full of drifting clouds of sand with jeweled walls and floors. It is a hostile environment and must be departed soon.

Situation: When the PCs' attempt to return to the Prime Material Plane from elsewhere fail, they end up in the home of a rude and sadistic dao named F'hul.

F'hul provides air to the PCs (something they desperately need) if they agree to serve him. The dao has no interest in the PCs per se; he just wants to see how much he can toy with these intruding mortals.

If the PCs have any plane-crossing

magic, they can use it to escape. If not, the dao has a magical item permitting transport from the Plane of Earth to the Prime Material.

In any event, the heroes could not hope to fight the dao unless they have enough air to survive. Without the dao's cruel offer, they could die swiftly. However, if they manage to defeat F'hul in his own home, they can load up on gemstones—but only 10,000 gp value comes back with them.

Quick Stats: Dao: MV 9, FI 15 (B), Br 6; AC 3; HD 8+3; hp 71; THAC0 11; #Att 1; Dmg 3-18; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Cold Shoulder

Area: This encounter occurs in a cold mountain range, where the PCs are trying to stop a frost giant invasion.

Situation: The PCs are in a bad situation; they hoped they could prevent a frost giant invasion of the lowlands under the Giantshoulder mountains, but their mission has been a failure so far. The encounter begins at their last meeting with the frost giant chieftain.

During this meeting, the frost giant chieftain scoffs that all humans are puny and weak. There isn't a single human who can stand up to a frost giant in combat. Perhaps if there were, the frost giants might rethink their invasion (which might buy some time for the human army to

muster in the valley below).

The fighters especially are taunted by the chieftain, laughed at for being "infants next to a giant." He may tell them they don't know what a real fight is or they lack the skill to take on a real challenge. He means to goad one of the PCs into fighting a giant one-on-one. (The giants haven't had much entertainment lately.) Besides, what do the PCs have to lose?

If the PC wins, the giants forestall their invasion for a week, which gives the local ruler time to muster his army and blunt the force of the invasion.

Quick Stats: Frost Giant Chieftain: MV 15; AC 0; HD 14+4; hp 84; THAC0 5; #Att 1; Dmg 1-8 or 2-16+9; MR Nil; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

Them Bones

Area: This encounter occurs in a wizard's laboratory.

Situation: After defeating a powerful wizard, the PCs discover a storage area in the wizard's laboratory. This area is full of bones, littering the floor, lying on a low bench, piled in the corners. Should the PCs touch the bones while searching for treasure, they notice that the bones seem unusually warm and hard to break. If set aside, the bones form themselves into a bone golem, which attacks the PCs.

The bone golem was a failsafe plan for the wizard. It is only triggered by the touch of someone besides the wizard; using magic to move the bones won't awaken the golem.

The laboratory contains a tuning fork which, when struck, acts as the equivalent of a *shatter* spell (allowing weapons to do double damage to the golem). The wizard had made it before he was sure of his control over the golem.

Other than that, the laboratory contains a spell book with 1d6 fourth-level and 1d4 fifth-level spells.

Quick Stats: Bone Golem: MV 12; AC 0; HD 14; hp 70; THAC0 7; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Graffiti Artists Beware

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 30,000 for destroying wall



A Plot of Ground This Big

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,000 for each pudding killed



Storm-Tossed Tentacles

Danger: High
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 14,000 for slaying kraken, 1,000 for each sailor saved from kraken attack (max. 15,000)



Graffiti Artists Beware

Area: This encounter occurs in ruins far from civilization.

Situation: The PCs are exploring the limits of a ruin when they notice that one wall seems virtually untouched. In fact, it seems remarkably sturdy. They could use this structure as part of a shelter if they wanted, since a stone wall would hold off any bad weather that might crop up. They'll need a shelter for a day or so anyway, until they're ready to enter the dungeon.

The only discordant element is the audible noise of many voices wailing around the wall. It might be just the wind, but still . . .

The wall is actually a Living Wall, a composite of many creatures (including

humans and monsters as listed below). It waits patiently for all of the PCs to be in range before it attacks.

This wall has absorbed the following over the years: fifteen orcs, two trolls, one 12th-level human fighter, one 9th-level ranger, two 6th-level dwarf fighters, one 9th-level human wizard, three bow-armed elves (0-level), one minotaur, six goblins, one hill giant, one fire giant, and an unguessable number of rats. The wall can attack with these elements, but the PCs must be in range of where the creatures were absorbed. (The DM must chart out where these creatures are when setting up this encounter.)

Quick Stats: Living Wall: All statistics variable; MR 20%

©1994 TSR, Inc. All Rights Reserved.

A Plot of Ground This Big

Area: This encounter occurs deep in a dungeon, in a circular chamber 10 feet across. There is a square platform, 4 feet to a side, that stands 6 feet off the floor, which is covered with a truly colossal black pudding.

Situation: Tinkabul the archmage is a cruel prankster. No one has forgotten how he shrank a man and fed him to a cat for an unwittingly offensive remark—one of the lesser stories about this wizard.

But dinner with the mage is where the PCs are. And sure enough, one of them has made a thoughtless remark about the value of friendship meaning more than power. Tinkabul disagrees. "Friendship has its limits," he says with a nasty smirk. Abruptly, the party vanishes, to reappear

huddled atop a tiny platform. Looking down, the PCs find that the floor is covered by some kind of black goo—and it is all black pudding.

"You haven't had dessert," comes Tinkabul's snickering voice. "Well, if you can last through my dessert, we'll see how friendship works out."

The PCs must stay on the platform. If anyone falls off, they are attacked by the pudding (and probably killed). If they survive 10 minutes, Tinkabul relents and releases them.

Quick Stats: Black Puddings (4): MV 6; AC 6; HD 10; hp 68, 55, 30, 21; THAC0 11; #Att 1; Dmg 3-24; MR Nil; Special attack and defenses

©1994 TSR, Inc. All Rights Reserved.

Storm-Tossed Tentacles

Area: This encounter happens on the high seas, during a very turbulent sea voyage. (In fact, there is a terrible thunderstorm in progress when the encounter starts.)

Situation: The party is traveling by sea when a tremendous storm arises. The captain isn't very worried; his old ship has survived much worse and come through fine.

Almost as if mocking his words, the storm's fury redoubles, and the captain quickly returns to ask the PCs' help in lashing down the sails.

The PCs are faring well, when they hear a terrible scream. A sailor is plucked from the deck and carried overboard. At first, it seems that a wave might have done it, but a moment later, PCs see waving ten-

tacles flailing at sailors toward the stern.

The fury of the storm has woken a kraken, which is now eagerly lunging on the crew of the ship!

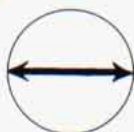
The kraken will attack the ship during the height of the storm, then depart (if unattacked) when the storm slacks off. It will return that evening to finish its meal (attempting to break the ship and devour everyone who's left aboard).

Quick Stats: Kraken: MV Sw 3, Jet 21; AC 5/0; HD 20; hp 120; THAC0 1; #Att 9; Dmg 3-18 (x2)/2-12 (x6)/7-28; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Deck of Encounters Icons

Danger: Low, Medium, High, Any



Checklist, Part 6 of 6

- 361: Let Sleeping Dragons Lie
- 362: Shadowstruck!
- 363: Everything Was White
- 364: Draco Petrificus—Its Life and Habits
- 365: Elemental Risks #1
- 366: Elemental Risks #2
- 367: Elemental Risks #3
- 368: Elemental Risks #4
- 369: What're You Looking At?
- 370: Shadow Series #1
- 371: Shadow Series #2
- 372: Shadow Series #3
- 373: Shadow Series #4
- 374: Heart of Evil
- 375: Nefarius Rex!
- 376: Rocks and Bones
- 377: Not-So-Cute, Not-So-Cuddly

- 378: Dinosaur Marathon
- 379: That's Not a Dragon!
- 380: Bring 'em Back Alive
- 381: I Think It Likes You
- 382: Knock Knock—Landshark!
- 383: It Was Big and Hungry
- 384: The World's Ugliest Critter
- 385: Ivy-Covered Professors
- 386: Don't Try This at Home
- 387: At the Shrine of Quazatzlezu
- 388: Final Exam
- 389: Cauldron of Horrors
- 390: But Who Are You Really?
- 391: Grocery Run
- 392: But the Pay is Great!
- 393: Are These YOUR Tunnels?
- 394: Hi-Ho, Hi-Ho—Oh, No!
- 395: The Only Thing to Feyr
- 396: Humongous Fungus Amongus



Crowd Pleasers

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 25



Deck of Encounters, Icons

Type: Monster, Device, NPC



©1994 TSR, Inc. All Rights Reserved.

Checklist, 6 of 6 (Back Side)

397: The Efreetti Laughs Last
398: In the Home of the Dao
399: Family Reunion
400: This Old Cloud Castle
401: I've Got My Eye on You
402: Two Heads Are Better than One
403: A Hot Time Tonight
404: Cold Shoulder
405: Mob Scream
406: We're Not from Around Here
407: Raiders from Beyond
408: Stone Cold
409: Rust in Peace
410: Them Bones
411: The Sad Child
412: Little Puppy Lost
413: Could You Watch This?
414: The Ladies' Tea and Hospitality . . .
415: Visit from an Old Friend
416: Graffiti Artists Beware
417: Too Good to be True
418: Little Red Bottle

419: Revenge Delayed
420: Bigger than a Breadbox
421: For a Handful of Feathers
422: A Plot of Ground This Big
423: Good Thing We Didn't Swallow Any
424: Who Do You Trust?
425: Wings
426: Stalagmites
427: Tadpoles
428: Storm-Tossed Tentacles
429: Brand-New Girlfriend
430: Nightfeeders
431: Path of the Tarrasque
432: Odds and Ends

©1994 TSR, Inc. All Rights Reserved.

Crowd Pleasers

Area: This encounter occurs in any population center.

Situation: In town, the party hears rumors that a traveling troupe of entertainers are coming to the city. They are expected to arrive later in the night and give their first performance the following day. As expected, the company—four minstrels, a vocalist, a storyteller, two acrobats, and a juggler—shows up shortly before midnight.

In the commons area of town, the performance begins the next day with the minstrels, who play during the entire show. They are then accompanied by the singer, who is followed by the juggler.

However, it is the acrobats, two youthful twin boys, who steal the show, in addi-

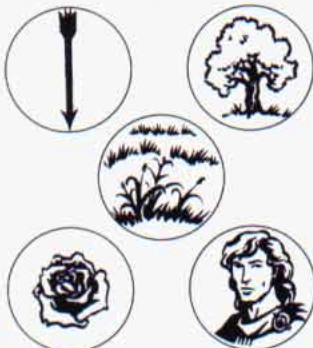
tion to the crowd's purses. They perform dazzling feats of strength and dexterity, all designed to draw in a larger crowd. Then, while the storyteller wraps up the show, the acrobats slip into the audience and rake in the gold. Expectant and perceptive characters may notice the duo's shenanigans and try to stop them. If caught, the twins admit to nothing, but produce all of the missing goods. The other performers honestly claim to know nothing about the thievery, and promptly dismiss the boys from the troupe.

Quick Stats: Acrobats (2): MV 12; AC 6; T1; hp 5; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

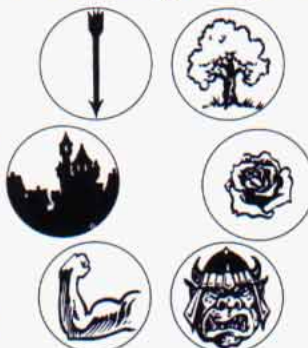
Calm Before the Storm

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: NPC
Add'l Info: PHBR3 (Wizard)
XP Value: 25



Merchants of Violence

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 180



Departure Times

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Dexterity, Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 100



Calm Before the Storm

Area: This encounter is set on the road to any city or town.

Situation: Traveling between communities, the party happens across a sparsely clothed human male. He carries little, save his staff, a belt pouch, and a wineskin. He greets the party and offers them a sip of his wine.

If the party does not seem interested in talking, the man will continue on his way. If he is engaged in conversation, however, he reverses his direction to join the party, explaining that *what* he experiences in the world is far more important than *where* he experiences it.

The man, Jaffe, has many interesting stories to tell. He will speak for as long as the

characters are willing to listen, relating exotic legends and distant myths. It is difficult for the party members to rile him, but if the group is attacked, he will take his staff or his bare fists and join the fray with a twinkle in his eye. Afterward, he will comment that his bloodlust is what he considers his most prominent fault, yet it is the only one which he has never attempted to correct.

Once the party reaches their destination, Jaffe politely departs, heading back in his original direction.

Quick Stats: Fighting-Monk: MV 12; AC 6; C6; hp 31; THAC0 18; #Att 1; Dmg 1-2 +2 or by weapon; MR Nil; Spells; DEX 18

©1994 TSR, Inc. All Rights Reserved.

Merchants of Violence

Area: This encounter takes place in a small city near a "civilized" orcish community.

Situation: While visiting a small city, the party is approached by the mayor and his entourage. He asks for the group's aid in handling what could turn into a volatile situation. The city has made efforts to establish peaceful relations with a nearby tribe of orcs, who have demanded the right to trade within city walls as a show of good faith.

While the mayor intends to honor his part of the bargain, he is fearful that the orcs will lose control and cause harm to the town and its people. However, he knows that having city guards accost the envoys, regardless of how rowdy the orcs are, will lead to poor relations. Therefore, he wish-

es to have the party present, acting apparently of their own volition, to keep the orcs in check. He promises to reward them for their assistance. What form the reward takes is up to the DM.

After selling their wares, the 12 orcish merchants do, indeed, head for a local tavern and proceed to become drunk and destructive. Should the party intervene, the guards arrive conveniently *after* the orcs have been stopped to "arrest" the adventurers, who are released after a night's rest in a rather comfortable jail cell.

Quick Stats: Orcs (12): MV 9; AC 6; HD 1; hp 6; THAC0 19; #Att 1; Dmg by weapon (daggers, clubs); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Departure Times

Area: This encounter takes place in a remote, walled community.

Situation: Having spent a considerable amount of time in the wilderness, the party approaches the first sign of civilization in a long time—a walled city. At the gates, the guards tell the party that recent trouble has led them to be more wary about letting riff-raff into town. Therefore, in addition to answering the usual questions, each party member must pay 2 sp to enter the town.

Just as the portcullises grind shut behind the party, the PCs overhear a small group of adventurers offering the 20 gp per member required to leave the city. No amount of protest will persuade the guards to waive the fee, so the party must

either pay or escape in the dead of night when they wish to leave.

Since the toll is a major contributor to the town's economy, avoidance of paying is considered a crime. Violators caught leaving the city without paying are subject to stiff fines and detainment in the local jail. Should the party escape, they will be tracked relentlessly until they are caught, slay their pursuers, or travel more than a week away from the town. Once captured, they must each pay a 100 gp fine or be hauled back to town and imprisoned.

Quick Stats: Trackers (10): MV 12; AC 8; T2; hp 10; THAC0 20; #Att 1; Dmg by weapon (various); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Blade of Vengeance

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 200



False Hope

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 25



Medic!

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 25



Blade of Vengeance

Area: This encounter can be set in any town or city.

Situation: When the party enters town, they are immediately overcome by odors of many rich foods. The entire community is preparing for an upcoming festival designed to honor a long-dead local hero. Regardless of where in the city the group goes, no one will concern themselves with anything other than the activities of the celebration. In fact, the party is asked to help with one of the three planned events: the parade, the banquet, or the dance.

Finally, the holiday arrives, and the whole community gathers in the town commons area to watch or participate in the day's activities. The mayor steps for-

ward to give a short speech about the history of the day, and then signals for the remainder of the proceedings.

As the parade makes its way through the town, first past the general crowd and then to the mayor, a party member notices a dark shape and the glint of steel hidden by the folds on a passing float. If the characters look beneath the drapery, they find an assassin intent on slaying the mayor to avenge an ancient wrong caused by the local hero.

The mayor will give the party 200 gp each for saving his life.

Quick Stats: Assassin: MV 12; AC 6; T4; hp 15; THAC0 19; #Att 1; Dmg by weapon (poisoned dagger); MR Nil

©1994 TSR, Inc. All Rights Reserved.

False Hope

Area: This encounter takes place in any large population center.

Situation: While the party is relaxing with food and drink in a tavern, one of the characters is secretly slipped a crumpled piece of parchment by an unknown eavesdropper. When the character finally discovers and reads the note, it is apparent that it was written hastily. The note simply states that if the character wishes to learn more about whatever quest the party would have been discussing, the character should go shortly after midnight to a nearby alleyway. The note indicates that the contact will be a tall woman in a scarlet cloak. In addition, the words beg that the character go alone, for the woman is easily frightened.

Should the character go, whether alone or with others, there will be no one in the alley all night. However, when returning to the inn, the character will be accosted by five muggers. The brigands make no demands. They just simply set upon the character and any companions in an attempt to render their victim unconscious.

Should the muggers be defeated, 219 sp and a silver brooch worth 25 gp will be found on one of their bodies.

Quick Stats: Muggers (5): MV 9; AC 6; T1; hp 6; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Medic!

Area: This encounter is especially suitable for centers of population in or near war-torn areas.

Situation: Walking the city streets, the party members are approached by a woman in cut up banded armor. Her tunic is covered with gore, her scabbard empty, and her gait a limp.

Stopping before the party, the woman pauses a moment to draw in a breath before speaking. Finally, she addresses the party, formally requesting directions to the nearest temple that grants healing to the paying public. She, herself, will not answer any questions, politely replying that only the temple is important at the moment. Once she has whatever information the

party can give, she bows slightly and turns to depart.

Should the party follow the warrior, she limps slowly to a nearby water trough, where three more warriors are crudely tending to the wounds of an unconscious fourth. If the party assists them to medical aid, they will receive a plethora of kind words and blessings. If the party performs healing themselves, the warriors happily offer 30 pp per curative spell as recompense. However, should the party offer healing *and* refuse payment, they will gain five stout comrades in arms for future adventures.

Quick Stats: Wounded Warriors (5): MV 9; AC 3; F3; hp 20; THAC0 18; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

An Unusual Request

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Charisma, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 210 if they fight the kobolds, 420 if they persuade them to help the dwarf



Wrong Place, Wrong Time

Danger: Low
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 490



The Desert Thorn

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



An Unusual Request

Area: This encounter takes place near any community in which dwarves reside.

Situation: The party is hired by a dwarf to track down a roving band of kobolds. The catch, however, is that the dwarf does not want the party to kill the kobolds, he wants the group to hire the monsters. He offers the party 500 gp to find the band and bring him to them.

Finding the kobolds is not too difficult. The best way is to encourage an ambush from the beasts and then turn the tables on them. However, if there is a tracker in the party, the kobolds may be followed to their lair and approached within.

The dwarf's offer is another 500 gp to the kobolds if they will cease the wasteful,

as he calls it, use of their talents on raiding merchant caravans and turn instead to annihilating a nearby tribe of goblins.

The money interests the kobolds, but whether they agree to the dwarf's request depends entirely on how the party handled getting their attention. If the kobolds are totally humiliated, they will attack. Otherwise they will take the money and ignore the request. Only if the party members treat the kobolds with respect will they choose to fight the goblins.

Quick Stats: Kobolds (20): MV 6; AC 7; HD 1/2; hp 3; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Wrong Place, Wrong Time

Area: This encounter takes place in the wilderness.

Situation: Wandering through rough and unmapped terrain, the party sees a small village of crude huts in the distance. However, as they near the scene, the party notices that the smoke rising from the homes is thicker than what would come from an indoor stove. In fact, the thick, gray cloud hanging low above the village indicates a recent fire.

In the village proper, burned or hacked-up hobgoblin bodies are scattered about the place. Most of the huts still standing are covered in blackened soot, and destroyed equipment lies in a pile in the center of the village.

As the party looks about the ravaged landscape, they notice another cloud—this one of dust—rising in the distance. As the mass nears, the shapes of 14 humanoids on horseback can be discerned from within the cloud. The hobgoblin warriors of the village are returning from a raid, having seen the flames of their burning homes in the distance. The hobgoblins ride down upon the party as quickly as they are able, having incorrectly surmised that the party is responsible for the carnage.

Quick Stats: Hobgoblins (14): MV 9; AC 5; HD 1+1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Desert Thorn

Area: This encounter is set in an arid desert near a small settlement.

Situation: In town, the party members are asked to make the surrounding terrain safe by hunting down a vicious troll. Sadly, no one in the community knows anything about the troll, but they hope 600 gp will compensate for the threat and the lack of information.

Unless the party has someone who can track, locating the troll will be impossible. The best option is to wander the area in small groups to bait it into attacking. In such a case, one of the groups will eventually be selected randomly.

As the group of victims pass by a rock, a lanky, well-camouflaged figure steps

away, forcing a -2 to the party's surprise roll. If it has surprise, the desert troll will attempt to pummel and rend the rear character. The troll will not change targets until its present one falls, fighting until it has lost more than two-thirds of its hit points from permanent damage.

The distance between the bait groups will affect how long other groups take to assist the assaulted characters. If all the characters in a single group are slain, they will be dragged off to the troll's lair to be devoured at the vile beast's leisure.

Quick Stats: Desert Troll: MV 12; AC 4; HD 7+7; hp 43; THAC0 13; #Att 3; Dmg 3-6/2-6/3-10; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Curfews of the Mind

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 25



Cloud of Darkness

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 15



The Birthing

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 840



Curfews of the Mind

Area: This encounter can be set in any small town.

Situation: After a late night of revelry following a successful adventure, the party members depart from the tavern heading toward whatever sleeping arrangements they have made in town. Just as they begin to head down the street, they are approached by several people in uniforms.

The individuals identify themselves as the night watch and then ask the party members to reveal themselves. If all of the characters are human, the guards politely send them on their way. As they do, they apologize for the interruption and explain that they are on the lookout for dangerous "unhumans."

However, if any of the characters are nonhumans, the guards immediately inform them that they are in violation of the town curfew and attempt to haul the entire party to jail for being "unhumans and their treacherous sympathizers." The only way to avoid imprisonment is to fight, though the humans might be able to talk their way into freedom and then return later to free their comrades.

Those in jail are verbally abused, but then released in the morning after being warned not to be out about town after dark.

Quick Stats: Town Guards (10): MV 9; AC 4; HD 1; hp 5; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Cloud of Darkness

Area: This encounter is set in a small, forested community.

Situation: While passing through town, the villagers complain that the destruction of the community is near. They explain that, Sardara, the local prophetess, has foretold that "the cloud of blackness as it hovers above the still waters means imminent destruction." Over by the north bridge, they say, a cloud of darkness has appeared above the lake at dusk ever since summer began.

Speaking with the fortune-teller, the party learns that the legend comes from an ancient prophecy written by the seers who first settled this town. No one has gone to investigate the blackness at the bridge

because they are all too busy preparing for the end.

Should the party visit the area during the day, they will notice nothing unusual, though the exceptionally thorough might discover the many holes beneath the bridge, home to thousands of bats. At night, the bats fly out to feed on insects and such, forming a literal cloud of blackness. To those not expecting the bats, their eerie screams and chirps can be rather disconcerting.

The town collects 123 sp to give the party for solving the mystery.

Quick Stats: Bats (5,000): MV 1, Fl 24 (B); AC 8; HD ½; hp 1; THAC0 20; #Att 1; Dmg 1; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Birthing

Area: This encounter takes place inside a well-populated (in terms of monsters, of course) dungeon.

Situation: Searching the monster-laden corridors of a deep dungeon, the party comes across a rather disgusting sight in a small chamber. Sitting atop two recently dead bugbears is a female carrion crawler, laying her eggs in the remains.

Noticing the party members, the creature moves off the pile and cautiously moves toward the group. Perceptive characters may notice that the crawler's stench intensifies as she summons her mate. Then she attacks, hoping to add the party to her offspring's food supply.

The female will use her paralyzing ten-

tacles only on advancing characters until the male arrives two rounds later. At that point both will attempt to paralyze as many of the party members as they can.

The carrion crawlers have no treasure, nor are their eggs of any value. However, if the body of the male is dissected, a pair of *bracers of defense AC 6* can be found in its innards, once owned by previous meal.

Quick Stats: Carrion Crawlers (2): MV 12; AC 3/7; HD 3+1; hp 15; THAC0 17; #Att 1; Dmg Special or 1-2; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

The Patient Killers

Danger: Low
Climate: Subtropical
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 715



Hidden Retreat

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 8,400



An Artist Scorned

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 40



The Patient Killers

Area: This encounter takes place in any swamp or marsh.

Situation: While crossing through wet marshlands, the party comes across a shallow stream over which there seems to be no bridge for miles around.

Stepping into thigh-deep waters, the first characters are able to make it halfway across the river before the 11 crocodiles swarm upon those in the water. Extremely perceptive characters might get a chance to detect the creatures just before they attack, but otherwise, the blinding speed with which these reptiles strike should surprise most of the party members.

The crocodiles attack ferociously, concentrating on the character nearest them,

even if it means more than one crocodile per victim. If a target falls, the crocodiles continue to chew on it while dragging it below the water into their lair. Once there, the victim has little chance of freedom.

Even in their underwater lair, the crocodiles have nothing in the way of treasure. However, if the party members are industrious and skilled enough to skin the crocodiles, they can sell the hides the next time they are in town.

Quick Stats: Crocodiles (11): MV 6, Sw 12; AC 5; HD 3; hp 14; THAC0 17; #Att 2; Dmg 2-8/1-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Hidden Retreat

Area: This encounter occurs within any thick woodland area.

Situation: Venturing deep into elven territory, the characters attract the attention of 20 wood elves intent on keeping their camp a secret. As the party stumbles in the direction of the elves' home, some of the perceptive characters might notice their observers as the elves become considerably more agitated.

Finally, the sylvan elves can no longer control themselves, rushing out to confront the party. They speak in an elvish dialect so thick that only true elves and half-elves who were raised in elven communities can understand the threats to leave. If the party members actually comprehend the words

and do depart, they will be followed, but allowed to leave unharmed. Otherwise, the wood elves attack the party. The elves fight with conviction, but also with mercy, letting fallen characters live.

If the elves find themselves losing, a few run to gather reinforcements, another 20 who will not arrive until a full turn passes. If the characters lose, those who live will awaken to find themselves and their slain comrades, sans valuables, deposited at the edge of the woods.

Quick Stats: Wood Elves (20): MV 12; AC 5; FI; hp 5; THAC0 19; #Att 1; Dmg by weapon; MR Special

©1994 TSR, Inc. All Rights Reserved.

An Artist Scorned

Area: This encounter is set in any hillside shire near a human community.

Situation: In town, the party is approached by a nervous merchant. He tells the party that he recently commissioned a halfling sculptor to create a fabulous woodcarving for his daughter's wedding. However, the carving is long overdue and the wedding day nears. At the very least, the merchant wants his money back. Knowing nothing about the little fellow's culture, he offers to pay the party members 100 gp to speak with this halfling, named Bulgaris, about keeping his end of the bargain.

Heading into the shire, the party is immediately surrounded by halfling chil-

dren who stare, unabashed, at these giants. As expected, the halflings are quite friendly, readily directing the characters to Bulgaris's home.

The artist is hospitable, quite willing to speak with his guests. However, when the merchant is mentioned, he turns momentarily gruff, saying that he refuses to have his fine works used to make a profit for some fat seller. He does offer to return the full price of the commission. If anyone mentions the true reason why the merchant wants the carving, however, the halfling becomes quite gleeful and hands over not only the sculpture but also the entire fee.

Quick Stats: Halfling Sculptor: MV 6; AC 7; 0-level; hp 4; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Beneath the Streets

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,620



The Pet

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



A Little Help for the Baron

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR2 (Thief)
XP Value: 175 per assassin



Beneath the Streets

Area: This encounter takes place in any large city.

Situation: Visiting the city, the party members find themselves invited to dine with an important member of the city council. During dinner, she explains that the city has become overrun with rats. Apparently, the source of these loathsome rodents is the sewers below. The council member tells the party that the mayor has ordered for a cleanup, but she does not put much faith in the mayor's plan. Therefore, she offers the party 1,000 gp to take some torches and destroy the rat population beneath the city.

Climbing down into the sewers, the party learns just how dark and malodor-

ous a waste drainage system can be. As they wander through the complex tunnels, slaying the vermin therein, they attract the attention of four wererats who have made a home among their smaller cousins. Turning a corner, the party comes face-to-face with the wererats.

There is very little to find of value in a sewer system, but one of the wererats wears an electrum brooch worth 25 gp. If shown to the council member, she will admit she knew about the lycanthropes, for her youngest son, the owner of the brooch, was killed by them while playing in the sewers.

Quick Stats: Wererats (4): MV 12; AC 6; HD 3+1; hp 16; THAC0 17; #Att 1; Dmg by weapon: MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

The Pet

Area: This encounter takes place in a large town or city.

Situation: While in town, the party is visiting an old friend for dinner. After a enjoying a gourmet meal, followed by exquisite entertainment, the contact invites the PCs to join him in his sitting room.

Standing in a dark corner of the room is a bird cage, inside which is obviously some sort of creature. Closer inspection reveals that it is not a bird, but rather a blood-sucking stirge. The friend calmly explains that the creature was a humorous gift from an eccentric associate.

Once the hubbub about the stirge has died down, the friend initiates a conversation, discussing past adventures, relaying

tall tales, playing his lyre, and so forth. During the evening, servants come and go refilling drinks and bringing special desserts. During one of these trips, a clumsy servant backs into the stirge's cage and knocks it over, releasing the angry creature inside.

The friend quickly relates that his attachment to the pet is far weaker than the attachment to his own life. Once the stirge is dead, the contact expresses regret, but does not chastise the servant for freeing it nor the party for killing it.

Quick Stats: Stirge: MV 3, FI 18 (C); AC 8; HD 1+1; hp 7; THAC0 17; #Att 1; Dmg 1-3; MR Nil

©1994 TSR, Inc. All Rights Reserved.

A Little Help for the Baron

Area: A town whose outskirts are dominated by a baron's castle is the setting.

Situation: The town is rife with rumors about some sort of great meeting of the minds at the baron's castle.

Word of the PCs' recent victories has also spread through the town and has reached the ears of Margali, the baron's new security specialist. That night Margali approaches one of the PCs. She wants them to come to the castle and work as a special guard for the baron's guests.

She will offer the PCs sufficient gold to entice them to join up, and reminds them the baron would be in their debt. What she hasn't told them is that one of the guests has a price on his head, and that a group of

assassins is on its way. Margali hopes that with the PCs' assistance, she can prevent a disaster.

The assassins sneak over the wall the first night the PCs are on guard. They use long swords and composite bows with poisoned arrows.

Quick Stats: Margali, Troubleshooter: MV 12; AC 7; T5; hp 18; THAC0 18; #Att 1; Dmg by weapon (long sword); MR Nil

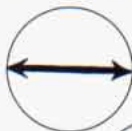
Victim: MV 12; AC 9; F1; hp 5; THAC0 20; #Att 1; Dmg by weapon (dagger); MR Nil

Assassins (6): MV 12; AC 7; T5; hp 18; THAC0 18; #Att 1; Dmg by weapon (long sword, short composite bow with six poisoned arrows); MR Nil

©1994 TSR, Inc. All Rights Reserved.

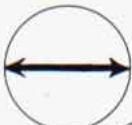
Primitive Education

Danger: Medium
Climate: Arctic
Terrain: Plains
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR4 (Priest)
XP Value: 650 per wizard, 35
per warrior



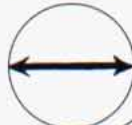
Forced to Fight

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 120



Shopping Trip

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 975



Primitive Education

Area: This occurs on the high tundra near the arctic circle.

Situation: The PCs have been hired by a local town to find a group of primitives that has been raiding the town. The PCs need a ranger or someone with a tracking proficiency in order to have any hope of finding them.

If they have a tracker, the PCs can find the primitive village. If no tracker is available, the primitives easily lure the party into an ambush, choosing a desolate pass not far from their village to dig themselves in. When the PCs pass through the area, the primitives erupt from their snow covered holes in the ground. They fight with ferocity until their leader, an anagakok, is

killed or incapacitated.

If the PCs manage to catch the primitives in their camp, they fight to defend their village, and will be much harder to defeat. Even the women and children will fight, throwing sticks, rocks, and offal. They may not be prepared for a fight in their camp but will have their weapons nearby.

Quick Stats: Anagakok: MV 12; AC 9; W5; hp 18; THAC0 19; #Att 1; Dmg by weapon (dagger); MR Nil; Spells

Warriors (12): MV 12; AC 8; F2; hp 12; THAC0 19; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Forced to Fight

Area: Any large walled city is the scene.

Situation: Just getting into this city, past the city guard, was rough. The PCs find themselves being questioned at every opportunity by the local authorities, who have a real distrust of all strangers.

The townspeople seem friendly enough, and are willing to answer the PCs' questions. They have total trust in the guard, since the alternative would be the lawlessness that gripped the town before their arrival.

The PCs constantly feel the eyes of the city guard on them, just enough to get on their nerves. This continues as long as they are in public. If the PCs leave their rented rooms, both they and their rooms will be

searched. Nothing is taken, just moved.

Just before dawn the doors to the PCs' rooms are kicked open and city guards enter, spoiling for a fight. They attack immediately, and the PCs must scramble to defend themselves, being initially unarmed and unarmored as the guards enter the rooms. The reason for the intrusion is not made clear, and the guards seem interested only in roughing up the party members.

When the skirmish ends the PCs must make a quick exit out of town as more city guard are on the way and a mob of angry citizens begins to gather.

Quick Stats: City Guard (10): MV 6; AC 2; F4; hp 33; THAC0 17; #Att 1; Dmg by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Shopping Trip

Area: A large market area of any city is the scene.

Situation: The PCs are walking around the marketplace looking to buy something. The streets are busy and teeming with people.

The PCs are passing the door to a weaponsmith's shop when a large man steps out right into the party's midst. He stands a good six inches taller than the largest PC and is very muscular. He is armored as a warrior and carries numerous weapons. In fact, he looks like a walking wall carrying a veritable armory.

His bastard sword is drawn and he swings it from side to side as he speaks in an unknown language, which sounds like

nothing more than guttural gibberish to the PCs. The bastard sword is of an unusual design, and looks lethally threatening as the warrior swings it about.

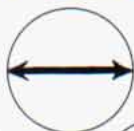
If the PCs draw weapons he will assume a defensive posture. He simply is a weapons freak and is totally absorbed in showing off his newest prize. Should they use a *comprehend language* spell, they can determine his actual intentions.

Quick Stats: Collector: MV 6; AC 0; F9; hp 77; THAC0 12; #Att 3; Damage by weapon (bastard sword); MR Nil; STR 18/92

©1994 TSR, Inc. All Rights Reserved.

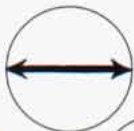
Not Exactly Monkeys on the Interstate, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975



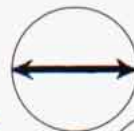
Hunt in the High Country

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 9,000



Always Look Up

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 270



Not Exactly Monkeys on the Interstate, Part 2 of 2

Area: A large city with a zoo will do.

Situation: The PCs are given free tickets to the zoo from the inn where they are staying. As they travel about the zoo they see many strange and outright unusual creatures from all over the realm, as well as numerous mundane, ordinary animals.

While passing the tiger cage they see a beautiful unclothed woman in the cage with the big cats. She calls out to the PCs for help, crying that she is hurt and trapped, and needs their help to escape the cage.

If the PCs help her out of the cage she responds gratefully. However, if they suggest calling the keeper, she urges them to

rescue her now. An Intelligence check means the PC has noted she seems to be in no apparent danger of attack from the beasts. Indeed, they react almost like housecats around her, if they are not ignoring her completely.

The PCs must choose between the lady and the tigers. If they refuse to release her, she becomes infuriated and changes to her weretiger form. She springs forward, throwing herself against the bars of the cage in an attempt to grab any of the PCs standing near the enclosure.

Quick Stats: Weretiger: MV 12; AC 3; HD 6+2; hp 38; THAC0 15; #Att 3; Dmg 1-4/1-4/1-12; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Hunt in the High Country

Area: Unexplored wilderness covered with hills is the setting.

Situation: The PCs have been hired to act as an escort for a group of pelt hunters in the high country of a baron's land. The baron wants the land cleared of hostile predators so he can give the land to his new son-in-law.

The PCs are not required to do any hunting, just to act as protection from monsters and magic. The expedition leaves on time and the hunters seem to be very good at what they do. It is all rather boring—until the creature appears.

One of the hunters is the first to see it, but only when it bursts from its hole at his feet. He doesn't stand a chance, having

barely time to scream before he dies. The scream brings the rest of the hunters and the PCs. The *aurumvorax* scurries through its tunnels, moving closer to the PCs' position, and erupting from the ground beneath their feet.

Seeing such a horrible creature sends the hunters fleeing, leaving the PCs to fight the carnivorous *aurumvorax* alone.

The marvelous pelt of the *aurumvorax* is worth 15,000 gp.

Quick Stats: Aurumvorax: MV 9, Br 3; AC 0; HD 12; hp 96; THAC0 9; #Att 2-8; Dmg 2-8 each; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Always Look Up

Area: The PCs have just opened a door or chamber in an abandoned building.

Situation: The PCs have been hired, by anxious parents, to find several of the town's young adventurers who have come up missing. The PCs find out, by questioning the missing persons' friends, that they were last seen going into an old abandoned building on the edge of town.

The PCs explore the building, finding nothing, until they open a door in the basement. The PCs are immediately struck by the overpowering stench emanating from the room, which obviously comes from several corpses decomposing on the floor. There are three carrion crawlers in the room, feeding on the bodies, and they

seem oblivious to the intrusion.

Only if the PCs enter the room will the carrion crawlers turn to defend themselves. Unknown to the PCs, however, there are two carrion crawlers lurking on the wall over the doorway, who attack the PCs as they enter.

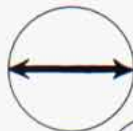
The carrion crawlers scatter to the sides of the room to avoid missile weapons from outside the doorway, and the PCs find it extremely difficult to attack the carrion crawlers over the door safely.

Quick Stats: Carrion Crawlers (5): MV 12; AC 3/7; HD 3+1; hp 11; THAC0 17; #Att 8; Dmg 1-2; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

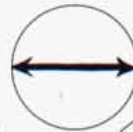
Off to Meet Death

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 650



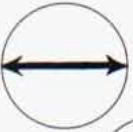
Black River Crossing

Danger: Medium
Climate: Sub-Tropical
Terrain: Aquatic
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 65 each



Civilizing the Mountains

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 650 for leader, 175
each for others



Off to Meet Death

Area: A graveyard near a small town is the setting.

Situation: The PCs are either on a quest, or a simple mission, to find an item for a wizard which is rumored to be buried with an old, dead mage.

The wizard's mausoleum is outside of town near his former tower. It consists of two marble pillars on either side of a large metal barred door. This door has a *Wizard Lock* on it, cast at 15th level. The door also houses a very sophisticated lock which can only be picked at one-half the normal chance and is unaffected by a *Knock* spell. In addition, it is barred from the inside, requiring a combined Strength of two people totaling 35 or more to break.

Once inside they see a short staircase leading down to a small room. In this room there is a stone casket which contains the wizard's body. Should the casket be disturbed a crypt thing appears to defend the sanctuary.

Once the crypt thing has been dispatched, the PCs can examine the interior of the coffin. Unless the PCs remove the wizard's body they will not be able to find the small concealed compartment below it. The compartment contains the item the PCs seek.

Quick Stats: Crypt Thing: MV 12; AC 3; HD 6; hp 36; THAC0 15; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Black River Crossing

Area: A ford on a murky river, stirred up with sediment, is the setting.

Situation: It begins as a simple river crossing, such as the PCs have made numerous times before. The party members suspect nothing until the encounter occurs.

The giant piranha attack when the PCs are halfway across, hiding in the sediment-filled river until the moment is right. If the PCs are mounted the horse is attacked. A successful horsemanship check is needed, or the horse rears and throws the PC into the water. If they are not mounted, the piranha attack the PCs directly.

The only real way to melee the creatures is to wait for them to attack; the water is far too murky to anticipate where they will

strike from. In addition, the PCs suffer a -2 to hit penalty, due to the refractive quality of water, and all blunt and slicing weapons do only one-half their normal damage.

The piranha attack as long as the PCs remain in the water. This should dissuade the party from just trying to walk across. The PCs must find another way to the other side, but the next ford is over a day's ride away, and for all the PCs know, the fish may be there as well.

Quick Stats: Giant Piranha (20): MV 15; AC 7; HD 2+2; hp 14; THAC0 16; #Att 1; Dmg 1-6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Civilizing the Mountains

Area: A mountainous region in the DARK SUN® setting will do.

Situation: The PCs have been hired by the local merchants' guild to map and clear a mountain pass between two major towns. They are to make sure the pass can be traversed by wagons of all sizes.

The PCs' trip is uneventful until they reach the passes and discover there are actually three possible routes.

The northernmost pass takes the PCs too far off the trail to the other town to be feasible. The southern pass is quickly determined as impassable for anything but the smallest of wagons.

The center pass looks perfect. Yet, from the time the PCs enter it they get the eerie

feeling of being watched. They see no one, but still can't shake the feeling. The reason for this soon becomes apparent.

The PCs are being shadowed by a group of giths, who attack at the point of greatest opportunity. They leap from the rocks over the PCs' heads as the leader attacks them psionically.

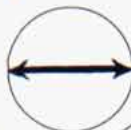
Quick Stats: Leader Gith: MV 10; AC 8; HD 5; hp 30; THAC0 15; #Att 1; Dmg by weapon (long sword); MR Nil; Special attack; Psionics

Giths (25): MV 10; AC 8; HD 3; hp 18; THAC0 17; #Att 1; Dmg by weapon (spear); MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

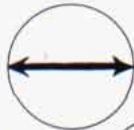
Master Sculptor

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



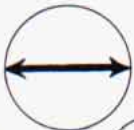
Shifting Sands

Danger: Medium
Climate: Tropical
Terrain: Desert
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975



Spell Components

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 175 each



Master Sculptor

Area: Any large city will do.

Situation: Near their home town, the party members notice several fine sculptures. They all seem to be of great warriors and wizards, and the resemblance to their living counterparts is eerily realistic. One statue is of a best childhood friend to one of the PCs, who went on to become a great warrior. Before long, one of the PCs is approached by a messenger from the sculptor, who requests the honor of creating a sculpture of him. The message asks them to come alone to the sculptor's workshop the next day.

When the PC arrives he is ushered into the open air workshop in the rear of the sculptor's home. The workshop consists of

a 6-foot-high wooden wall with a large set of double doors on the far side. A marble pedestal sits in the center of the room, and a large slab of marble stands a few feet away to the right.

The sculptor positions the PC in a combat stance, then walks around him, looking him over. He ensures everything is perfect, then tells him to hold still.

The sculptor announces he left his chisel in the back room and walks over to the double doors, opening them wide to reveal a gorgon, who breathes on the PC at first opportunity.

Quick Stats: Gorgon: MV 12; AC 2; HD 8; hp 44; THAC0 13; #Att 1; Dmg 2-12; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

The Shifting Sands

Area: Sandy desert terrain away from a normal, civilized region is the setting.

Situation: The PCs are approached to find out what happened to a caravan which is now a week overdue. The merchants are willing to pay well for this service. The merchants say the caravan was to arrive from a distant town via one of the better traveled trails across the desert.

On the second day out, near dusk, the PCs see the wagons of the caravan at the edge of their vision. As night begins to fall and they close in on the site, they see the tents of the encampment.

The PCs find what must have been the caravan's last rest stop. There is evidence they spent at least part of the night here,

but there are no signs that anyone has been here for a week. The animals have apparently run off in all directions as well, but again it occurred some time ago.

Before the PCs can react, the sand itself seems to come alive and swallow the PCs up as the hatoris attack from just under the surface of the sand.

Quick Stats: Lesser Hatori (5): MV 15; AC 2; HD 5; hp 30; THAC0 16; #Att 2; Dmg 3-18/1-12; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Spell Components

Area: A mountain cavern is the setting.

Situation: The PCs are approached by a wizard whom they know by sight. The frail old mage asks the PCs to aid him in completing his quest. He is attempting to complete a potion which can save his life, yet he needs one more spell component: a fungus known to grow in caves in the mountains to the west. He is far too frail in his current state to climb up the 5,000-foot-high pass to get to the caverns.

If the PCs accept, he tells them the specific cavern where it is known to grow. If they refuse, he attempts to buy their assistance, since he has very few alternatives.

When the PCs arrive in the pass, they find several caves, including the one con-

taining a small amount of the fungus.

The PCs must delve deeper into the cave to obtain more. Any animals with the party detect a musty odor, unnoticeable to the humans, and refuse to go further into the cavern complex. Semi-intelligent animals, such as familiars, cannot explain why they refuse to enter the cave.

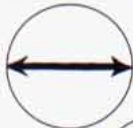
Several hundred feet further in, the PCs find a large clump of the fungus in a vast chamber. The hook horrors, responding to the noise of the PCs' armor on the stone floor of the cave, appear out of the deeper recesses of the cavern and attack immediately.

Quick Stats: Hook Horror (10): MV 9; AC 3; HD 5; hp 32; THAC0 15; #Att 3; Dmg 1-8/1-8/2-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

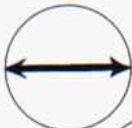
Ghost Town

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



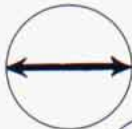
Town Without Men

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 2,000



Breeding Farm

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 each



Ghost Town

Area: These events occur in a small town recently visited by the party.

Situation: The PCs are returning along a trail through a series of rough hills. From the horizon they see the town; all looks normal. Yet the closer they get, the more something seems wrong.

There are no people tending the fields, no animals grazing. As they get closer the PCs can see no activity in the town at all. It is getting closer to dusk.

If the PCs decide to avoid the city, they must soon set up camp or force-march in the darkness. In either case, the lamia, which devastated the town, tracks them down and attacks them.

If, however, the PCs investigate the

town, they see several ruined buildings, some of which have burned down. And still, there is not a sign of anyone left in the town. Continuing their investigation, the PCs round the corner of a general merchandise store and the blacksmith shop to see a lamia devouring the carcass of a horse between the two buildings.

If the PCs kill the lamia, they find 3,000 gp spread among its victims, practically the entire wealth of this new "ghost town."

Quick Stats: Lamia: MV 24; AC 3; HD 9; hp 54; THAC0 11; #Att 1; Dmg by weapon (long sword); MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Town Without Men

Area: The location is a medium-sized town with a smaller town nearby.

Situation: The PCs are relaxing when the inn door opens with a loud thud. A woman and a small child enter the pub, looking around until they spot the PCs.

With the child in tow, the woman half-runs, half-stumbles over to the group, and tells the PCs she has walked 15 miles to get here. She and the women of her town need the PCs to help them recover the men of their village. About a week ago, an elven woman wandered through weaving her magic, leading the men off with her into the hills.

If the PCs accept, they can easily pick up the trail. Refusing to help could spread

rumors of cowardice.

The trail leads deep into the forest where they find a home in a clearing. A field nearby is worked only by males.

As the PCs approach, the werefox and her prime companion greet them. She tells the PCs the men came of their own free will and wish to stay. If violence is threatened, the prime companion comes to her aid. If the PCs stay overnight, the werefox tries to cajole the male party members into staying with her.

Quick Stats: Werefox: MV 24, 18 or 12; AC 2/4/6; HD 8+1; hp 43; THAC0 13; #Att 1; Dmg 1-2, 2-12, or by weapon; MR Special; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Breeding Farm

Area: This takes place in a ruin near a small town.

Situation: After a recent run-in with medusas, the PCs hear rumors of numerous medusa sightings in the area. The king's messenger arrives that day with a letter commissioning the PCs to use all means at their disposal to find the hatchery for these hideous creatures and destroy it.

In exchange, the king agrees to commission them in his military and give them a generous salary. He gives them his most accurate information on recent sightings.

It is easy enough to go to the place of one of the sightings and simply track backward to find the lair. It takes a great deal of tracking, because it leads them cross-coun-

try to a small town with an ancient ruin on the hill.

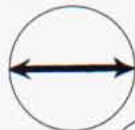
The ruins are of an ancient temple, and after some diligent searching, the PCs find a secret door at the back of the temple, covered by debris.

The secret door opens to reveal a staircase leading down. At the bottom is a door, barred from the inside. Behind the door is a large, 50-foot-by-50-foot chamber filled with medusa eggs. These are guarded by a male (maedar) medusa.

Quick Stats: Maedar: MV 9; AC 5; HD 6; hp 42; THAC0 15; #Att 2; Dmg 2-8/2-8; MR Nil; Special attacks and defenses

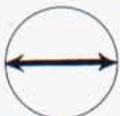
Quest for Ramael

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 1,000 for not fighting
Alakabon



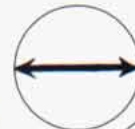
Sister Alison

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Charisma, Intelligence
Encounter Type: NPC
Add'l Info: **PHB**
XP Value: 25 per victim helped



Dead(?) Wizard

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for saving
Mirosha



Quest for Ramael

Area: This can take place anywhere that the PCs are by themselves.

Situation: Alakabon of the Legion is a bounty hunter. In fact, she's THE bounty hunter. A thief or fighter PC recognizes her with a successful Wisdom roll. Only one man has escaped her, a mage known as Ramael the Reader. She is suspicious of one of the PC mages or bards. Is he Ramael in disguise?

Alakabon waits until the PC is alone. It could be on watch in the wilderness, or studying spells in his room at the inn. She sneaks up to the PC. Her first act is to slap him on the back. "Well, Ramael, you've led me a long chase, but now the quest is ended." In the act of slapping him on the

back, she also fastens a pin enchanted with an *anti-magic shell*.

When the PC gives his true identity, she scoffs at him. She also makes comments about the obvious glass eye he wears. Everyone knows that Ramael has one eye. Did the PC think that such a cheap fake would fool her? The PC must convince her of the mix-up. The easiest way is to let her touch the glass eye. A poke in the eye, some tears, and she leaves with no apology. As she leaves she asks the PC to keep an eye out for this renegade mage. She promises a hefty reward.

Quick Stats: Alakabon: MV 12; AC -4; T14; hp 84; #Att 1; Dmg 1-3+2; THAC0 12; MR Nil; HS 90%; MS 90%. Alakabon is detailed in the *Rogues Gallery* accessory.

©1994 TSR, Inc. All Rights Reserved.

Sister Alison

Area: Any temperate countryside with farms or ranches will work.

Situation: A plague has struck the surrounding farms. The PCs meet Sister Alison on her way to aid a sick family. Sister Alison is a local heroine who aids the sick without accepting rewards.

If there are healers in the party, Alison politely asks their help. She is exhausted, but she doesn't beg. If refused, as she walks away she can be heard to say, "My god grants me the power to cure only one sick person a day, yet every day four more are struck down. How do I decide who lives and who dies?" Any good priests in the party should be feeling twinges now.

If they agree to help, they are welcome.

Any *cure disease* spells that they might have are quickly gone. They can also use potions and items.

The plague is a debilitating disease. Up to 50% of the patients survive if given any *cure wounds* spell. The PCs have a 10% chance per day of catching the plague. It lowers Strength, Constitution, and hit points by one per day for the 1d6+5 day duration. Use of healing or herbalism can fend this off for one day. Another check must be made each day. The plague lasts 10 more days. The PCs should be awarded 25 XP for each victim they help. A person can minister to no more than 10 people per day.

Quick Stats: Sister Alison: MV 12; AC 10; P5; #Att Nil THAC0 18; Dmg Nil; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Dead(?) Wizard

Area: The PCs discover the site of a battle. A number of bandits have been slain by magic. The battlefield lies across a road at the base of a bluff. A wagon lies on its side, smashed to bits by a boulder that was dropped from above.

Situation: As the party looks over the battle, a ghostly image appears in front of them. The figure is white and wispy, and does not project the aura of fear that a real ghost provides. Nasty DMs may want to have the PCs roll a saving throw anyway. Failure means no more than a desire to run away. Those who succeed should be told that they did not age or feel any fear.

The figure is beckoning to them. If they attempt to communicate, it can only do so

through signs. The figure is of a woman in robes, with two arrows in her side. The woman attempts to get the party to follow her. She drifts around the base of the butte to a 10-foot-deep crevice. Standing at the top, she points down into the crevice. At the base lies the body of the wizard. Two arrows still protrude from her back.

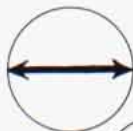
Anyone examining her realizes that she is in a magically frozen state. If she is awakened, she will bleed to death in a few rounds. If the party is ready with magical healing, she can be saved. If healed, Mirosha becomes a grateful friend.

Quick Stats: Mirosha: MV 12; AC 5; W6; #Att 1; Dmg 1-4; THAC0 18; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

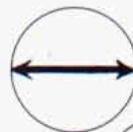
City Guards, Part 2 of 3

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Dexterity
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for getting away,
zero for killing the
guards



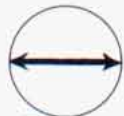
Guild War, Part 3 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 1,400 for fighters (175
each), 2,800 for the
leaders (1,400 each),
810 for the mages (270
each), 2,800 for the
leaders (1,400 each).



Clean Living

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 2,970 (270 each)



City Guards, Part 2 of 3

Area: This occurs after Part 1 of this series. The PCs have checked into an inn or found a place to stay.

Situation: The city guards watch the PCs. Everywhere they go, they are followed. This goes on for several days. The PCs can still conduct legal business unhindered.

Finally, one night when the PCs have gotten used to the guards' presence, the guards are not there. The PCs can take advantage of this to conduct any underhanded business they have. As they return, they stumble across a body on the side of a dark street. The body is that of a city guard with a knife through his back. If the PCs examine the deceased with a light, they recognize him. He is one of the guards

who had been keeping them under surveillance. The knife used is poisoned. A successful herbalism roll identifies the poison as a rare poison from the south, used by assassins.

If the PCs spend more than three rounds near the body, a detachment of 10 guards arrives. They charge the PCs with murder. If the PCs run, there are plenty of dark alleys to duck into. If they stand and fight, ask if they are striking to kill or subdue. They aren't guilty of anything yet, but they will be if they slaughter a bunch of innocent guards.

Quick Stats: Guards (10): MV 12; AC 4; F4; hp 32; #At 1; THAC0 17; Dmg by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Guild War Part 3 of 3

Area: Use the same city as part 1 and 2. This part takes place in a small park halfway between the mages' guild and the fighters' guild. This is where the PCs have been instructed to bring the sword. The encounter does not start until the PCs have turned over the sword.

Situation: The fighters' guild is outraged over the theft of their most famous heirloom. As the PCs are turning over the sword, a group of fighters attack. The mages respond with a flurry of spells. The PCs are in the middle. There are 10 fighters on one side of the park, all armed with light crossbows and short swords. Five mages have come to meet the PCs, two of them carry wands. The fighters assume

that the PCs are part of the mages' guild. The mages are not concerned if they catch PCs in the effects of some spells.

The PCs may throw in with one side or the other. They should make the difference in any battle. Whichever side they help becomes allies of the PCs, the other side becomes enemies.

Quick Stats: Fighters (8): MV 9; AC 2; F5; hp 29; #Att 1; THAC0 16; Dmg 1-4 or 1-6+1; MR Nil

Fighter Leaders (2): MV 12; AC 0; F8; hp 56; #Att 3/2; THAC0 11; Dmg 1-4 or 1-6+5; MR Nil

Mages (3): MV 12; AC 9; W5; hp 12; #Att 1; THAC0 19; Dmg 1-4; MR Nil; Spells

Mage leaders (2): MV 12; AC 2; W9; hp 28; #Att 1; THAC0 18; Dmg 1-4; MR Nil; Spells. Each carries a *wand of frost*.

©1994 TSR, Inc. All Rights Reserved.

Clean Living

Area: This encounter takes place in the sewers below the streets. The area is a run-down part of a village—not a "den of thieves," just a poor section.

Situation: As the PCs are walking through town, they hear a subdued "Oh no." A young lad in clothes too fine for this section of town is staring down through a sewer grate. He spots the party and greets them. "I seem to have misplaced my purse. There is over 300 gold in the purse, I'd give half of it to get it back. I'd go down myself, but I'd ruin my clothes. What say?"

If the party refuses, he drops his suave manner. He tells the party that his purse was a fancy one, given him by his mother. If the party will retrieve it they can keep all

the gold and one of the two gems that were in it. If asked, the gems were small but perfect diamonds. If pressed, he'll part with both the diamonds.

The sewer is 8 feet wide by 5 feet high. About a foot of scum-covered water lies at the base. If any PCs enter the sewer, the lad jumps down on top of them, trying to knock them down. This requires a successful attack roll.

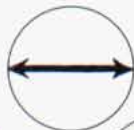
The lad is a wererat luring victims below. His brethren can then attack. Only four wererats can attack at one time, two from each side.

Quick Stats: Wererats (11): MV 12; AC 6; HD 3+1; hp 26; #Att 1; Dmg 1-6; THAC0 17; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

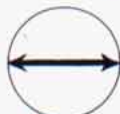
Gold!!!

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



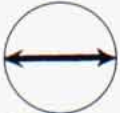
Foggy Situation

Danger: Medium
Climate: Subtropical
Terrain: Swamp
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 270



Rags to Riches

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 15,000 (3,000 each)



Gold!!!

Area: This takes place in an old temple. A mimic has taken up residence. It hides in a crumbled mass of stone, a ruined altar.

Situation: The mimic has been living on the remains of the altar for some years. The altar was magical. The remaining dregs of magic have given the mimic a tolerance for sunlight and the ability to change its mass by 90%.

The mimic is a killer, a large creature. It masquerades as a small 1-foot solid gold statue of a good deity. It lies at the base of the altar, noticeable to anyone who moves up to the altar to take a look. It is situated so that it looks as though it was recently revealed by a chunk of stone having fallen. The mimic waits until it is picked up

before altering to its normal size and attacking. To make matters worse, the victim's hand is now pinned under a 300 pound mimic. It is also stuck to it with the mimic's glue.

If the rest of the altar stones are moved, the party can locate another gold statue of the same good deity. This one is genuine. It is worth 100 gp if melted down, but could bring as much as 1,000 from a collector. It would also be appreciated at the temple of the deity. It could be exchanged for healing or other spells.

Quick Stats: Killer Mimic: MV 3; AC 7; HD 9; hp 46; THAC0 11; #Att 1; Dmg 3-12 (smash); MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Foggy Situation

Area: This occurs near the edge of a swamp. It is dawn. The thick fog of the night is just beginning to lift.

Situation: The PCs are just arising. Describe the fetid reek of the swamp as the fog begins to lift. Today it even smells of old blood. One round later, the vampiric mist attacks. It goes after someone who is still lying on the ground, just waking up.

Because of the fog that remains the other PCs can only see the mist if they are within 5 feet of the victim. Once the victim is attacked, it still takes a full round to locate the victim in the fog.

If the mist is hit for more than half its hit points, it retreats.

A vampiric mist gains hit points by

draining blood. This one is starving. It begins with only 8 hit points. By attacking a prone victim, it may envelop the victim with a successful hit. An enveloped victim is hit each round until the victim dies or the mist is slain. Any damage to the mist is split between the mist and an enveloped victim.

If the mist reaches maximum hit points (24), it is sated. It becomes substantial. It is AC 8, has a movement of 6, and may be affected by normal weapons.

Quick Stats: Vampiric Mist: MV 12; AC 4; HD 3; hp 8 (gains 1 for every 2 points drained, to a max of 24); THAC0 17 (targets are AC 10, plus Dexterity and magical bonuses; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Rags to Riches

Area: An abandoned tomb is the setting.

Situation: The PCs have discovered a ruined temple. The upper floors have been stripped. The lower level is untouched. Entrance to the lower level is via a trapdoor. Time has caused it to shift a bit. Elves and half-elves spot it on a 5-in-6 chance, others on a 3-in-6 chance.

The trapdoor reveals a rusty ladder leading to an underground tomb. In the tomb are two rooms. The entry room has some ruined tapestries, no longer valuable. They depict the heroics of a great dwarven fighter and his clan. The entryway has a door with an ornate design of a battle axe in front of the sun. An inscription in ancient dwarven can be translated. It reads

"Here lies the Company of the Hilt, who died defending Huarigin."

The door opens on a normal roll. Inside are five coffins. If a coffin is touched, the mummies attack. The Company of the Hilt was an evil one. It was wiped out by a noble paladin.

The tomb has a special hex. The mummies can't be turned while inside. If any pursue the PCs outside the tomb, they can be turned. The lids are worth 800 gp each, but are bulky. If the gold and emeralds are carefully removed, 1200 gp worth is recoverable.

Quick Stats: Mummies (5): MV 6; AC 3; HD 6+3; hp 32; THAC0 13; #Att 1; Dmg 1-12; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Grazing

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Intelligence, Strength
Encounter Type: Monster, NPC
Add'l Info: **MM**
XP Value: 2,000 for the night-
mare, 650 for Balir



Jelly Sandwich

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter Type: Device,
Monster
Add'l Info: **MM**
XP Value: 270, plus an addition-
al 100 for detecting the
trap



That's Sharp

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,080 (120 each)



Grazing

Area: Any outdoor location will do. The time is about midnight. The air is chilly, with a feeling of dread things happening.

Situation: The PCs are being watched by an evil fighter on his steed. He is high enough in the air to be out of range of infravision. Anyone specifically watching the sky has a chance to notice a burning speck high in the sky.

The fighter is using his *lens of infravision* (new item, grants infravision to a range of 120 feet). When Balir Stormtongue spots someone he thinks is a fighter or paladin, he screams out a challenge. He attempts to get them to agree to meet him in single combat. If they agree, he and his steed swoop to attack.

Balir will fight from his steed unless he is unhorsed. If he survives a fall, he fights on the ground to the death.

If Balir is slain, the nightmare fights until reduced to 10 hit points or less, then flies away. This is not her battle. She may return later to harass the PCs, provided she was not badly hurt in the first combat.

Quick Stats: Balir Stormtongue: MV 12; AC 4; F5; hp 34; #Att 3/2; THAC0 15; Dmg 1-8+3 (*scimitar +1*); MR Nil

Nightmare: MV 15, Fl 36; AC -4; HD 6+6; hp 50; THAC0 17; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Jelly Sandwich

Area: This takes place in an underground corridor in the ruins of a castle. The PCs find a locked metal door. Opening the door reveals a pile of treasure, including gold, swords, arrows, and wands.

Situation: The door is locked and the lock is rusted shut. Any good sharp blow such as a kick or ramming with the shoulder knocks the lock out of the door. When the door is opened, a *permanent illusion* is revealed. It gives the appearance of a rotted wooden chest, gold pieces, gems and jewels lying on the floor, the jeweled hilt of a sword showing through some rotted wood. The illusion originally covered a pit that lay before the secret door to the real treasure room. Unless the DM decides otherwise, the real treasure

room was cleaned out long ago.

The pit is 20 feet deep, and has spikes at the bottom. Anyone approaching the treasure simply disappears through the floor. The victim suffers 3d6 points of damage from the fall, and is impaled on 0-3 (d4-1) spikes doing 1d6 per spike.

The following round, the ochre jelly on the ceiling drops onto PCs who are trying to help their comrade. If no one is in range, it drops on the PC in the pit.

Quick Stats: Ochre Jelly: MV 3; AC 8; HD 6; hp 38; #Att 1; Dmg 3-12; THAC0 15; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

That's Sharp

Area: The encounter takes place in a cave. It seems to have been the lair of an animal. Old bones lie undisturbed. The remains of a sleeping area lie at the rear of the cave.

Situation: The PCs have chosen a bad spot to camp. The cave abounds with stalactites. Most of the stalagmites are broken and in rubble. The piercers are spread throughout the cave. They wait until the party settles down before they move. If the party states that they are studying the stalactites, they are allowed a surprise roll (but the piercers have a +4 bonus to surprise). If they strike a stalactite, there are three times as many real stalactites as there are piercers. There is a 3-in-4 chance that they strike a chunk of stone.

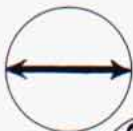
The piercers wait until the party has settled in and stopped moving about, then they gradually move into attack position. This takes several hours. When all are in proper position, they all drop at once. This means that there is no real combat. The party is subject to one round of attacks. Any survivors may easily dispatch the piercers. Hidden in the rubble of the broken stalagmites is the remains of previous victims. This includes a *stiletto +2*, *short sword +1/+3 vs reptiles*, 150 sp, 205 gp, and three small gems worth 10 gp each.

Quick Stats: Piercers (21): MV 1; AC 3; HD 3; hp 15; THAC0 17; #Att 1; Dmg 3-18; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

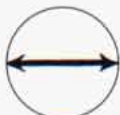
Swamp Fever

Danger: Medium
Climate: Tropical
Terrain: Swamp
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 3,000



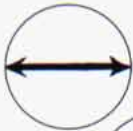
Wonder of Nature

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: Monster, NPC
Add'l Info: MM
XP Value: 500 for getting the sea lion back to the sea



Spectre of Defeat

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 3,000



Swamp Fever

Area: A tropical swamp, filled with cypress trees and quicksand, will do.

Situation: While traveling through the swamp, each PC must roll a saving throw vs. poison once per day (three times total). Failure means that they have contracted swamp fever, a form of malaria. The game effects are a -1 to Con per day of the disease. The victim is delirious and unable to move. A *cure disease* spell arrests the disease for a day. The PC is weak but able to move.

If someone contracts the disease, a druid offers to help. The party notices a tree moving toward them. As it gets close, it polymorphs into a human wearing a leafy garland.

If the PCs welcome the druid (a rak-

shasa in disguise), he asks that they bring the afflicted members to his grove. He takes the sick PCs to his grove and is gone for hours.

He returns and says that he is sorry, the PCs have died. He had to burn the bodies. The PCs have noticed no smoke.

If confronted, he turns *invisible*. His tracks can be spotted through the muck with a successful tracking roll. Following the tracks leads them to his copse, where the afflicted PCs are still alive. If the party reaches his lair, the rakshasa attacks.

Quick Stats: Rakshasa: MV 15; AC -4; HD 7; hp 35; #Att 3; Dmg 1-3/1-3/2-5; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Wonder of Nature

Area: This occurs in a coastal town. The town has ample docks which do a brisk business. The encounter takes place in a red and white striped carnival tent.

Situation: The PCs hear about a new menagerie in town, one that features many exotic animals. There are even a few monsters the PCs have never seen before. The charge is outrageous for such a show, 2 sp. A few of the townspeople grumble and turn away, but most stay.

The menagerie features various wild animals, a unicorn, an owlbear, a mermaid, and a sea lion.

PC spellcasters have no trouble (+4 to disbelieve roll) seeing through the illusions on most of the "monsters." The unicorn is

merely a horse with a horn affixed to its forehead. The owlbear is pure illusion. It is controlled by a young mage with a *wand of illusions*.

The mermaid is a young girl in costume, using *water-breathing*.

The three lions, two tigers, the cave bear, and the sea lion are all real. The sea lion is in a tank too small for it to stretch out. Its scales have lost their luster. As the PCs are watching, the barker prods the sea lion with a pointed stick until it lets out a pathetic roar. In the tent, this still sounds impressive. Anyone familiar with animals knows that the creature will die in a few weeks.

Quick Stats: Sea Lion: MV Sw 18; AC 5/3; HD 6; hp 30 (10 currently); THAC0 15; #Att 3; Dmg 1-6/1-6/2-12; MR Nil.

©1994 TSR, Inc. All Rights Reserved.

Spectre of Defeat

Area: The PCs are traveling through some of the most desolate country they have ever seen. Scrub bushes and buffalo grass grow here, but sparsely. They have seen no other signs of life for the past few days. On the horizon is a single stone monument standing bleak and alone.

Situation: Long ago this was a fertile farming country. Then war came, and with it devastation. Now no one lives here. The monument was once the marker between two lands. The spirit of the last defeated king resides here at the last remnant of his departed kingdom.

The monument is about 10 feet high. It is made of white marble which has been discolored by time and the elements. It

apparently bore some writing which is too faded to be read.

At the base of the monument lies a skeleton that has obviously been here for years. The skeleton still wears a dirty cloak. This should not have survived the years. If checked, it is magical. It is a *cloak of the bat*. Due to age and wear its magic is fading. It can be used three more times before it crumbles into dust.

If the skeleton is disturbed, the spirit of the king is called forth. It hisses at the PCs. "You have destroyed my kingdom. Death to you all." It attacks.

Quick Stats: Spectre: MV 15, FI 30; AC 2; HD 7+3; hp 50; #Att 1; Dmg 1-8; MR Nil; Special attacks and defenses;

©1994 TSR, Inc. All Rights Reserved.

Old Man Oak

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,000 for helping Old Man Oak destroy the wand



Lion Stampede

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Dexterity, Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 975 for the shamans, but double XP for not subduing the shamans



Dalia Sweetsong

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



Old Man Oak

Area: This occurs deep in a heavy forest. The trees are oak, ash, and maple, with a sprinkling of pines.

Situation: The PCs are approached by Old Man Oak, a treant of advanced age. The encounter begins with the PCs camped for the night. Before they have finished eating, the watch may make surprise rolls.

Successful PCs should be told that it feels like the trees are watching them. After a few minutes, one of the trees near the camp begins to move its limbs. A pair of eyes appear. Someone in the party, preferably someone with an axe, is grabbed by a pair of branches and picked up. The old oak looks at the character for several minutes and then slowly asks, "Are

you then, an orc?" Let the PCs respond, but note that the treant can *detect lie*.

The treant wants their help. He recently (last year) slaughtered some evil, vile, (go on for a while here) orcs. One of them had the most foul magical item he'd ever seen. His backpack, with the item, snagged on the side of the cliff. The treant is too heavy to climb down and get it. He's afraid that someday it could again be used against the forest.

This involves climbing 50 feet down a 100-foot cliff. The stone is crumbling. Climb wall chances are reduced by 40%. The item is a *defoliation wand*. If given to the treant, he breaks it. If not, he attacks the party.

Quick Stats: Treant: MV 12; AC 0; HD 12; hp 90; #Att 2; THAC0 9; Dmg 4-24; MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

Lion Stampede

Area: A fertile area of plains is the scene. No organized farming goes on in this area; it is still considered wilderness. A few brave trappers and shepherds may be found here occasionally. The area is the home of a tribe of wemics.

Situation: The witch doctor at a local tribe thought he had brewed an elixir that would give him great wisdom. Instead he succeeded in brewing an *elixir of madness*. He now has paranoid delusions. The first one was that everyone in the tribe was after him. He responded with his best magical item, a *wand of fear*. The tribe is now fleeing at top speed. The PCs are right in their path.

The first indication the party has is a

faint rumbling sound. It gets louder, then the PCs see a full 50 wemics charging toward them. Allow PCs a surprise roll. Successful PCs realize that this is not an attack. There are young cubs in the pack, and few of the wemics are carrying weapons. Any horses the PCs have spook immediately and attempt to flee. If they are on foot, the PCs must make a Dexterity check each round for three rounds or take 3d18 points of damage.

If the witch doctor can be subdued and cured, the tribe rewards the party with his *wand of fear*, now down to 8 charges.

Quick Stats: Wemic Witch doctor: MV 12; AC 6; HD 5+8; hp 29; #Att 2; THAC0 15; Dmg 1-4/1-4; MR Nil; Spells (P4/W4)

©1994 TSR, Inc. All Rights Reserved.

Dalia Sweetsong

Area: This occurs while the party travels through some fairly remote wilderness.

Situation: The PCs are moving through the wilderness. They see a lone woman walking in the same general direction they are going.

The werewolf has spotted the party and is about to put on its act. It *polymorphed* into a beautiful woman and intends to do in the male PCs.

The party is greeted by Dalia. To all appearances, she is a female swashbuckler. She immediately begins to befriend the PCs. She is glad to see them since it is lonely and boring out here. She claims to be traveling to the nearest large town in search of some adventure. She responds to comments

about being alone in the wilderness with a display of swordsmanship that is at least adequate. Fighters in the party should be told that she seems to be of about 5th level.

When the party camps, she offers to play her harp. Her lullabies are almost hypnotic. Anyone listening must make a saving throw vs. spell or be overcome with *lethargy*. This has the same effects as a *slow* spell. The werewolf then changes into half-wolf form and attacks with bite and rapier.

Quick Stats: Werewolf: MV 15; AC 3; HD 5+1; #Att 2; Dmg 2-12/1-6+3; THAC0 15/13; MR 10%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

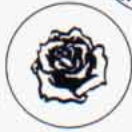
Barrel of Red Herrings

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Dexterity, Intelligence
Encounter: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 1,200 for following up
fish scale clue, 800 for
catching thief, plus
500 for deciding a
"just solution"



Give Peace a Chance

Danger: High
Climate: Any
Terrain: Plains
Attribute: Charisma
Encounter Type: NPC
Add'l Info: **PHBR3 (Wizard)**
XP Value: 2,000 for helping
young priest escape
the guardsmen



Barony Series #1: Lost Heir, Apparently

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for choosing to go
to castle, 1,000 for
realizing this is "too
good to be true"



Barrel of Red Herrings

Area: This encounter happens in an inn located in a large riverside city.

Situation: The PCs are settled into an inn for a few days to recover from a successful adventure's inevitable drawbacks: minor injuries. They are recuperating well but get restless and look for something to do. When they return, lots of their treasure is missing. The only clue is a fish scale found on a windowsill.

The innkeeper knows nothing of the theft and won't help the PCs at all—an angry refusal itself may be suspicious.

Meanwhile, they learn there are several fishmongers nearby. Any one of them can identify the scale as that of a giant gar, which only one fishmonger sells. This old

man has a young assistant, who bolts when the PCs appear!

A chase through the streets ensues. The fleeing criminal proves highly agile (Dexterity 16) and difficult to catch. If caught, the burglar's hood is pulled back to reveal a dazzlingly beautiful young woman. Can the PCs turn her in to the less-than-gentle attentions of the Town Guard?

She has two daggers, but won't use them unless attacked first. If the PCs subdue her, she may lead them to their belongings. If she is turned over to the authorities, they may never see their possessions again.

Quick Stats: Thief: MV 15; AC 6; T9; hp 34; THAC0 16; #Att 1; Dmg by weapon (dagger); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Give Peace a Chance

Area: The PCs are in a completely new town which appears to be in an uproar—few businesses are open and people are crowding the streets.

Situation: As the PCs arrive, they notice the unusual tension in the air—then see a troop of the ruling duke's men marching up the street in their direction. The PCs are not being sought by the troopers, though; their object is a square where a young man shouts to the crowds.

The PCs notice that this young man is getting positive reactions from the audience. He urges them to oppose the duke's latest war and not sell food or supplies to the duke or serve in the duke's army. This is not popular with the duke.

The crowds try to prevent the young priest from being captured, but he exhorts his followers not to use violence on his behalf; he will not let them be hurt on his account.

The PCs might try to intervene with the guards or help in a defense of the young priest at a trial. Another possibility is that the PCs create a distraction, allowing the young priest to escape to safety.

This may only be a temporary stop-gap, as the young priest will return to preach his pacifist ways soon, running the risk of capture again.

Quick Stats: Pacifist Priest: MV 12; AC 10; P7; hp 23; THAC0 16; #Att 1; Dmg n/a; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Barony Series #1: Lost Heir, Apparently

Area: This encounter can happen in any urban setting.

Situation: While awaiting a fresh adventure, the PCs discover a man is seeking them out. He proves to be a weaselly gent who greets one of the PCs as the lost heir of Castle Ashohr. The Heir need only take possession of the castle in person in order to legally claim it.

This man, named Smirkson, has a map and deed to the property. He hands them over quickly to the heir PC and asks him to sign the paper so that "all these trifling matters can be put in order." Once signed, he says he has been searching for the heir for almost three months—and incurred

2,500 gp in expenses to do so. So, ahem, if the heir wouldn't mind covering these expenses . . .

The heir can do research into Castle Ashohr but learns only that the castle is not in a bad territory—yet some vaguely sinister reputation clings to the place. The exact reason for this castle's reputation cannot be learned from local sages or books, though *legend lore* or other powerful magic might indicate that the castle is haunted (though the DM should be careful not to give too much away).

Quick Stats: Smirkson: MV 12; AC 10; T1; hp 4; THAC0 20; #Att 1; Dmg 1-2; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Blood War #2: Business Rivals

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: MM
XP Value: 2,000 for figuring how
to play baatezu
against tanar'ri



Obnoxious Peddlers #3: Coppers for Conjures

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 1,000 for realizing
these items are
genuine



Ben Franklin Never Met a Dragon

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 2,000 for fast-talking
dragon



Blood War #2: Business Rivals

Area: This encounter occurs in exactly the same location as the previous card, only a bit later that same night.

Situation: The tanar'ri are not gone 10 minutes before the PCs are approached by another would-be employer. This individual heard the PCs are seeking employment.

The PCs should be suspicious of this second offer coming so quickly, though this offer is just to serve as backup muscle. This offer sounds more honorable than the first. However, paladins sense evil from this person as well.

He offers 3,000 gp, also in otherworldly coinage. He also vows no harm will befall them afterward if they attend and help, in

case the PCs are getting nervous.

The "man" is a pit fiend, disguised by magic to appear human. His aim is to recruit enough muscle to kill the tanar'ri in yet another Blood War skirmish and will uphold his word (though he may look for loopholes if there isn't enough violence to satisfy him).

Quick Stats: Pit Fiend: MV 15, FI 24 (C); AC -5; HD 13; hp 83; THAC0 7; #Att 6; Dmg 1-4 (x2)/1-6 (x2)/2-12/2-8 or weapon; MR 50%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Obnoxious Peddlers #3: Coppers for Conjures

Area: This encounter occurs at a bridge in the wilderness, near a forest.

Situation: During a journey, the PCs are riding along a dusty path and find themselves at a bridge, next to which is a small wooden enclosure with a countertop arrangement in front. A nearby sign says "Coppers for Conjures."

A surly old man waits inside. He snaps that he has magic for sale, but only one item per customer. He glances over the PCs and makes snide remarks about how they probably can't afford anything anyway.

His merchandise looks like cheap, gaudy junk—everything is gilt-covered, rune-carved or dusty with silver glitter.

Joke's on them: One of the old man's magical items is real.

He has *boots of elvenkind*, *crystal ball*, *hat of disguise*, *decanter of endless water*, *dust of disappearance*, *girdle of frost giant strength*, *mirror of mental prowess*, *philosopher's stone*, *wings of flying*, and three magical swords (+2, +3, and *vornal blade*).

The old man names absurdly low prices for his wares. All are clever fakes except for the *decanter of endless water*. Once the heroes pass, though, his shop vanishes. The old man and his shop vanish if anyone threatens or steals from him.

©1994 TSR, Inc. All Rights Reserved.

Ben Franklin Never Met a Dragon

Area: This encounter takes place in a large field during a heavy thunderstorm. There is a huge desert not many leagues away.

Situation: Some friends are almost too much trouble. One such is Heinral the Tinkerer, whose new gadget pulls lightning from the clouds. So, the PCs are standing in a large open field during a thunderstorm. Heinral suggests that metal armor be discarded, but that's up to the PCs.

At the height of the storm, the metal box glows with a fitful blue haze and is struck by a bolt of lightning! The blue energy crackles and sparks around the box, then blasts skyward once more. On the way up, it strikes a soaring shape amid one

of the clouds!

This shape wheels about and comes down to earth. It is a young blue dragon, angry at being shot at while flying to its desert home.

The PCs must talk fast to avoid combat—especially if they've been convinced to discard their armor. The dragon is interested in the device and breathes electricity on it, marveling when the bolt is reflected back. Heinral and the dragon discuss the nature of electricity as the storm dies down, leaving the PCs scratching their heads.

Quick Stats: Blue Dragon: MV 9, FI 30 (C); AC 0; HD 14; hp 50; THAC0 8; #Att 3; Dmg 1-8/1-8/3-24; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Elemental Risks #2: Nowhere to Run

Danger: High
Climate: Temperate
Terrain: Plains/Scrub
Attribute: Dexterity, Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 5,000 for helping the
elemental get home



Shadow Series #3: Flat Out Evil

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Dexterity,
Wisdom
Encounter Type: Monster
Add'l Info: None
XP Value: 2,500 for escaping the
town guard, 1,000 for each
evil act performed
by the shadows that is
redeemed by the PCs



Dinosaur Marathon

Danger: High
Climate: Subtropical
Terrain: Plains
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: MM
XP Value: 5,000 for outrunning
the pack



Elemental Risks #2: Nowhere to Run

Area: The PCs are in a sandy wasteland area not far from a wizard's tower and a quarry; there are rocky hills in the distance.

Situation: The PCs are busy packing their things after a night spent camping. They hear a huge rumbling sound, followed by the ground trembling under their feet. The shuddering subsides not long after, and the PCs can get underway with nothing more than a little puzzlement.

Less than an hour later, the rearmost PC notices that the ground is rippling behind them like the wake of a ship on the high seas. Right then, the ground erupts, disgorging a huge, earthen shape that is vaguely humanoid. It shambles toward the

PCs with its hands upraised.

"Help . . . me," it rumbles.

The earth elemental approaches and explains it is lost. It is like a small child, confused and seeking help. It has been summoned by a device, now lost in the nearby quarry. To reach the stone, the PCs must descend into a crumbling 70-foot-deep mine shaft. At the bottom is the wizard's body and the stone. With it, the elemental can be sent home.

Quick Stats: Earth Elemental: MV 6; AC 2; HD 12; hp 57; THAC0 9; #Att 1; Dmg 4-32; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Shadow Series #3: Flat Out Evil

Area: This encounter occurs in the same border castle as **Shadow Series #2: Not Quite Bunny Rabbits**.

Situation: The PCs manage to get through breakfast that next morning before the third strange event involving their shadows. The PCs feel a bizarre sense of dislocation and notice that they are looking at the world from the floor! Suddenly, the world is spinning madly as their shadows run wild in the streets.

Merchant stalls are overturned, livestock are panicky, people are terrorized, and property is vandalized by the renegade shadows, who have the PCs helplessly attached at the feet. The PCs remain

powerless silhouettes (though they are full color, while their shadows are three-dimensional darkness) for an hour, when the effects wear off. This time, the guards have more than harsh warnings. They are to be imprisoned until a wizard can be summoned. The PCs must escape before the troop of 20 guards can take them into custody. The guards are all 0-level fighters in chain mail, armed with broadswords and halberds; they move at 6 as a group. There are three guards at the gate.

©1994 TSR, Inc. All Rights Reserved.

Dinosaur Marathon

Area: This occurs on a hot plain, with trees and shrubbery dotting the landscape.

Situation: The PCs drop by a magic shop to exchange some items when a mishap occurs—and they appear in the middle of a hot, barren plain.

The PCs only have their normal street attire (which could include armor and a weapon or two for fighters) but no camping gear. Worse, an ominous rumbling comes from over a hill less than fifty yards away.

From over the hill charges a pack of dinosaurs! They are fleeing some threat behind them and run down the PCs unless they move quickly. The PCs must run fast to outdistance the pack. (The dinosaurs

move at MV 15.) Far to the rear is a tyrannosaurus!

The PCs must keep ahead of the pack for seven rounds, when the tyrannosaurus wears out. (It's already been chasing the pack for three or four minutes.)

After this, the PCs are faced with the problem of getting home.

If need be, the magic shop proprietor can retrieve them, offering profuse apologies for the inconvenience.

Quick Stats: Dinosaur Pack (each): MV 15; AC 8; HD 2+2; hp 12 (average); THAC0 19; #Att 1; Dmg 2-8 (charge); MR Nil

Quick Stats: Tyrannosaurus: MV 15; AC 5; HD 18; hp 96; THAC0 5; #Att 3; Dmg 1-6/1-6/5-40; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The World's Ugliest Critter

Danger: High
Climate: Tropical
Terrain: Swamp
Attribute: Strength, Dexterity
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 for killing catoblepas, 1,800 for recovering it alive



But Who Are You Really?

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 420 per doppelganger slain, 1,200 for seeing through their deception



Humongous Fungus Amongus

Danger: High
Climate: Subtropical
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 75 for "killing" spore



The World's Ugliest Critter

Area: This encounter occurs in a tropical swamp extremely far from civilization. Magical transportation might be required to get there.

Situation: The Naturalist Society of Port Sinclair is holding the First Annual World's Ugliest Critter Contest. Anyone can enter a "contestant" if they go out and catch it themselves. Judges will award the grand prize (35,000 gp) in two months' time.

If a sage is consulted, they are told that the world's ugliest creature is the catoblepas. If the PCs agree that the catoblepas is their target beast, a little research reveals that one or two of them have been caught in a notorious swamp far from civilization.

They can reach the site and return in two months, with some magical help. The PCs soon find a wizard with the necessary magic, if they don't have it themselves; unfortunately, this uses up most of the prize money (30,000 gp for PCs and gear).

It isn't hard to find a catoblepas in this swamp—the trouble is avoiding them! There are plenty of the creatures around (1d8+1). How the PCs capture and transport the creature is up to them. (If they return, they win—few things are as ugly as a catoblepas.)

Quick Stats: Catoblepas: MV 6; AC 7; HD 6+2; hp 32; THAC0 15; #Att 1; Dmg 1-6; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

But Who Are You Really?

Area: This encounter occurs in a small farming village that is fairly secluded. One or two of the PCs begin the encounter injured (from a previous fight).

Situation: The PCs are recovering from a bad misadventure in a small village. They are sitting outside when a troop of nine men ride into town. Their leader is a harsh-looking man in plate mail. He shouts that the village's poor taxes are not enough; they must provide livestock, money, and valuables immediately to make up the difference.

They take up residence in the local tavern, kicking out the innkeeper, and helping themselves to his wares as the "new tax" is assembled by the terrified townspeople.

That night, a farmboy gives the PCs a tattered, bloody scrap of cloth he says is from a dead body that looks just like the lord!

These men are doppelgangers, who slew the real lord and his retinue and now plunder the countryside. If unmasked and the odds are against them, they will flee on horseback. Otherwise, they try to kill the PCs and continue their charade.

Quick Stats: Doppelgangers (9): MV 9; AC 5 (leader 3); HD 4; hp 26 each; THAC0 17; #Att 1; Dmg 1-12 or by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Humongous Fungus Amongus

Area: This encounter can take place in any dungeon setting. The walls are scarred by energy discharges and blasts (typical of a beholder).

Situation: The PCs find themselves in a dungeon as described above. There is plenty of evidence that a beholder has been active in this vicinity; hearsay places an eye tyrant in this vicinity as well. That's part of the reason they're there; they hope to retrieve beholder eyes to collect an alchemist's bounty on the things.

Carefully scouting ahead, the PCs discover a sphere with several stems branching off it. It appears, from all they can tell, to be a beholder! It doesn't seem to have noticed them.

It is a gas spore. The only indication the PCs have, other than close inspection, is a rotted body in one corner of the room; it appears to be covered with a thick and unnatural-looking fungus. It is also bloated with two humps that are nascent gas spores. PCs have a chance to notice this when they see the room.

The gas spore does not move or attack. The PCs can do this to themselves.

Quick Stats: Gas Spore: MV 3; AC 9; 1 hp; Other statistics irrelevant; Special attack

©1994 TSR, Inc. All Rights Reserved.

Two Heads Are Better than One

Danger: High
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 500 per PC for tricking the ettin



Stone Cold

Danger: High
Climate: Tropical
Terrain: Desert
Attribute: Strength, Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 8,000 for destroying stone golem, 3,500 for evading golem



The Ladies' Tea and Hospitality Society

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 per lamia noble killed



Two Heads Are Better than One

Area: This encounter occurs in a mild woodland, and works best when there are only a couple of PCs to face the ettin.

Situation: The PCs have been enjoying a picnic when there is a crashing in the shrubbery 40 feet away. The greenery breaks aside to reveal a rampaging ettin!

Having little except picnic implements to work with, the PCs must use their wits to avert the ettin. They can hail the creature, which is surprised enough to respond to their greeting. He is looking for a tricky halfling thief, and he'll smash everyone he meets until he finds the halfling.

Perhaps the easiest (and oldest) way to trick the ettin is to get his heads to dis-

agree. They have distinct personalities; one is gentler and more introspective than the other (though in an ettin, there's little way to tell).

Another question: if he plans to smash everyone *until* he finds the halfling, does that mean he *won't* smash the halfling too? Asking questions baffles the ettin; if the PCs roll under their Charisma on 1d20 (+4 for bards), it is confused and wanders away long enough for the PCs to gather their equipment.

Quick Stats: Ettin: MV 12; AC 3; HD 10; hp 61; THAC0 11; #Att 2; Dmg 1-10/2-12 +weapon; MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

Stone Cold

Area: The encounter occurs in a lost pyramid in a desert.

Situation: Just as night is falling, the PCs see a pyramid ahead that might provide shelter against the cold desert night.

The pyramid sports three statues clustered at its entrance (which is open). However, should the PCs try to enter, they are prevented by a stone golem (one of the statues). The golem is not quick and gets a little slower as the night gets cold. The PCs can either fight or evade the golem; once inside, the golem lets them be.

Inscribed in hieroglyphics is a command word; anyone with Ancient History or Languages as a proficiency has a chance of recognizing the command for what it is,

since the glyphs clearly depict the three stone golems clustered around the pyramid's entrance.

The pyramid is largely empty, having been raided many times over the centuries, but there could easily be unexplored passageways deep inside the pyramid, as well as guardians yet unencountered by bandits.

Once out of the pyramid, the stone golems follow the PCs for a hundred yards. They are waiting for a command from the PCs (assuming they are their masters); if no command is forthcoming, it attacks.

Quick Stats: Stone Golem: MV 6; AC 5; HD 14; hp 60; THAC0 7; #Att 1; Dmg 3-24; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

The Ladies' Tea and Hospitality Society

Area: The encounter only occurs if the PCs want to explore high society in their own home city. A party hosted by the Ladies' Tea and Hospitality Society, held at a spacious and luxurious mansion in the rich section of town, is open to the PCs and is the setting for this encounter. Several ordinary suits of armor and weapons adorn the walls, available "in case."

Situation: The social season is in full swing as the Ladies' Tea and Hospitality Society holds its gala function. The PCs are in attendance as "resident heroes of the city," and manage to meet and greet half of the city's most respectable citizens. However, there is something wrong with some of the

hostesses. Characters over 6th level have a 5% chance per level (+10% for clerics and paladins) of noticing that a handful of the hostesses are not exactly human. In fact, there seems to be something serpentine about them.

They are actually lamia nobles. If the PCs realize this, then they also realize that they are without arms and armor. This makes combat an extraordinarily dangerous situation. Can they make polite excuses and recover their weaponry in time?

Quick Stats: Lamia Nobles (5): MV 9; AC 3; HD 10+1; hp 54, 49, 43, 36, 34; THAC0 11; #Att 1; Dmg 1-6; MR 30%; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Bigger than a Breadbox

Danger: High
Climate: Tropical
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 14,000 for killing great
old master



Stalagmites

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 10,000 for each roper
destroying (max.
30,000)



Odds and Ends

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 11,000 for slaying
yugoloth, 1,000 for
realizing reasons for
its erratic behavior



Bigger than a Breadbox

Area: This encounter occurs in a deep swamp during a thunderstorm.

Situation: While waiting out a thunderstorm, the PCs hear a sound like thunder but impossibly loud, followed by an explosion in the swamp a league away. The storm abates, giving the PCs the opportunity to investigate this situation.

The PCs discover trees are shattered and broken, as if some immense object was thrown at them. The path of the object is easy to follow, as the broken trees form a clear line into the swamp.

About half a mile in, the PCs locate a broken, half-sunken vehicle. Any PC with spelljamming experience notes the strong resemblance to a neogi deathspider.

Stalagmites

Area: This encounter takes place in a dungeon passage near the subterranean lair of a wizard; the corridor is an unfinished cavern with several stalagmites and stalactites, so that the actual nature of the ropers hidden here is hard to detect until the last minute.

Situation: On a quest deep inside a dungeon, the PCs find themselves in a rough cavern that conceals eight ropers.

Before they are encountered, the PCs are swarmed by bats dislodged by one roper "waking up." The bats do not attack, but fly in the PCs' faces and distract them from the danger of the ropers. If a PC decides to strike the bats and rolls a critical success, he hits one of the ropers, ruining

Odds and Ends

Area: This encounter can happen wherever the DM has located some evil treasure of great importance, and the PCs are hunting for it to capture or destroy it.

Situation: The PCs are seeking the *Lost Book of Perdition*. This book is an infernal work, a spell book containing many spells from the Necromantic and Evocation colleges. It was supposedly penned by Hlun the Warp-Master, a singularly evil mage who summoned a greater yugoloth to protect the book.

Hlun died three centuries ago. Since then, the yugoloth has been going quietly mad waiting for someone to show up and try to steal the book.

Because of this, the yugoloth will

Something huge has broken through one of the bulkheads and dragged itself further into the swamp. Whatever it was, it's huge.

The storm rises again while the PCs press on. Through driving rain, the PCs discover a gigantic, bloated sluglike creature wedged between two trees. It appears to be confused and hardly even notices the PCs, showing no interest in attacking them. It is a Great Old Master neogi and seems ready to burst with offspring.

It has no treasure, though the small spelljammer ship could be salvaged and refurbished.

Quick Stats: Great Old Master: MV 3; AC 5; HD 20; hp 97; THAC0 Nil; #Att Nil; Dmg Nil; MR 10%

©1994 TSR, Inc. All Rights Reserved.

their chances of surprise.

The ropers lurk near the best walkway between the stalagmites and attack when the party is halfway past. They gain surprise on 1-8 out of 1d12 and strike at the weakest-looking party members first.

The ropers have 2,500 gp value in gems between them. (One has three prize diamonds, while another has an assortment of lesser gems.)

Quick Stats: Ropers (8): MV 3; AC 0; HD 10; hp 73, 70, 65, 59, 57, 54, 48, 41; THAC0 11; #Att 1; Dmg 5-20; MR 80%; Special attack and defenses

©1994 TSR, Inc. All Rights Reserved.

attempt to prolong the encounter as much as possible, suggesting puzzle contests, riddle games, trials of strength, or even "rock-paper-scissors" games before settling down to combat. By the end, the yugoloth will be genuinely sorry to slay the PCs, though it will do so with no mercy and a maximum of pain. Of course, if the PCs kill it, then its servitude is over. Either way, the yugoloth "wins."

Quick Stats: Greater Yugoloth: MV 9, FI 9 (D); AC -1; HD 10; hp 75; THAC0 11; #Att 3; Dmg 1-10/1-12/1-12; MR 25%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

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 **This is MY Case!**, an encounter with a troubleshooter and the Thieves' Guild? If the PCs manage to wrap up the whole encounter, might not the thieves come back for revenge? Perhaps their business partners are a little unhappy that the PCs have shut down this lucrative business. They may very well come looking for the PCs to take the gold from the characters' hides.

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 cut off the storyline.

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 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!

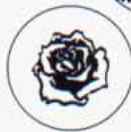
Checklist, Part 3 of 6

- 145: Mage vs. Mage, Part 1 of 2
- 146: Mage vs. Mage, Part 2 of 2
- 147: Bad Time in the Woods
- 148: The Trees Are Alive
- 149: Not Exactly Monkeys, Part 1 of 2
- 150: Not Exactly Monkeys, Part 2 of 2
- 151: In the Deep Dark Forest
- 152: Another Nessie?
- 153: Breeding Grounds
- 154: Let the Buyer Beware
- 155: Death Has Many Eyes
- 156: Hunt in the High Country
- 157: The Haunting
- 158: Treasure Hoard
- 159: Deep Dark Caverns
- 160: Dark Raiders
- 161: Search for Food

- 162: Always Look Up
- 163: Aid the Helpless
- 164: A Cave to Remember
- 165: Missing Children
- 166: Watch Where You Step
- 167: The Stone Farm
- 168: Off to Meet Death
- 169: Swordfight at the OK Corral
- 170: Safari
- 171: Intruder
- 172: Stealing a Kingdom
- 173: A Desolate Encounter
- 174: Black River Crossing
- 175: Deep Blue Sea
- 176: Look to the Sky
- 177: Lost Caravan
- 178: Into the Graveyard
- 179: Marching Off to War
- 180: Civilizing the Mountains

Force of One

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 25





Watch for
DECK OF ENCOUNTERS, SET ONE
— On Sale Now —

 **DECK OF PSIONIC POWERS**
— On Sale November 1994 —

®, ™, & ©1994 TSR, Inc. All Rights Reserved.

Checklist, 3 of 6 (Back Side)

- 181: Back from the Astral Plane
- 182: Watch Your Back
- 183: War Party
- 184: Visit to the Wizard's Tower
- 185: Beware of Flying Things
- 186: Master Sculptor
- 187: Horse Thief
- 188: A Taste for Horse Meat
- 189: Never Trust Your Eyes
- 190: Beware of the Song
- 191: Walk Along the Beach
- 192: Shifting Sands
- 193: Vengeance Is Mine
- 194: Where There's Smoke, There's Fire
- 195: This Old House
- 196: Sinking Ship
- 197: Into the Unknown Lands
- 198: Spell Components
- 199: Fire and Water
- 200: Too Many Heads
- 201: What You Can't See

- 202: River Sacrifice
- 203: Not Quite a War Band
- 204: Ghost Town
- 205: Cry in the Dark
- 206: Amphibious Warfare
- 207: Lurking
- 208: The Strange Voyage
- 209: Look Before You Attack
- 210: Town Without Men
- 211: Bounty Hunters All
- 212: Keep Your Guard Up
- 213: Slavers
- 214: Caught in the Act
- 215: Poison and Stone
- 216: Breeding Farm

©1994 TSR, Inc. All Rights Reserved.

Force of One

Area: This encounter takes place on the road between two major cities.

Situation: Traveling along the road to their next destination, the party hears the distinctive sound of metal clanking from horseback. Looking behind them, the characters see a knight riding to catch up. The warrior is clad in ornate plate armor, though his helmet is conspicuously tied to the saddle instead of placed on his head.

The cavalier introduces himself as Mangnon, Protector of the Living. He has arrived to escort the party to safety. No matter what protests are offered, the group cannot dissuade Mangnon from traveling with them, for he is truly convinced they would never survive the trip

without his magnificent aid.

Throughout the journey, Mangnon's ego shines full. It quickly becomes evident that he considers himself superior to all other warriors. However, if challenged by another character, he will politely refuse out of concern for the safety of the lesser fighter. With time, the characters learn why Mangnon does not wear his helmet, as they continually catch him admiring his visage in a small silver mirror that is always with him.

Should the party actually become threatened, Mangnon will prove to be a competent, though egotistical, cavalier.

Quick Stats: Cavalier: MV 12; AC 0; F4; hp 32; THAC0 17; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Picking Fences

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 25



Public Enemy

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: **PHBR3 (Wizard)**
XP Value: 25



Over the Barrel

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10 for the first
 encounter, 200
for spying on the guild



Picking Fences

Area: This encounter is set in the busy streets of a large city.

Situation: Investigating the wonders at the city bazaar, one of the characters is brushed by a citizen, obviously a pick-pocket. The petty thief bolts, weaving through the marketplace as the party gives chase. Fortunately, the clumsy thief is easily caught. Unfortunately, the stolen item, a highly prized possession, has already been discarded. For his freedom, the thief agrees to reveal the person to whom he tossed the item.

Having learned that the item was given to the rug dealer, the party returns to the bazaar only to find out that the thief's assistant has left for the day, not to return

until tomorrow.

The next day, the rug dealer is there as expected and, with the appropriate amount of intimidation, names his fence, who purchased the item yesterday. On the other hand, the fence, having plenty of bodyguards, is not so easily scared, especially since he is already displeased that the party knows of his shop. He is willing, however, to sell the item back to the character for the right price. With some fast talking, he might even charge only 180% of the item's true value, instead of his usual 200% markup.

Quick Stats: Fence: MV 12; AC 9; T1; hp 5; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Public Enemy

Area: This encounter is set in a small community.

Situation: The party is hired by the governor to locate a dangerous assassin. Having failed his latest assignment, the assassin is rumored to be hiding in a small run-down village in the outskirts of the region. The characters are sent to the village to capture the rogue and return him to justice. However, warns the governor, the man is very persuasive and may have fooled locals into aiding him.

In actuality, it is the party who is being fooled. The quarry is nothing more than a dissident priest who was spotted denouncing the current regime as totalitarian. In town, the party members will receive icy

treatment from the villagers, all of whom know why the characters are there.

If the group begins to ask the right questions, such as why the townsfolk would bother to conceal a known criminal, they might begin to piece the truth together. If the heroes can convince the public that they are no longer interested in capturing the "assassin," they will be taken to his hideout. Once there, the characters may elect to side with him or renege on their promise and bring him in.

Quick Stats: Peasant Priest: MV 12; AC 8; C4; hp 10; THAC0 18; #Att 1; Dmg 1 (fists); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Over the Barrel

Area: This encounter takes place in a large city with a crime problem.

Situation: Shortly after the party has entered town, they are approached by a city official who informs them that they have just broken a major city ordinance. The charge is obviously trumped up, something along the lines of wearing a rival city's colors, walking directly on top of a major historical landmark, or singing aloud on whatever day it happens to be.

The official explains that the charge typically incurs a heavy fine, but he is willing to dismiss both the charge and the crime providing the party is willing to perform a "community service" for him. Should the party ask, the fine is exorbitant, deter-

mined specifically to encourage the party to accept the arrangement. To pacify the official, the party must monitor the activities of a local thieves' guild, reporting to him with complete details of the guild members' illicit exploits at the end of two weeks. The official has no knowledge of how to find the guild, but claims the two weeks do not begin until after the party has located their hideout.

The guild in question is newly formed, and the novice abilities of the dozen or so members make spying on them quite easy.

Quick Stats: Thieves (40): MV 12; AC 8; T1; hp 4; THAC0 20; #Att 1; Dmg by weapon (daggers, short swords); MR Nil

©1994 TSR, Inc. All Rights Reserved.

No Honor Among Thieves

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10



Observer

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 10



Friend or Foe

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 50



No Honor Among Thieves

Area: This encounter is set within any walled community.

Situation: While in town, the party members overhear gossip concerning the theft of the ruling official's daughter's most prized necklace, a gift from her father. The longer the party remains in town, the more stories they will hear about the failing investigation. It seems no one can find the bauble.

Nothing other than rumors will get to the party about the necklace as long as they are in town. However, as soon as the group attempts to leave, they will be stopped by the gate guards. The guards usher the party into a large room filled with other people, all waiting to leave the city.

One by one, the party members are brought into a small cell, where three guards stand to search the characters. Should any of the party members complain, the watch will make sure all three guards present for the search are of the same gender as the character.

After all of the party members have been searched, they are permitted to leave. If they wish to register complaints, they may do so in town, requiring yet another search when they wish to leave again.

Quick Stats: Gatekeepers (18): MV 6; AC 4; F2; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Observer

Area: This encounter happens near a large border city.

Situation: While traveling to or from a community on the fringes of another nation, the party sees someone waving to it from a distance. As the PCs near the figure, it becomes clear that she is unarmed. She approaches the group and says, in a rather broken form of the party's native tongue, that she is traveling alone and would prefer the safety of numbers if the party is willing to let her join.

She is extremely courteous and helpful whenever possible, but often changes the subject when questions about her origin are raised. She is never rude, nor does she address her unwillingness to talk about

her home; she simply finds a new topic.

The woman comes from a nearby nation across the border. She assumes there are hostilities between her country and the party's—which may be true, which is why she is hesitant to speak about it. At night, the party might notice her writing entries into a type of journal. If the PCs take the book from her—something she will try to prevent—and can translate it, they find that she is recording observations about their culture, in addition to conjectures about local customs. Her interests, however, are purely personal.

Quick Stats: Foreign Woman: MV 12; AC 10; 0-level; hp 4; THAC0 20; #Att 1; Dmg by weapon (dagger); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Friend or Foe

Area: This encounter can be set in any town or city.

Situation: The party, wandering through town, is nearly missed by a young man as he bursts from the alley at a fast clip. As the man darts through the crowd, another man, this one obviously older, darts out in pursuit, shouting for the first to stop. Finally out of breath, the elderly man begs for the party to continue the chase for him.

The thief gives a tiring run, leading the characters through twisted alleyways and a maze of booths in the merchants' quarter. If the party does manage to corner the culprit, he will have already dumped the goods. He will protest his innocence, suggesting that, perhaps, the party has mis-

taken him for another individual with obviously lower scruples.

If the party elects to let the young go free, he will thank them, wink, and scamper away. However, he will continue to watch the party throughout their stay in town and offer covert assistance to them whenever needed.

Should the party members choose to return the thief to the merchant, he will have the young man promptly arrested and placed in jail. As a reward for their assistance, the party will be given a 50% discount on every one of his wares.

Quick Stats: Young Thief: MV 12; AC 8; T1; hp 6; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Value of Gold

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 240



The Little Trolls

Danger: Low
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 180



Lost Cause

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 425



The Value of Gold

Area: This encounter is set along any poorly traveled road.

Situation: Having been hired as caravan guards, the party members are on the road between cities. Rumors abound of rampaging orc tribes, and the party members have been alerted to the possibility of an attack, especially since the cargo they are protecting is food and weapons.

Several days pass with little in the way of excitement. However, on the fifth day, just as the caravan passes some thick brush, several flaming arrows are loosed into the sides of the wagons. Immediately afterward, 16 orcs drop their bows, draw their swords and battle axes, then charge toward the caravan.

It is possible the party will be surprised by this form of attack, since the caravan master stressed that the orcs would be equally interested in keeping the cargo secure. However, times have changed, and the orcs have learned that the value of gold far outweighs the worth of the supplies. Moreover, they know better than to let ambush victims flee.

The orcs have little of value on them. Their equipment is of surprisingly high quality for orcs, but not particularly superior to the party's.

Quick Stats: Orcs (16): MV 9; AC 6; HD 1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Little Trolls

Area: This encounter is set in the wet marshlands.

Situation: While traveling through a murky swamp, the party encounters a particularly deep area of the water. Conveniently, a crude bridge has been constructed there, making it possible to continue through the swamp.

The bridge was built by a band of goblins specifically to encourage travelers to pass through the swamp directly by their lair. As the party approaches the bridge, the goblins make their way to the underbrush, six to the sides of the bridge and six to a support beam below. The goblins wait until all of the party is on the bridge, perhaps even permitting those in front to pass

completely, before making their presence known. At that point, the six above shout in broken Common that the party must surrender 10 gp per member to be allowed to continue on.

If the party pays, they may pass. Otherwise, the six goblins next to the bridge attack with their bows. If they do not seem to be winning the battle, the six goblins below pull the support beam free, sending the party members on the bridge into the watery depths.

Quick Stats: Goblins (12): MV 6; AC 6; HD 1-1; hp 4; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Lost Cause

Area: This encounter takes place in a ruined village.

Situation: Venturing into the cool night air, the party spies possible shelter in the form of a distant cabin. Nearing the construct, the characters notice that the cabin seems occupied. Suddenly, the front window's shutters crash open as a man's body flies through them.

The cabin has been overrun by a dozen gnolls who are currently ransacking the interior. As soon as the characters enter to investigate, the gnolls will set upon them.

If the tide turns against the evil humanoids, two of them will break off combat and run for the bedroom, where they have beaten the two other residents of

the cabin—mother and son—into unconsciousness. The gnolls will drag the bodies into the party's view and threaten to slay the captives if the gnolls are not permitted to retreat.

Sadly, the gnolls are not to be trusted. If the ruse fails, they will attempt to kill the woman and child on the spot. Otherwise, they will flee into the hills, where a pursuing party will discover the mother and son still unconscious on the path once the gnolls have had time to gain a measurable lead.

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

©1994 TSR, Inc. All Rights Reserved.

From Beneath the Sea

Danger: Low
Climate: Temperate
Terrain: Aquatic
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 2,800



March of the Dead

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,420



Entrapment

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 360



From Beneath the Sea

Area: This encounter takes place in any coastal waters near a port city.

Situation: Visiting a dockside tavern while awaiting passage in the morning, the party is roused when several sailors burst into the building and call for the group. Breathlessly they explain that the ship is under attack from "creatures from beneath the waves."

Heading for the docks, the party can barely make out man-sized bipedal shapes in the torchlight. Up close, however, the scaly sahuagin can be seen for what they are—half humans, half fish.

There are 16 sahuagin total, most of whom are engaged in battle with the outnumbered sailors. The remaining sahuagin

will turn upon the party, attacking first with their javelins, and then resorting to daggers and claws.

Most of the sahuagin carry no treasure on them. However, one of them wears a *helm of comprehending languages and reading magic*, thus enabling it to understand any advice the characters give each other during the battle and relay it to the other sahuagin.

Quick Stats: Sahuagin (16): MV 12, Sw 24; AC 5; HD 2+2; hp 11; THAC0 19; #Att 5 or 1; Dmg 1-2/1-2/1-4/1-4/1-4/1-4 or by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

March of the Dead

Area: This encounter is set in wilderness plains near a small community.

Situation: Night having just fallen, it is time for the characters to set camp. After a pleasant meal, the party members begin a well-earned evening of slumber.

Just as midnight comes, the characters on watch hear the distant sound of marching. Anyone who goes to investigate and is able to see will stumble upon an unusual sight—an entire army of the walking dead. Hundreds of zombies and skeletons pass by, obviously headed to some predetermined location. However, there are so many of these creatures that they are spread all across the plains, and, as a watchful party will notice, the campsite is

in the pathway of several of the skeletons.

The party may elect to break camp, having exactly 10 rounds from the point at which the army was first heard to do so. Otherwise, they must turn and battle the 22 skeletons that march directly into their camping area. Most of the skeletons will pass right on through, stopping only if they are attacked by a character. However, any fragile items not moved out of the skeletons' way before they completely cross the camp must save vs. crushing blows or be destroyed.

Quick Stats: Skeletons (22): MV 12; AC 7; HD 1; hp 5; THAC0 19; #Att 1; Dmg by weapon; MR Special

©1994 TSR, Inc. All Rights Reserved.

Entrapment

Area: This encounter is set in a human-, demihuman-, or humanoid-built dungeon.

Situation: The party is deep in the heart of an underground complex when they happen across several cages. Within one sleep two bugbears who awaken when the party nears. The creatures immediately leap up and clutch the bars anxiously.

In very poor Common, the bugbears beg the party members to free them. If that fails, they taunt the characters, calling the group cowards for fearing to release them.

Finally, the bugbears explain that they have a deal to make. One of them has a magic wand that it took off a victim's body. He claims it is a wand of big boom (*fireballs*), but that even though he heard

the command word used by the wizard, he cannot make it work himself.

If the party frees the bugbears, they either attack unarmed or flee, depending on the party's apparent strength. If they flee, however, the one with the wand flings it to the ground first, hoping the characters will stop at that rather than give chase. The wand is actually a *wand of paralyzation*, but it must be identified to learn its command word.

Quick Stats: Bugbears (2): MV 9; AC 5; HD 3+1; hp 16; THAC0 17; #Att 1; Dmg 2-8 or by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

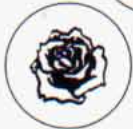
Cannibals

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 700



First Claim

Danger: Low
Climate: Temperate
Terrain: Mountains
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 200



Field of Death

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,950



Cannibals

Area: This encounter takes place in any subterranean complex.

Situation: Traveling through dungeon tunnels, the party members stumble upon a gruesome scene—hungry giant centipedes laying into each other in desperate fits of cannibalism. Centipede corpses litter the floor as the victors feast upon the losers.

However, once the party members are noticed by the remaining giant centipedes, all 20 of them turn upon the characters. The centipedes fight independently of each other, attempting to poison a character and then feast upon his or her corpse. However, the centipedes' nature means that when a victim falls, all of the attackers

fall upon each other to determine who may feast, rather than intelligently switching to a new target.

Unlike most giant centipedes, these are hungry enough to fight to the death, and therefore will not run away unless magical means are employed. Among the bodies of the giant centipedes' few victims is scattered a little bit of treasure. There is a total of 29 cp and 74 sp, in addition to a *potion of extra-healing*, two-thirds of which has already been consumed.

Quick Stats: Giant Centipedes (20): MV 15; AC 9; HD ¼; hp 2; THAC0 20; #Att 1; Dmg Nil; MR Nil

©1994 TSR, Inc. All Rights Reserved.

First Claim

Area: This encounter is set in any mineral-rich mountain range.

Situation: Having received a tip that a large underground collection of caves is filled with treasure-rich monsters, the party has finally found the caverns. The entrance is not easy to pass, since it has been blocked by several large boulders.

Once inside, the party will find no monsters, but they will notice that equipment such as picks, carts, and lanterns litter the chambers. After the characters have spent some time investigating, they will round a bend and come face to face with more than two-score dwarves, all armed with hand axes and crossbows aimed at the party.

The dwarves curtly inform the party

members that they have trespassed into a sacred dwarven mine, and that they would be well advised to quickly explain themselves. A *really* good story will earn freedom for the party, though they will still be "encouraged" to depart hastily. If the characters simply tell the truth, they must also offer some token, most likely gold, to earn permission to depart. In addition, they must sit through a lecture about following unsubstantiated rumors. Of course, the characters may fight their way out, if they really want to.

Quick Stats: Dwarves (40): MV 6; AC 4; F1; hp 7; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Field of Death

Area: This encounter takes place in the wide open plains.

Situation: While crossing through unknown territory, the party members find themselves stepping on the location of an ancient battlefield. All about them are various corpses of long since dead warriors, whose bones have been picked clean by the ravages of time and weather.

As the party continues cautiously on, they are suddenly overcome by the stench of death, as if, perhaps, the battles had not ended as long ago as the characters first thought.

The odor, however, is not coming from the dead on the battlefield, but from the three ghosts who have taken up residence

in the nearby moors.

The ghosts approach slowly, waiting for their stench to affect some of the characters before attacking. Desperate for sustenance, the ghosts attack viciously and to the end.

The corpse-littered field has no treasure, for all of the shiny objects have already been collected by the ghosts. If the party tracks down their lair, the characters will find 194 cp, 673 sp, and three pieces of jewelry, each worth 50 gp.

Quick Stats: Ghosts (3): MV 15; AC 4; HD 4; hp 19; THAC0 17; #Att 3; Dmg 1-4/1-4/1-8; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

The Deceivers

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 540



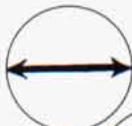
Beauty and Death

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,400



Playing Hooky

Danger: Medium
Climate: Tropical
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: PHBR1 (Fighter)
XP Value: 120 each



The Deceivers

Area: This encounter takes place in the open fields.

Situation: Crossing a wide expanse of plains, the party members are made aware of the jackals that seem to be trailing them, baying at the moon. Fortunately, a simple campfire seems to keep them at bay, though someone must be on watch at all times to tend the fire.

Perceptive sentries, however, notice two pairs of jackal eyes in the brush, eyes that are perhaps a little closer to the campfire than most wild animals would get.

After a few nights of this, the watch is surprised to see a man and a woman strolling across the plains toward them. The two figures approach the camp while

gesturing peacefully. They are clad in loose skins and carry no weapons. Quickly they explain that they are lost and simply need a place to camp for the evening. The two apologize for the inconvenience and promise to be gone by morning.

Regardless of the response, the two people, who are actually a mated pair of jackalweres, suddenly change into their natural form and attack the characters, hoping to silence the watch before the alarm can be sounded.

Quick Stats: Jackalweres (2): MV 12; AC 4; HD 4; hp 21; THAC0 17; #Att 1; Dmg 2-8; MR Nil; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

Beauty and Death

Area: This encounter takes place near a pond in a woodland glade.

Situation: Traveling through the woods, the party begins to detect the faint sound of a woman singing. The woman's voice is sweet and melodious, though the language in which she sings is unknown.

Following the sound of her voice, the party finally comes near enough to hear the sound of splashing water. Peering through the trees, the characters see a nymph dangling her feet into a pond. She seems unaware of the group, but this makes no difference to the party, for any who see her must save vs. spell or be forever blinded. Those who retain their vision will next see the nymph stand and disrobe

as she steps into the cool, clear waters. Again, party members who witness the lovely creature must make another save vs. spell, this time to avoid death!

If any characters attract the nymph's attention, especially if they approach violently (perhaps seeking vengeance for the death or blindness of their comrades), she will emit a startled gasp and quickly *dimension door* away, leaving behind her silk robe. The light blue garment was a gift from an admirer and is worth 50 gp.

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

©1994 TSR, Inc. All Rights Reserved.

Playing Hooky

Area: This occurs in a town whose major industry is producing gladiators for the games in a nearby city. At the edge of town is a large gladiatorial school.

Situation: The PCs are either staying in town or just outside it, when they are approached by the city guard. The city guard is looking for some escaped "trainees."

Soon after the guard leaves, the PCs find themselves facing several armed and well-trained gladiators who want to hide among them.

If the gladiators feel the PCs might turn them in, they will fight. Should the players refuse to help them, the gladiators attempt to persuade, bribe, and finally force them to comply, and if necessary kill them, in an

attempt to take their places.

The PCs are put to the test when the city guard returns. Soon after the PCs' encounter the gladiators, six well-armed members of the city guard arrive at the PCs' camp. They have had a tip that the truants have been here, and are more rude and inquisitive. They will be harder to get rid of this time, if the PCs side in favor of the runaway gladiators.

Quick Stats: Gladiators (5): MV 12; AC 7; F4; hp 28; THAC0 17; #Att 2; Dmg by weapon (trident and net); MR Nil

Patrol (6): MV 9; AC 5; F4; hp 38; THAC0 17; #Att 1; Dmg by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Old Man in the Woods

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: PHBR3 (Wizard)
XP Value: 975



Zealots

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 2,000 per preacher,
975 per priest



Hanging Tree

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 270



Old Man in the Woods

Area: Any wooded area will do.

Situation: The PCs hear horses ahead and noise that sounds like mumbling. As they approach they see several armed men lying on the ground, recently killed.

Over the dead bodies stands an old man with long stringy white hair looking through the saddlebags of the horses standing around. His search is frantic, as though in a hurry to find something.

The old man finds what appears to be a book and sits down, his arms wrapped around the book. Oblivious to everything, he opens it and begins to read.

The ancient is unaware of the PCs' presence. If they attack, he will defend himself. Should the PCs approach him

slowly, they see that the old man appears to be wounded.

As soon as the scholar priest notices the PCs, he questions them about who they are, where they are from, who their parents are, what kind of adventures they have had, and so on.

He will travel with the party, continuing to badger the PCs for information until they reach the next town and its library.

Quick Stats: Scholar Priest: MV 10; AC 8; P6; hp 24; THAC0 18; #Att 1; Dmg by weapon (quarterstaff); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Zealots

Area: A totally new and unfamiliar town is the setting for this adventure.

Situation: The PCs notice numerous priests of the same religion on the streets. They seem harmless enough as they stand on the street corner yelling out the word of their god to all that can hear. Many of the townsfolk wear the same kind and color of dress, as ordered by the church. Still, there are others wearing normal clothes.

The taverns seem active but not teeming with activity. Questions about the religious activity are rewarded with a quick change of subject. The innkeeper says there is a religious revival going on since this church ended a drought a year ago.

After dinner, the doors of the tavern

open and several priests enter. One stands in the doorway preaching as the remainder spread their word about the room. They surround those who vocally resist, intimidating them.

Their preaching prevents anyone from leaving, even using magic (*hold person*) to keep a captive audience.

If the PCs resist, the city guard arrives quickly to defend the priests.

Quick Stats: Main Preacher: MV 12; AC 9; HD 9; hp 39; THAC0 15; #Att 1; Dmg by weapon (quarterstaff); MR Nil; Spells

Preachers (5): MV 12; AC 9; HD 6; hp 25; THAC0 18; #Att 1; Dmg by weapon (quarterstaff); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Hanging Tree

Area: A small town in the PCs' home territory is the setting.

Situation: The streets are deserted, however, sounds of a crowd come from the center of town.

As they approach, the PCs see the population gathered there. The townsfolk form a circle around a large tree from which a hangman's rope dangles.

The PCs see a man escorted by four armed guards leave a building near the tree. Only when the man has the rope around his neck and he looks directly at the party does one of the PCs realize this is an old friend. The prisoner is readied for hanging, and charges against him are read.

From the transcript read to the crowd,

the PCs learn the man is up for theft from a prominent local person. They then have two hard choices: to interfere or not, and whether or not to use force. It should be noted that nearly the entire town's population is here, as well as a good percentage of the city guard.

If the PCs state they will pay for the items stolen, pay a substantial fine and take charge of the prisoner, the townsfolk may be convinced to let him go.

Once they leave town the "old friend" reveals himself for what he truly is: a doppelganger. It thanks the PCs for rescuing it and leaves.

Quick Stats: Doppelganger: MV 9; AC 5; HD 4; hp 16; THAC0 17; #Att 1; Dmg 1-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Bad Time in the Woods

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 3,000 for resolving
problem peacefully,
1,500 if violence is
used



Breeding Grounds

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



Deep Dark Caverns

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 120



Bad Time in the Woods

Area: The PCs are in or near a deep woods clearing ringed by old oaks.

Situation: The PCs are encamped when one of the sentries sees a large owl fly low over the camp and land in the nearby clearing. A few moments later a large bear approaches the camp, stopping at the edge of camp and sitting quietly, watching the PCs. Should the PCs take any offensive action a druid appears immediately to defend the animals. If they take no action, the sentry is soon alerted to a man appearing from nowhere, ranting and raving at the PCs.

The old man, Gorth, is dressed in robes and his hard chiseled face makes him look ancient. He towers over the party, waving

his staff in the air. Apparently, from the druid's ranting, they are camped on the edge of a Druid's Circle. Should the PCs agree to move on immediately, leaving everything as they found it, the druid will leave them alone. If the PCs refuse to leave immediately or become belligerent, there will be trouble.

Quick Stats: Gorth: MV 12; AC 7; D10; hp 44; THAC0 14; #Att 1; Dmg by weapon (quarterstaff); MR Nil; Spells

Brown Bear: MV 12; AC 6; HD 5+5; hp 40; THAC0 15; #Att 3; Dmg 1-6/1-6/1-8; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Breeding Grounds

Area: This encounter occurs in a deep forest in mid-autumn.

Situation: The PCs are traveling up a wooded trail when they discover a badly decomposed corpse of a warrior. Further on, they find two more warriors, horses, and four dead ankhegs forming a rough circle approximately 15 feet across.

There are several large bags among the dead humanoids, containing 540 cp and 3,060 sp. Getting closer than 30 feet to the circle provokes an attack from four female ankhegs in the center of the circle protecting their unborn young.

The dead ankhegs are all male and have been killed by their female companions to act as incubators for the eggs. The female

ankhegs fight fanatically to defend their young (no morale checks).

If the PCs bypass the circle, they may continue on their way unmolested. However, if they make camp within a mile of the circle, the female ankhegs attack that night, looking for food for themselves.

Once their trap is sprung, the females erupt from underground to attack any living thing within their incubation circle.

Quick Stats: Ankhegs (4): MV 12, Br 6; AC 2 (4 underside); HD 8; hp 64; THAC0 13; #Att 1; Dmg 3-18 (crush) and 1-4 (acid); MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Deep Dark Caverns

Area: A high mountain pass is the setting.

Situation: The PCs are traveling when they are caught in a freak storm an hour before dusk. The PCs are slowed, or perhaps even stopped in their tracks, and will probably want to seek shelter. The storm worsens the longer they delay. One of the PCs notices a large cavern with a wide mouth at one side of the trail.

The mouth of the cavern makes it look like the perfect place to camp for the night. As long as they don't probe too deeply into the complex, they are able to set up their camp in peace. Later, as the storm intensifies, the first-watch sentry hears something approaching from deep within the cave, forcing the PCs into a choice: either go

back out into the storm, or confront whatever is in the cave.

If the PCs explore the cavern before setting up camp, they are ambushed by several bugbears who lie in wait in a large chamber several hundred feet down the main corridor from the mouth of the cave. Hiding on an outcropping over the chamber entrance, three of the bugbears drop a heavy net over the PCs, and leap onto their backs while more bugbears stream from hidden entrances on both sides of the chamber.

Quick Stats: Bugbears (8): MV 9; AC 5; HD 3+1; hp 19; THAC0 17; #Att 1; Dmg by weapon (broad sword); MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Missing Children

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



Intruder

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



Lost Caravan

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



Missing Children

Area: A small town the PCs have not visited before is the setting.

Situation: The PCs notice immediately that the town is gripped in fear. The PCs are looked on with suspicion as they enter.

The PCs learn that the town has been losing cattle, horses, and now children to a hideous monster who comes by night. This monster comes every three days, like clockwork.

Examining the sight of the last raid reveals the unmistakable signs of fire damage. The locals insist the creature is not a dragon.

That night a chimera shows up to claim another victim. If the PCs choose not to intervene, the locals put a bounty on the

creature's head. Should the PCs intervene, the chimera leaves the area after taking more than 25% damage. The locals insist the PCs pursue the beast and finish it off, fearing its return after the party leaves.

At daylight, either with magic or tracking, it is easy enough to find the chimera lair a few miles outside of town. As soon as the chimeras are aware of the PCs' presence, they fly forth and defend their home. In their lair are 3,000 gp, all that remains of previous adventurers with grand intentions.

Quick Stats: Chimera (3): MV 9, Fl 18; AC 6/5/2; HD 9; hp 50; THAC0 11; #Att 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Intruder

Area: The PCs are in a medium-sized town.

Situation: The party members finally feel they have a chance to relax. Give them some time to get used to the safe feeling.

One night, when the PCs have split up to perform independent errands, one of the PCs (preferably a cleric) is approached by what appears to be another party member. He asks the PC to come quickly, since there is trouble. The imposter then hurries off.

The false party member leads the PC to a quiet alley where he sees another pseudo comrade, apparently wounded on the ground. As the PC bends over to help his wounded companion, both imposters change into their true forms.

The doppelgangers plan to capture the PC to sell him to the party's chief nemesis. They avoid killing, using a *ring of spell storing* with *power word, stun* (two charges left) to take the PC alive and tie him up. The gang has just moved into this area and is settling in for a profitable stay.

If the PC is captured, one of the doppelgangers impersonates him the following day, in an attempt to lure one more of the PCs into their trap.

Quick Stats: Doppelgangers (10): MV 9; AC 5; HD 4; hp 24; THAC0 17; #Att 1; Dmg 1-12; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Lost Caravan

Area: Any trail leading from one town to another will do.

Situation: The PCs have been asked to escort a large caravan of merchants from this town to the next. The money is good, there is little chance of encountering bandits, and the party was heading in that direction, anyway.

The caravan consists of 10 large wagons, most of which contain normal trade goods—food, weapons and armor and manufactured goods. One of the wagons contains six statues and another carries a fountain for the next town.

The trip is uneventful until they reach the midway mark, when it grows late and the caravan master orders setting up camp.

All is quiet until just after midnight.

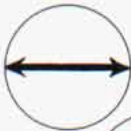
At that time, the six statues climb out of the back of the wagon, revealing themselves for what they are: gargoyles. They move quickly, attacking the sleeping people nearby. This catches the sentries completely off guard, who are ready for any possible external threat, rather than one in their midst.

Quick Stats: Gargoyles (12): MV 9, Fl 15; AC 5; HD 4+4; hp 28; THAC0 15; #Att 4; Dmg 1-3/1-3/1-6/1-4; MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

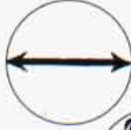
War Party

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 65 per leader, 35 each
for others



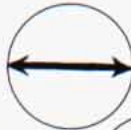
Never Trust Your Eyes

Danger: Medium
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000



This Old House

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 270



War Party

Area: This takes place in the hills surrounding a small city.

Situation: The town is gripped with fear of marauding raiders. The head of the local merchants' guild and the lord mayor of the town approach the PCs, stroking their egos before giving them a proposition.

The town and the merchants have been hard-pressed due to a raiding war party. The citizens are upset, afraid even to go into the fields to work. The traveling merchants are afraid to come here due to raids along the trail. The merchants' shelves are getting rather low on supplies.

The merchants know the raiders have set up camp in the nearby hills. The troops originally sent out were ambushed and

killed. Now the town leaders are desperate for a solution.

If the PCs accept this assignment they are urged to proceed into the hills. The gnolls are waiting for them, their position giving them an excellent view of anyone coming from the town. They attempt to ambush the PCs as they enter the hills.

Quick Stats: Gnoll Leader: MV 9; AC 5; HD 3; hp 18; THAC0 19; #Att 1; Dmg by weapon (two-handed sword); MR Nil
Gnolls (25): MV 9; AC 5; HD 2; hp 11; THAC0 19; #Att 1; Dmg by weapon (4 with shortbows, 5 with battleaxes, 16 with polearms); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Never Trust Your Eyes

Area: The PCs are deep in a swamp.

Situation: The PCs are searching for a witch who lives in the swamp, who can give them the next clue to locating the treasure they seek.

The PCs have traveled some time when they encounter a rundown shack on a small island. As they approach the PCs see a beautiful elvish woman come out the front door to greet them. She is unarmed and her posture and attitude are non-threatening.

She tells the PCs that the witch they seek is inside, and only allows one of the party to enter and question her because of her ill health. She instructs them to go to a nearby island and set up camp, and requests that

their designated representative return to the hut in one hour.

The returning PC is ushered inside by the disguised hag. There he finds the house is not the one they seek, but the house of a hag. The hag reveals herself and tries to kill the PC.

If he manages to get rid of her, the PC finds a chest containing 2,000 gp in the house the hag was protecting.

Quick Stats: Annis Hag: MV 15; AC 0; HD 7+7; hp 42; THAC0 13; #Att 3; Dmg 9-16/9-16/3-9; MR 20%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

This Old House

Area: In the mountains moving through a high pass.

Situation: A large manor type house made of stone sits in the midst of a mountain pass. The exterior of the house appears to be in disrepair, and the fields around it have not been planted.

There seems to be no one around at first, until a figure of a man appears in the doorway. He is dressed as a warrior but he does not appear to be armed. He invites the PCs into his home, insisting they accept his humble hospitality and stay for the night.

If the PCs accept, they see that the inside is dusty, and does not look very lived in. Only a boorish person, however, would mention this to the host. The man shows

the PCs upstairs to the bedrooms. There are two beds to a room, but everything looks as though it has not been used in some time. The host only says he does not get many visitors.

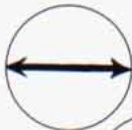
That night, the rooms' doors are forced open simultaneously. The host has brought some friends, all of them look quite undead. The PCs must face 10 heucuvus at a decided disadvantage, especially if they have removed their armor and weapons before bedding down for the night.

Quick Stats: Heucuva (10): MV 9; AC 3; HD 2; hp 12; THAC0 19; #Att 1; Dmg 1-6; MR Special; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

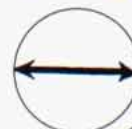
What You Can't See

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 3,000



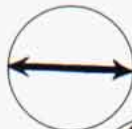
Lurking

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



Slavers

Danger: Medium
Climate: Tropical
Terrain: Desert
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 5,000 each



Lurking

Area: A small underground complex is the setting.

Situation: The PCs have obtained a treasure map which leads them to a small building in the back of the local inn. It is abandoned and falling down, but underneath the debris there is a trapdoor in the floor. This trapdoor opens onto a ladder, which descends into a chamber detailed on the map.

The map also shows an exit on the north end of the room, which is a wooden door. The treasure room should be on the other side of the door.

The room is a cube, 20 feet per side, with no apparent exit other than the entrance the PCs are using. There is a pressure

plate-activated pit trap in the center of the room, at the bottom of which is a secret door, concealing the treasure.

The map is surprisingly accurate. When the PCs set off the trap, which requires a weight load of at least 50 lbs., the floor opens and reveals the pit. However, as soon as a PC enters the pit, a lurker hiding on the ceiling, drops on the unsuspecting victim and anyone else in the room.

It is the DM's decision to determine if the treasure is really there or not.

Quick Stats: Lurker: MV 1, FI 9; AC 6; HD 10; hp 60; THAC0 11; #Att 1; Dmg 1-6; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Slavers

Area: The PCs are in the desert bordered by high mountains.

Situation: This scenario takes a personal turn for any PC dwarves. Word has spread through town of a raid on a nearby dwarven stronghold within the last few days. Several dozen dwarves were captured and enslaved, and there is fear of additional raids on other nearby towns. One of the captured dwarves is cousin to the PC dwarf.

The town's leadership as well as the dwarven leadership will pay the PCs a high bounty for taking on this mission. The former to end the threat of further raids and the latter to recover those lost.

The dwarves have yet to discover the

location of their lost ones, as they have been taken into the desert. The PCs find the trail cold but not totally untrackable. It takes a week of searching through the trackless wastes of the desert to find the mound which forms the entrance to the man-scorpions underground lair.

The PCs determine the lair is relatively new and is not yet fully occupied. It looks as though the mound is being prepared to be moved, but the main colony has yet to arrive. However, there is still a significant force to contend with.

Quick Stats: Man-scorpions (8): MV 12; AC 5; HD 8; hp 60; THAC0 13; #Att 3; Dmg 2-5/2-5/1-4; MR 20%; Special attack.

©1994 TSR, Inc. All Rights Reserved.

What You Can't See

Area: This takes place in town, whenever the PCs do a bit too much thieving.

Situation: Kelnit is a very rich and well-known merchant here. He runs the town's dry goods store and is the most successful merchant and profiteer in town. He knows the next town is too far and the roads too dangerous for most folk to travel for goods, and he profits from this.

On this occasion, the party hears Kelnit has left town for several days on a buying trip, leaving his shop ripe for the plunder.

If the PCs don't take this bait, they are approached by several townsfolk out for a little revenge on the merchant. They offer the PCs half the take, providing they can get away with it.

The entrance and all the windows of Kelnit's shop are locked, but yield easily to a few simple lockpicks. Inside, there are no locked boxes and no money. Upstairs, Kelnit's room contains a simple, metal-bound wood chest with a large padlock on it. There are no traps, and it is simple enough to pick the lock opening the chest. Once opened, a *contingency* spell goes off. The chest has 5,000 gp in it.

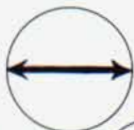
The person opening the chest is attacked by an *invisible stalker*, just created by the *contingency* spell.

Quick Stats: Invisible Stalker: MV 12, FI 12; AC 3; HD 8; hp 56; THAC0 13; #Att 1; Dmg 4-16; MR 30%; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Twan San Po at the Bridge

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 1,000 for not fighting,
800 for defeating
Twan San Po



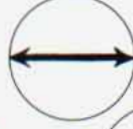
Shoe Tax

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: **PHB**
XP Value: 1,750 (175 each)



Tomb Robbers

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: NPC
Add'l Info: **PHB**
XP Value: 3,500 (175 each) for
the berserkers, 700 for
Grimok



Twan San Po at the Bridge

Area: This occurs at a bridge along a road in a sparsely populated area.

Situation: The PCs are traveling when they come to a bridge. The bridge is blocked by a man in very ornate armor. The armor resembles full plate. It has paintings of dragons and fish all over it. The man carries a pair of curved swords, one longer than the other. He watches the PCs approach. He makes no move to draw his weapons.

When the PCs reach the bridge, the samurai challenges them. "I am Twan San Po. No one may cross this bridge without winning past this humble being. Turn back, or I shall must smite you. Without my permission, no one may pass."

The obvious answer here is also the

best one. The PCs can just ask for permission to pass. If they do, he looks puzzled for a minute and then comes out with a tentative "Yes." He stands to one side, looking proud for having again upheld his vow.

If the PCs fasten on the "winning past" part of his statement, they probably have someone challenge him to combat. He insists on honorable combat, using the rules for subdual damage. (Only one-quarter of the damage is real.) If defeated, he allows the party to cross.

Quick Stats: Twan San Po: MV 12; AC 2; P9; hp 80; THAC0 8; Dmg 1-8+4/1-6+2; MR Nil; Ki shout raises Strength to 18(00) for one turn.

©1994 TSR, Inc. All Rights Reserved.

Shoe Tax

Area: This takes place on the outskirts of any large city.

Situation: A group of thugs has decided to extort money from passersby. They know enough to let the locals alone, but the party looks like foreigners. They should be easy pickings.

The encounter starts as the PCs are about to enter a large city. A group of humans and half-orcs is lounging on the porch of a run-down house. As the party approaches, they see most of this group get up and move toward the road. They are not threatening, just very confident.

When the party moves within hearing distance, one of the thugs speaks. "We're with the city guard. We's the tax collectors.

You gots to fork over a shoe tax. Everybody that gots shoes gots to pay 1 gold piece per shoe."

If the party pays, fine. If not, the thugs fall on the party, attempting to whale the tar out of them. They do not use weapons, but they all have three slots in punching. Use the chart on page 59 of the **DMG**. The thugs can raise or lower the roll by two. Also, they get four blows per round. They do not use weapons even if the PCs do. They prefer rough-housing.

If the party gets beat, the thugs take all of their gold and their shoes. If the party wins, each thug carries 23 gp.

Quick Stats: Thugs (10): MV 12; AC 8; T5; hp 25; THAC0 15; Dmg 1-2+3; #Att 4; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Tomb Robbers

Area: This occurs in an old tomb where the party has just recovered some treasure. The tomb should be located at the base of a hill, but this is not absolutely necessary.

Situation: A tribe of barbarians considers the tomb to be holy ground. They will attempt to slaughter the tomb robbers (the PCs).

The leader is Grimok Salam, a priest with the ability to incite berserker rage in his warriors.

The round the PCs emerge, Grimok is chanting. This cannot be disrupted, since it is a granted ability. The following round the berserkers charge down the hill. While berserk, they are immune to hold and charm effects. Death magic has no effect until after the berserk state has worn off.

They also receive extra hit points and damage. These are already in the quick stats.

Grimok remains on the hill, just in range for *hold person* spells. He tries them the first two rounds, then unleashes his big spell, *flame strike*. If his warriors are losing, Grimok surrenders to the berserk state himself. He charges the PCs with his *mace* +1 in both hands.

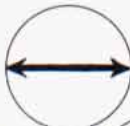
Quick Stats: Berserkers (20): MV 12; AC 7; F4; hp 35; #Att 3/2; THAC0 15; Dmg 1-6+4; MR Nil

Grimok: MV 12; AC 6; P9; hp 50 (55); #Att 1; THAC0 13; Dmg 1-6+5; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

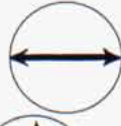
Prisoner, Part 3 of 3

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 100 for escorting prisoner, 500 for letting him go, 500 each for proving his innocence



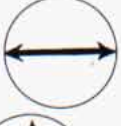
A Lovely Sea Voyage

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 600 for avoiding capture



Foreign Turf

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 2,400 for the toughs (120 each), 540 for the mages (270 each), 650 for the leader



Prisoner, Part 3 of 3

Area: The encounter takes place on the road between a small village and a large city. The road leads through a mountain pass. The pass is guarded by dwarves. The dwarves expect a stiff toll.

Situation: The party is hired to escort a murderer to justice. They are told that his crime was a heinous one. He allegedly murdered the mayor and his wife in their sleep. They are each offered 250 gp to bring this man to the capitol for trial and execution.

The prisoner, Wendir Saltar, is a wizened little man who will never see 60 again. He is not particularly likable. His main emotion is fear.

The trip takes five days. Wendir's first

statement to the PCs is; "I didn't do it. Honest, I didn't." This is repeated often over the course of the journey. Wendir's snivelings and whinings will become monotonous and irritating.

As the trip continues Wendir gets more and more desperate. He offers to subject himself to magical testing, torture, whatever. He'll do anything to prove he's innocent. If he once gets into the city he won't last past the next dawn.

Any form of magical testing proves that Wendir is indeed innocent. He has no idea who is the real killer. It is up to the party if they let him go or not.

Quick Stats: Wendir: MV 9; AC 10; T5; hp 14; #Att 1; THAC0 18; Dmg 1-2; AL N; MR Nil

©1994 TSR, Inc. All Rights Reserved.

A Lovely Sea Voyage

Area: A port city or town is required. The PCs are heading for an inn or are on their way to transact some business. This seedy area of town is fairly close to the docks.

Situation: Captain Griling needs fresh sailors to man the oars in his Viking-style longship. He has sent a crew out with orders to get more rowers, no matter how. The crew has had too much to drink. They mistakenly decide that the PCs want to go on a voyage.

The gang's first attempt is to drink the party into submission. Several of them approach the PCs, offering to buy the drinks. They claim it is payday. They want to party. A PC must make a Constitution roll for each drink, reaching four states;

mild, medium, heavy intoxication, and a stupor. Each failed check moves the PC to the next state of intoxication. The sailors have Constitutions of 15 and have already had four drinks. Three of the sailors drink with the party, but they spill half of their drinks each time.

PCs who refuse to drink are followed by the other seven sailors. The sailors wait until they get to a deserted street. They attack with saps and belying pins. They do not attack to kill, but they are not too careful. Treat this as subdual damage, but half of it is real.

Quick Stats: Sailors (10): MV 9; AC 5; F6; hp 50; #Att 1; THAC0 14; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved

Foreign Turf

Area: This occurs in a seedy part of a city. The PCs may be here trying to locate a thieves' guild, trying to find cheap lodgings, or to meet an underhanded character for some sort of deal.

Situation: The area of town is controlled by the Boxers, a gang of young toughs. Select any PC who is fond of wearing a certain (any) color of clothes. These are the wrong colors, belonging to the Clubs, a rival gang.

When the PCs are first spotted, several youths run off. Others begin to follow the party. Eventually about 20 gang members are following.

After several minutes, the street is suddenly empty of townsfolk, except for the

PCs and the toughs following them.

The PCs then see a large young lad carrying a battle axe swagger out to challenge the PCs. He demands that they pay toll for wearing the wrong colors. He asks for all the gold they have. It doesn't matter if the PCs pay or not. The gang eventually attacks the PCs in an attempt to wipe them out.

Quick Stats: Leader: MV 12; AC 6; F7; hp 44; #Att 3/2; THAC0 13; Dmg by weapon +2; MR Nil

Toughs (20): MV 12; AC 8; F3; hp 20; #Att 1; THAC0 18; Dmg by weapon; MR Nil

Gang Mages (2): MV 12; AC 5; W5; hp 12; #Att 1; THAC0 19; Dmg 1-4; MR Nil; spells.

©1994 TSR, Inc. All Rights Reserved.

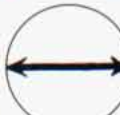
Mad Scientist, Part 2 of 2

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: NPC, Monster
Add'l Info: **MM, PHB**
XP Value: 2,600 for ogre zombies
(650 each), 195 for
zombies (65 each),
3,000 for slaying
Togrief



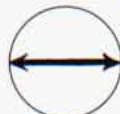
Deflated Ego

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM, PHBR5**
(Psionics)
XP Value: 7,000



Old and Moldy

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Dexterity, Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 65



Mad Scientist, Part 2 of 2

Area: Use the tower of Togreif, who kidnapped one of the PCs in Part 1.

Situation: If the DM has a classic wizard's tower prepared, this is a perfect place to use it. Otherwise, use these suggestions:

Door: Locked, barred, with a *fire trap* that causes 1d4+13 points of damage (save for half).

Entryway: Guarded by three ogre zombies that attack anyone not with Togreif.

Stairs up: The head of the stairs is guarded by four ogre zombies, all missing various body parts.

Laboratory: This is where the PC is stored, in a deep (chemically induced) sleep. If the party enters without making too much noise, they see Togreif. He is

about to lower a helmet with many wires attached onto the PC's head. Togreif fights for only a few rounds before teleporting to safety.

If the tower is searched, 130 sp, 200 gp, a *crystal ball*, and 2-5 scrolls with 2-5 spells each (no illusion or enchantment/charm spells) may be found. A set of spell books with all necromancy spells of levels 1-6 are also present. If slain, Togreif has the *sap* and *bracers of defense AC 4*.

Quick Stats: Ogre Zombies (7): MV 9; AC 6; HD 6; hp 40; #Att 1; THAC0 15; Dmg 4-16; MR Nil

Togreif: MV 12; AC 0; W13; hp 28; #Att 1; Dmg by weapon (sap); THAC0 16; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Deflated Ego

Area: This takes place in an underground tunnel. The tunnel is dark and damp, with a constant dripping from the ceiling.

Situation: A psionic mind flayer has discovered the party, and is trailing them. It attempts to deflate the PCs confidence with its ego whip devotion, and then dominate the strongest member of the party.

The illithid attempts to stay back out of the light if at all possible. It uses its psionic powers until the entire party has been subdued. If damaged for more than half of its hit points, it psionically teleports to a safe location. It may try again later.

Quick Stats: Mind Flayer: MV 12; AC 5; HD 8+4; hp 41; THAC0 11; #Att 4; Dmg 2; MR 90%; Psionics; Special attacks

Psionic statistics: Level 10; Dis 4, Sci 5, Dev 15; Attack EW, II; Defense All; Power Score 18; PSPs 279

Psychokinesis—Devotions: control body, levitation. **Sciences:** telekinesis, molecular rearrangement.

Psychometabolism—Sciences: body equilibrium.

Psychoportation—Sciences: probability travel, teleport. **Devotions:** astral projection.

Telepathy—Sciences: domination, mind-link. **Devotions:** awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.

©1994 TSR, Inc. All Rights Reserved.

Old and Moldy

Area: This encounter occurs in the dungeon of a ruined castle.

Situation: A large colony of yellow mold is growing here. The old castle draws a steady trickle of adventurers. This steady food has allowed the colony to flourish. It covers the entire floor of one room, almost 400 square feet.

When the PCs enter the castle, they can see little but rubble. Everything in the upper levels has been picked clean. Toward the back of the castle the PCs can spot some descending stairs. When they cross the room they encounter an old trap. One of the stones is made of thin wood. PCs stepping on it must make a Dexterity check or fall through to land in the middle

of the mold. The wood is easily spotted. PCs are allowed a normal surprise roll before stepping onto the area.

To complicate matters, the mold is psionic. It *suggests* that a PC should hurry across the room to the stairs. If the victim does not save against the *suggestion*, an Intelligence check is required. Failure means the victim loses a point of Intelligence, permanently. The mold is able to project its spores up to 60 feet. Affected PCs must save vs. poison or die.

If the mold is killed, the remains of its victims are revealed. This includes 34 cp, 29 sp, 123 gp, and a rusty but usable short sword.

Quick Stats: Yellow Mold: MV 0; AC 9; HD Nil; THAC0 Nil; Dmg Nil; #Att 1 (spores); Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Spider Sandwich

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 9,000 for the illithid,
4,000 each for the
umber hulks



Baby Monster

Danger: Medium
Climate: Temperate
Terrain: Aquatic, Urban
Attribute: Charisma
Encounter Type: Monster, NPC
Add'l Info: **MM**
XP Value: 420 for keeping the
merrow from being
slain out of hand, an
additional 1,000 each
if they convince the
giant to raise it



Big Stink

Danger: Medium
Climate: Subtropical
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 3,000



Spider Sandwich

Area: The Rock of Bral, an asteroid in the SPELLJAMMER® setting, is the scene. This occurs in the Rock's park.

Situation: The PCs are approached by a neogi who offers a deal: It wants their help in robbing an illithid. It expects the party to be honored to help it. If they turn it down cold, it responds with "So meat will let brain of female meat eaten be. Another of your kind by the illithid held is!"

The neogi offers to let the party have the meat (a kidnapped young lass) if they aid it. It raises the offer to include any treasure the mind flayer may have. If seriously pressed, it reveals the real reason. The mind flayer controls both of the neogi's umber hulks. Without them, the neogi can-

not return to its conclave. It would be ridiculed and demoted. It'll handle the umber hulks, but the PCs get to take on the mind flayer.

If the PCs go along with this, they are led to the dwelling of the mind flayer. The neogi first tries to get control of his umber hulks, but this fails. He is torn to shreds in one round. The mind flayer and umber hulks then turn on the PCs.

Quick Stats: Mind Flayer: MV 12; AC 5; HD 8+4; hp 41; THAC0 11; #Att 4; Dmg 2; MR 90%; Special attacks

Umbur Hulks (2): MV 6, Br 6; AC 2; HD 8+8; hp 42; #Att 3; THAC0 11; Dmg 3-12/3-12/1-10; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Baby Monster

Area: This occurs in a lake town. The town doesn't have extensive docks, just enough for the fishing boats. The PCs are on the docks when they hear a commotion from the dock.

Situation: The PCs notice the commotion. A lot of sailors are very excited about something. If they investigate, the sailors are shouting about catching a baby monster. The PCs are allowed on the ship. Everyone on the dock is crowding on for a look. It is a baby merrow, lying amidst the pile of fish. It was just discovered, since the catch is of fish almost as large as the merrow. The baby merrow is extremely young, only about 3 feet tall. One of the sailors identifies it.

The sailors divide into two camps. One side favors slaying it immediately. The other side, led by a priest of mercy, favors finding a good underwater monster to raise it. It could become a force for good. One man wants to buy it and put it in a zoo. He offers the captain 200 gp.

The PCs may step in here. Strong speeches, well-reasoned arguments, and some leadership are required. If they favor the good approach, the priest tells them where to locate a storm giant who lives in the lake. He casts enough *water breathing* for them to make the trip. The PCs must then convince the giant. It should be difficult, but not impossible.

Quick Stats: Merrow (Baby): MV 4, Sw 10; AC 4; HD 2; hp 6; THAC0 19; Dmg 1-4/1-4; #Att 1; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Big Stink

Area: The trash dump outside of town is the scene. The air is heavy with the smell of decay. Piles of garbage buzz with flies as far as the eye can see.

Situation: The party has been asked to come to the dump to help recover a jewel that was thrown out by mistake. The reward should be enough to interest the PCs, particularly since they are only there to guard against giant centipedes and carrion crawlers. The noble who hired them has servants to do the actual work.

This would be an easy job if it wasn't for the smell. Suddenly there is a cry from behind a garbage pile. The PCs are ordered to investigate.

Behind the pile is another smaller pile.

The still kicking feet of the servant protrude from the pile. When the PCs approach, tentacles snake out to grab and drag them in.

This neo-otyugh has developed a new strategy it is quite proud of. Once it grabs a victim, it uses him to hit other victims. This causes normal damage (2-12) to both the PC struck and the victim used for striking. The neo-otyugh can also try to make an attacker to hit a held victim. This requires a successful attack roll by the neo-otyugh.

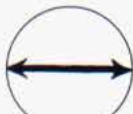
The neo-otyugh attempts to flee if reduced to 20 hp or less.

Quick Stats: Neo-Otyugh: MV 6; AC 0; HD 10; hp 60; #Att 3; THAC0 11; Dmg 2-12/2-12/1-3; MR Nil; Special attack and defense

©1994 TSR, Inc. All Rights Reserved.

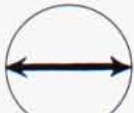
Obliterated

Danger: Medium
Climate: Temperate
Terrain: Scrub
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 35 per obliviax, 500 if
the party just leaves
the patch alone



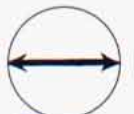
Roped In

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 11,000



Have I Got a Deal

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Intelligence
Encounter Type: Monster, NPC
Add'l Info: MM
XP Value: 4,000



Obliterated

Area: A sunny forest, the leaves glinting in the sun, will do. The party can be hunting or traveling home from a wilderness adventure.

Situation: A patch of obliviax has sensed the PC spellcasters and attempts to feed. The obliviax attack each spellcasting or psionic PC once per round until the victim fails a saving throw vs. poison.

A victim with his memories stolen loses all spells as well as any memory of what happened in the past 24 hours. Each spellcaster is subject to three attacks before they move out of range. A party suddenly stripped of all spells is probably in some trouble. The fighter and rogue PCs retain their memories and can figure out what

happened by asking a few questions. Any mages in the party should be allowed an Intelligence roll to remember that they must eat the obliviax to recover the memories and spells. This requires a saving throw vs. poison to keep the rancid stuff down.

There is one obliviax for every spellcasting PC. If everyone in the party is a spellcaster, there is one less. The obliviax can use the stolen spells to defend themselves. In an all-spellcaster party, they may be better off sacrificing the spells and memories and trying to get them back the easy way, by studying.

Quick Stats: Oblivax: MV 0; AC 10; HD 1-2 hp; THAC0 20; #Att Nil Dmg Nil; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Roped In

Area: The PCs are in an underground grotto. A bubbling stream passes through the center of this 150 foot by 40 foot cave. The cave has holes in the ceiling that allow sunlight to enter. It is awash with the glitter of precious stones.

Situation: The PCs have found a beautiful cave, as well as the source of many low-grade gems. Each turn of mining yields 1-4 semi-precious stones, worth 1 gp each uncut. They are worth 10 gp when cut and polished. While they are harvesting, the owner of the cave returns. The roper changes color to resemble the rock floor. This gives the PCs a -2 penalty to their surprise rolls. If it gains surprise, it gets into position. It wants to be able to attack the

entire party.

Each round it shoots one strand, each time at a different PC. It attempts to drain Strength on everyone. It knows that this makes the party easier prey.

A strand causes the victim to save vs. poison or lose half of his Strength. Strength loss occurs 1d3 rounds after a hit. It is cumulative with other hits, and lasts 2d4 turns. It requires a successful open doors roll or 6 points of cutting damage to break a strand. Each round the strand is unbroken, the victim is pulled 10 feet closer.

Quick Stats: Roper: MV 3; AC 0; HD 11; hp 66; #Att 1; Dmg 5-20; THAC0 11; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Have I Got a Deal

Area: This occurs as the PCs are relaxing after an adventure. They are spread around their favorite hostel. They have just finished a fine meal of roast boar, washed down with a decent wine.

Situation: As the PCs are leaning back after the meal, they are approached by a young fighter. He looks nervous. He seeks out the strongest appearing PC. The young man identifies himself as Nucum Donac, an adventurer on his way up. He wants to prove his strength by arm wrestling the PC.

While Nucum's words sound boastful, his manner is not. PCs observing him should be told that he seems to be putting on an act. He is entirely too nervous for his words.

If the PC agrees, Nucum wants to bet. He says he needs 100 gp. He offers to put up a gold circlet he recovered on his last adventure. The circlet is worth about 120 gp, and it radiates magic if checked.

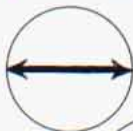
Nucum quickly loses and pays off with the circlet. He leaves, going out the back door. Three minutes after he leaves, the door bursts open and a skeletal warrior throws young Nucum's body on the floor. Its pinpoint red eyes search out the PC with the circlet. It moves in for the attack. If given the circlet, it touches the circlet to its forehead, then both crumble to dust.

Quick Stats: Skeletal Warrior: MV 6; AC 2; HD 9+10; hp 67; #Att 1; THAC0 8; Dmg 1-10+3; MR 90%; Special attack

©1994 TSR, Inc. All Rights Reserved.

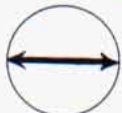
Baboon Fiends

Danger: Medium
Climate: Tropical
Terrain: Forest
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 102,000 (25,500 each)



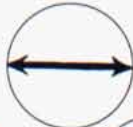
I'm So Confused

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Dexterity, Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 8,000 (4,000 each)



Barrow Mound

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,200 for lesser wights
(700 each), 1,400 for
master wight



Baboon Fiends

Area: This encounter takes place in a thick jungle. The surrounding area is lush with greenery, fronds as big as the PCs abound. The sounds of the birds fills their ears.

Situation: The PCs are traveling through the jungle, actually enjoying the signs of life around them. The insects are not bad, and they haven't been bothered by snakes. Suddenly the jungle gets very quiet. The birds take wing in a flurry that breaks the silence, but then the silence returns.

A pack of bar-igura has gotten loose on this plane and are raising all of the havoc they can. They have sensed the PCs' non-evil alignments and see the PCs as enemies.

The bar-igura take places on opposite sides of the PCs, hidden by their *invisibility*.

They begin by projecting illusions of savage headhunters attacking the party with spears. The savages disappear into the jungle if someone closes with them.

Damage is real unless someone disbelieves. The party is then subjected to an *entangle* spell of large enough area to affect everyone. The following round, the bar-igura leap 40 feet to the attack. The fiends flee when two are slain.

Quick Stats: Bar-Igura (4): MV 9, Climb 15; HD 6+6; hp 32; THAC0 15; #Att 3; Dmg 1-6/1-6/2-12; MR 30%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

I'm So Confused

Area: A subterranean cavern is the site of this encounter. The cavern is small, only 10 feet by 10 feet. There are two exits, one 6 feet high, the other exit is only 3 feet around.

Situation: The PCs are traveling through an underground complex. This can even occur in a dwarven or gnomish city. As they climb through the small hole, a pair of umber hulks burrow through the wall and attack.

The keys to this encounter are the cramped quarters and the lack of space. The umber hulks almost fill the room. There is room for no one but the last two PCs. There is not enough room in the small tunnel for size M creatures to turn around.

They must back into the small room to assist their comrades. The umber hulks spend one round clawing the stone above their heads, getting room to move. This brings large chunks of rock down on them and the PCs. The PCs in the room take 2d6 points of damage. The umber hulks take only a d6, most of the rock is being tossed away from them.

This should be a frustrating cramped encounter. Every three rounds the PCs in the room can shift enough to let another PC out of the tunnel.

Quick Stats: UMBER HULKS (2): MV 6, Br 6; AC 2; HD 8+8; hp 51; #Att 3; Dmg 3-12/3-12/1-10; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Barrow Mound

Area: The PCs discover an old burial mound. It is built into the side of the hill. A ruined door is exposed to view. It is the only sign of what lies below.

Situation: The PCs must work their way into the mound to recover any treasure that is stored there. If they have someone who can detect evil, there is a strong sense of evil emitting from the mound. The PCs must work for some hours to clear the door and the cave-in immediately beyond it. While they work it gets dark. They may continue, they may wait until morning, or they may ignore the tomb entirely. It doesn't matter, the PC's life force attracts the wights.

During the night, the wights stream into camp. They are smart enough to go for

sleeping PCs. If the party has a fire going, the PCs have a normal chance of surprise. Infravision can also detect the wights. If neither are used, surprise rolls are at a -4 penalty.

The wights will retreat, but not until they are almost dead. When the barrow is searched it contains about 100 gp worth of gold statuary, a tarnished silver drinking cup worth 200 gp, and a *rapier +1*.

Quick Stats: Lesser Wights (6): MV 12; AC 5; HD 2; hp 10; #Att 1; Dmg 1-4; THAC0 17; MR Nil; Special attacks and defenses

Wight: MV 12; AC 5; HD 4+3; hp 30; #Att 1; Dmg 1-4; THAC0 15; SA same as above.

©1994 TSR, Inc. All Rights Reserved.

Matters of Honor

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Charisma, Wisdom
Encounter: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 1,000 for helping Hiro
retrieve his idol



Excuse Me, But You're a What?

Danger: High
Climate: Any
Terrain: Plains
Attribute: Strength
Encounter Type: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 1,000 for realizing
woman's true mission,
plus 400 per enemy
soldier overcome



The Scroll of Nine Dragons

Danger: High
Climate: Subtropical
Terrain: Swamp
Attribute: Intelligence
Encounter: NPC
Add'l Info: **PHBR4 (Priest)**
XP Value: 1,200 for recovering
scroll, plus 10,000 XP
value for scroll if kept



Matters of Honor

Area: This occurs in a meadow, with small copses nearby.

Situation: The PCs are riding through a pleasant countryside when they spy a man standing on their path. He wears armor like nothing the PCs have ever seen, with elaborate plates and adornments. When the PCs reach him, he identifies himself as Hiro Takagashi, a samurai who has traveled far to restore his lost honor.

His quest centers around the retrieval of a family heirloom. Hiro must find this object (a small jade idol) or be forever disgraced.

He asks the PCs for information. They may not have any information to offer, but they could volunteer to help him further his quest.

By asking at the next village, the PCs learn that a merchant came through recently. He had a jade idol he hoped to sell to the local baron. As they arrive at the baron's manor, they find baron and merchant haggling over a price.

The PCs and Hiro can intervene at this point, explaining to the baron that the merchant is dealing in stolen merchandise. If they make a good Reaction check with the baron, he throws out the merchant and restores the idol to Hiro.

Quick Stats: Hiro: MV 12; AC 4; F7; hp 43; THAC0 12; #Att 3/2; Dmg by weapon +3; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Excuse Me, But You're a What?

Area: A small town surrounded by plains is the setting.

Situation: Down on their luck, the PCs are hired by a young woman who needs guardians. She claims to work for a wealthy merchant in a distant city, and must relay a package to him swiftly. She'll pay 2,000 gp to each adventurer. If asked about danger, she says there should be little risk to this trip.

In reality, she's a spy for a powerful mercantile house and has valuable information concerning her employer's rivals; they could be destroyed when this data is used. The PCs just got embroiled in her exploits.

If the PCs ride out with the young woman, they notice a batch of riders in pursuit. The riders work for the enemy merchants and won't rest until the spy is safely dead. She owns a *long sword* +3, *ring of protection* +3, *shield* +1, and *potion of invisibility*, as well as a horse and 363 gp. The information is in a package wrapped in waterproofed canvas and weighs 2 lbs.

Quick Stats: Spy: MV 12; AC 6; T6; hp 36; THAC0 17; #Att 1; Dmg by weapon (see above); MR Nil

Riders (8): MV 12; AC 5; F3; hp 22; THAC0 18; #Att 1; Dmg 1-8; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Scroll of Nine Dragons

Area: This encounter takes place in a murky swampland studded with the stone ruins of a primordial temple.

Situation: The PCs are scouting land for a new fief and find themselves in a bog. They hear the screeching cry of large reptiles deep in the swamp, as well as someone splashing around somewhere ahead.

They spot a slight, older man in damp brown robes, apparently digging up a stone cairn with his magic. He looks up and sees the PCs. "Go 'way! Too dangerous!" he shouts, then resumes digging, ignoring the bellowing in the distance.

The man is a wu jen, an Oriental wizard, and is seeking an artifact. To cover his activities, he has cast *audible glamour* to

scare off curious passersby. He is a poor liar; the PCs should realize that his nonchalant attitude belies his warning of danger. If confronted, the wu jen admits he seeks an object known as the scroll of Nine Dragons. The PCs can either help the wu jen or seek to claim the scroll for themselves. If they seize the scroll, it contains spells for controlling dragons.

The wu jen won't let the scroll go without a fight.

Quick Stats: Wu Jen: MV 9; AC 7 (from *robe of protection* +3); W16; hp 44; THAC0 15; #Att 3/2; Dmg 1-4 (dagger); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Night of the Drakes

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter: Monster
Add'l Info: **MM**
XP Value: 14,000 per dragon,
5,000 bonus for hold-
ing Tamsion prisoner



Death Giggles

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength, Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 11,000 for overcoming
Emirikol, 650 for
defeating griffon



Lookin' for Trouble

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 14,000 for defeating
beholder



Night of the Drakes

Area: This occurs in a castle on the borderlands of a kingdom, near mountainous wilderness.

Situation: Tamsion the Dragonlord has been captured at last! Taken unawares by the heroic PCs, he has been brought to Castle Ost for trial by the local baron.

But Tamsion has friends. A pair of young adult red dragons are heading to the castle to rescue the Dragonlord.

Due to the fear dragons generate, the baron's guardsmen cower in their barracks and won't fight the dragons. Only the baron (an 8th-level fighter with a +3 bastard sword and +2 plate mail) stands with the PCs in defending the castle.

One dragon engages resistance head-on,

while the other swoops around to the rear of the castle and smashes its way inside, to liberate Tamsion. The Dragonlord, being bound and gagged to prevent spell-use, cannot summon them with magic.

Tamsion is a 14th-level wizard who specializes in dragon-related magic (lesser school of Summoning). If he gets free, he flies to safety on dragonback shortly thereafter.

Quick Stats: Young Adult Red Dragons (2): MV 9, FI 30 (C); AC -4; HD 15; hp 81, 74; THAC0 7; #Att 3; Dmg 1-10/1-10/3-30; MR 30%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Death Giggles

Area: This occurs in a large town, during market day; the streets are full of people, including children and tradesfolk.

Situation: On a pleasant market day, the PCs are preparing for yet another journey when suddenly there are shouts and screams from somewhere up the street!

The PCs see a man flying on the back of a griffon. He wears a colorful robe and a metal mask. Cackling madly, he unleashes magic blasts on the helpless townsfolk!

"Feel my rage, you ants!" he shrieks. "I am Emirikol, Master of Chaos—and master of death!"

Emirikol is a 15th-level neutral wizard. A failed experiment has driven him insane—all he seeks to do now is kill.

Emirikol has the following magic left: *magic missile, shocking grasp, blindness, pyrotechnics, summon swarm, blink, lightning bolt, fireball, vampiric touch, contagion, ice storm, polymorph other, shadow monsters, chaos, cloudkill, telekinesis, chain lightning, mass suggestion, and limited wish.* He also has a *wand of fireballs* with six charges left.

Quick Stats: Emirikol: MV 9; AC 6 (*armor spell in effect*); hp 29; THAC0 16; #Att 1; Dmg 1-6; MR Nil; Spells

Griffon: MV 12, FI 30 (C); AC 3; HD 7; hp 33; THAC0 13; #Att 3; Dmg 1-4/1-4/2-16; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Lookin' for Trouble

Area: This encounter can occur nearly anywhere, from a deep dungeon to a remote ruin. It won't happen in a city or other human-controlled area.

Situation: While leaving a dungeon, laden with treasure, the PCs hear a roaring bellow far ahead of them in the tunnel. When they search ahead, they find a beholder is blasting apart things with its *disintegration* ray. The beholder is apparently in a blind rage.

The PCs can try to evade the eye tyrant. Attempting this feat means sneaking past the area occupied by the beholder. Thieves should have little problem, since the beholder is distracted by its own rage; others might not have things so easy.

If the beholder senses the PCs, it attacks

in a berserk manner, first striking at any fighters in plate armor. The PCs hear from its raving that its lair was just sacked and its offspring killed by humans. It wasn't necessarily the PCs that did this, but the beholder doesn't care; it wants revenge. The beholder gains a +2 against all attempts to *hold* or *charm* it, due to its volatile emotions.

Quick Stats: Beholder: MV FI 3 (B); AC 0/2/7; hp 50; THAC0 9; #Att 1; Dmg 2-8; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Everything Was White

Danger: High
Climate: Arctic
Terrain: Dungeon
Attribute: Dexterity, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 13,000 for killing
dragon, 5,000 for sur-
viving storm



What're You Looking At?

Danger: High
Climate: Any
Terrain: Urban
Attribute: Charisma, Wisdom
Encounter Type: Device
Add'l Info: None
XP Value: 2,000 for figuring out
why villagers avoid
them



Nefarious Rex!

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 7,000 for figuring out
where Nefarious is



Everything Was White

Area: The setting is a hilly, icy tundra in the middle of a blizzard. Footing is treacherous and visibility is nearly zero. The temperature is well below zero.

The PCs begin near a rock-faced hill sheathed in ice. The dragon's lair is a large cavern (80 feet by 110 feet) filled with ice and deep snow, which hides its treasure.

Situation: The situation is critical; the PCs must find shelter or death is certain. Various proficiencies can help, but Survival is best. A successful roll guides the PCs toward a shadowy recess on the rock wall; otherwise, each PC can roll under their Intelligence on 1d20 to see if they detect it. Once inside, the cavern abruptly drops off; all characters must

check against their Dexterity (roll under Dexterity on 1d20) or tumble down a 20-foot incline, doing 2d6 points of damage to any who fail.

Inside the cavern is a white dragon. The dragon woke up at the PCs' arrival and now hides among the snow drifts in the dark cavern. It attacks once the heroes enter its lair. If the dragon is defeated, the lair can be heated enough to let the PCs survive the storm. The dragon's treasure consists of 5,250 gp, 3,100 sp, 470 pp, and a sword +3, frost brand.

Quick Stats: Adult White Dragon: MV 12, FL 40 (C); AC -2; HD 11; hp 58; THAC0 9; #Att 3; Dmg 1-6/1-6/2-16; MR 15%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

What're You Looking At?

Area: This encounter can happen in any settled area.

Situation: While traveling, one of the PCs spots something twinkling on the road—a small silver necklace. The necklace's medallion has a face with a wide-eyed, open-mouthed expression. There is something magical about the medallion—even identify spells won't reveal its properties, but it doesn't seem to cause harm when worn.

The PCs arrive in a small village just as night is falling. There are no unusual occurrences—until the PCs enter the inn's common room. Conversation stops and the villagers stare at the PCs oddly, especially at the one with the medallion (if it is being worn). Several get up and leave, not

taking their eyes from the PCs.

The villagers are clearly scared of the PCs; even the innkeeper keeps his distance, and the tavern maid won't serve their table.

Removing the medallion at this point won't undo the fear-producing effects. To accomplish that, the afflicted PC must get a *remove curse* cast on the medallion by a cleric of 17th or higher level. Once uncursed, the medallion's power is gone.

Anyone encountered afterward must save vs. spell or be deathly afraid of the PCs. (The effect is contagious among the PCs.)

©1994 TSR, Inc. All Rights Reserved.

Nefarious Rex!

Area: This takes place in an isolated abbey on a desolate moor.

Situation: The PCs are staying at an abbey during one of their voyages when a group of three ugly beasts smash their way inside! They are red abishai, and they demand the release of their master, Nefarious Rex, or the abbey will be destroyed.

The PCs have never heard of this "master baatezu" before, but may possibly be able to bargain with the red abishai for a little time to search for him. The abishai can be forced to promise to depart the Prime Material Plane once Nefarious is returned to them.

The cloistered clerics never heard of

Nefarious Rex, even though the abbey's been here nearly 20 years, since it was founded by an archpatriarch after a battle against baatezu on this site. Several clerics admit the place is not very comfortable or friendly. Any attempt to *detect evil* reveals evil in the very stones—and that Nefarious Rex is the abbey! The archpatriarch bound the baatezu into the abbey's stones. Knowing this, a PC cleric can *exorcise* the creature from the abbey and banish it.

Although angry, Nefarious abides by the agreement of his "lessers" and departs once released.

Quick Stats: Red Abishai (3): MV 9, FL 12; AC 1; HD 6+3; hp 44, 38, 29; THAC0 13; #Att 3; Dmg 1-4/1-4/2-5; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

I Think It Likes You

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 300 for "adopting"
brain mole (not
killing it)



At the Shrine of Quazatzlezu

Danger: High
Climate: Subtropical
Terrain: Forest
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000 for comprehend-
ing the couatl's
actions



Are These YOUR Tunnels?

Danger: High
Climate: Any
Terrain: Dungeon
Attribute: Dexterity, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: Leader: 975, 650 for
soldiers, 2,000 bonus
for escaping with
statue



I Think It Likes You

Area: This encounter can occur in any dungeon.

Situation: The PCs are passing through a corridor which is 10 feet across, 7 feet high and over 100 feet long. One of the PCs (chosen randomly) suddenly feels a slight headache. When he moves closer to the left-hand wall, the headache fades—then returns. That PC might notice that the floor under his feet is becoming blistered, as though something is moving just under the surface.

If the PCs dig down, they find a brain mole following them, feeding off the headache-stricken PC (a latent psionic). They can try to leave the creature behind, but it follows tenaciously.

The PC's headache becomes worse and there seems little choice but to kill the brain mole or "adopt" it and find some way to take it back to civilization.

Adult brain moles sell for 50 gp; young ones sell for more.

Catching the mole is a little tricky since it doesn't like being caged much, but persistence is rewarded. The mole proves to be very friendly, especially to the PC it is feeding from, and can be taught a few tricks.

Quick Stats: Brain Mole: MV 1, Br 3; AC 9; 1 hp.; THAC0 Nil; #Att Nil; Dmg Nil; MR Nil

©1994 TSR, Inc. All Rights Reserved.

At the Shrine of Quazatzleu

Area: This encounter occurs in a tropical jungle, atop an ancient Mayan-style pyramid.

Situation: The PCs have followed legends of ancient treasure to this forsaken jungle. Having fought off prowling monsters, disease, and the loss of supplies to a flood, they are now grimly determined to get into this pyramid and find what lies inside.

Climbing the pyramid is time-consuming but not especially difficult; all PCs should be able to make it to the top, where a dark rectangle appears to be the sole entrance to the structure. When the PCs approach it, however, they are intercepted by a darting, snakelike form that hangs before them on multihued wings. It does

not speak, but forbids them entrance.

The couatl is trying to protect the PCs from the bad air inside the pyramid. (It requires a save vs. poison to avoid being overcome by the fumes after going 60 feet into the pyramid's depths.)

If the PCs understand that the couatl is a good-aligned creature, the couatl guides them to shelter and explains there is no treasure to be had in this jungle. Then it points out a safe route back to civilization.

Quick Stats: Couatl: MV 6, Fl 18 (A); AC 5; HD 9; hp 40; THAC0 11; #Att 2; 1-3/2-8 (poison); MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Are These YOUR Tunnels?

Area: This meeting takes place in a particularly deep set of caverns, with walls coated in luminous fungi; there is an underground grotto there also.

Situation: The PCs have somehow lost their way underground and are in tunnels completely foreign to them. While wandering, they discover an alcove lit by a strange blue fungus; in this room is a stand with a small gold statue (roughly 50 gp weight). There are no traps or magic found in this room, letting the PCs take the statue without difficulty.

Soon after, they encounter a batch of drow (all 7th-level fighters, led by a 9th-level cleric/wizard) who have been pursuing them. The statue is a holy object and

outsiders who desecrate it must die!

Turning over the statue doesn't win them over. The drow intend to kill the PCs. If the PCs win, they have enough time to reach their "home" tunnels—but the drow will continue to pursue the PCs, intent on retrieving the statue. This could lead to future encounters with this particular group of drow.

Quick Stats: Drow (7): MV 12; AC 4 (leader 1); F7, W9/C9; hp 45 (x6) (leader 40); THAC0 14 (leader 16); Att 1; Dmg by weapon (long swords); MR 64% (leader 68%); Spells

©1994 TSR, Inc. All Rights Reserved.

Family Reunion

Danger: High
Climate: Any
Terrain: Urban (cemetery)
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,000 for bringing the
two ghosts together



Mob Scream

Danger: High
Climate: Temperate
Terrain: Hills
Attribute: Strength, Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 35 for each gibberling
killed



The Sad Child

Danger: High
Climate: Temperate
Terrain: Forest
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,000 for laying
zombie to rest



Family Reunion

Area: This encounter happens in a cemetery.

Situation: The party is paying their respects one dusk when they are approached by a man. He seems pale and unhealthy, but asks if they would do him a favor. Would they convey an invitation to someone in another cemetery? She would be there about this time of the evening.

This "man" is a ghost, something the PCs might realize. He does not seem as strongly evil as ghosts are supposed to be, however. The "lady" they are to invite is also a ghost. In fact, she is his wife. She tries to accompany them, but cannot cross the edge of the cemetery.

If the PCs don't think of it, she suggests that perhaps her coffin could be moved

and reburied, so that she can be reunited with her true love.

The PCs are able to carry out this task, though the DM may choose to have watchmen appear (with some very hard-to-answer questions) if the PCs are having too easy a time.

Once they reach the first cemetery, the PCs are told that these two ghosts clung to life because they could not bear being buried separately—and no one else would heed their pleas. They depart, after telling the PCs the location of a treasure trove including 1,000 gp and a *ring of free action*.

Quick Stats: Ghosts (2): MV 9; AC 0; HD 10; hp 65, 62; THAC0 11; #Att 1; Dmg Age 10-40 years; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Mob Scream

Area: This encounter works best in a dungeon when the heroes believe they've conquered everything and are ready to let down their guard.

Situation: The PCs are taking a rest break when the PC on watch hears something scurrying out in the darkness. Giggling, muttering sounds can be heard and a mass of wriggling, squirming shapes fills one hallway leading into where the PCs are resting.

They are gibberlings, demented creatures that live only to kill. Their only known weakness is a fear of bright light, which can deflect their course or hold them at bay. Other than that, they fearlessly attack anything in a frenzied swarm.

The PCs have little time to prepare before they are attacked by gibberlings. A total of 200 such creatures face them.

In this setting, an area effect attack would be most effective, but if the fighters are already in close combat, that approach has drawbacks.

Alternately, the heroes can fall back, using *fireballs* or other mass-destruction spells to hold back the gibberlings until the PCs can flee successfully.

The gibberlings press their attack, killing and consuming the PCs if they falter. They have no treasure.

Quick Stats: Gibberlings (200): MV 9; AC 10; HD 1; hp 5 (average); THAC0 19; #Att 1; Dmg 1-8; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Sad Child

Area: This encounter happens in an isolated old manor house deep in a hilly woodland. The house is ancient and badly deteriorated, to the point of being unsafe to enter. What might have been a garden is overgrown with weeds and refuse. There is no sign of any occupants.

Situation: Just passing through a bad area, the PCs find a suitable campground among some gnarled and bent old trees.

After dinner, one PC notices a child's toy under a shrub. The doll stands up and marches into the night if the PCs approach. It pauses if they don't follow, returning if they ignore it. Eventually, if the PCs ignore the doll, it tugs at the pant leg or robe of the nearest PC.

It leads the PCs to an empty, desolate house, guiding the PCs up the stairs to the second floor and into a bedroom.

Inside is a huge bed, soaked through and rotten, with all manner of insects fluttering about or crawling on the floor.

A small zombie lies in the ruined bed. It retains some vestige of its personality, gazing blankly at the PCs and grating out, "Mommy?"

The zombie (the creation of an evil cleric in the area) must be laid to rest, after which the doll golem goes inert. Six bottles of fine wine can be found downstairs.

Quick Stats: Doll Golem: MV 15; AC 4; HD 10; hp 40; THAC0 11; #Att 1; Dmg 3-18; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Too Good to Be True

Danger: High
Climate: Any
Terrain: Urban (waterside)
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 500 per character
deciding not to join
illithids, 5,000 for
revealing press gang
to other spelljammers,
8,000 per mind flayer
killed



Good Thing We Didn't Swallow Any

Danger: High
Climate: Temperate
Terrain: Swamp
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 2,000 for killing the
pudding



Brand-New Girlfriend

Danger: High
Climate: Any
Terrain: Urban
Attribute: Intelligence, Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 12,500 for exposing
marilith, plus 12,500
for killing her



Too Good to be True

Area: This occurs in a dockside tavern frequented by spelljamming crews, possibly the same as in "One Mean Drunk."

Situation: The PCs are offered employment aboard a mind flayer hammership. They meet with four mind flayers, who offer good wages and an unparalleled opportunity for adventure in distant spheres.

If the PCs accept, the mind flayers ask them to be at the spelljamming dock at nightfall so that the ship can be underway.

The PCs catch word from a couple of tavern patrons that they've never seen those four in the bar before. "Some of them feel free to skip town after a crime," one says over a mug.

In fact, the offer is too good to be true.

Good Thing We Didn't Swallow Any

Area: This encounter occurs in a marshy area lying between a huge woodland and a lake. There are ducks and other wildlife on the waters, plus reeds and other marsh-fauna.

Situation: While enjoying a beautiful afternoon during one of their travels, the PCs are lunching near a sky-blue lake with a bit of marsh to one side.

The PCs might notice that, one by one, the ducks are disappearing off the surface of the lake. They aren't flying off, either.

At some point, a picnic basket falls into the water. It dissolves, eaten before the PCs can retrieve it; unwary PCs might think it's simply sunk right to the murky bottom.

Brand-New Girlfriend

Area: This encounter takes place between adventures, in a comfortable social setting.

Situation: The PCs are seeing to their mundane affairs when one of them (a fighter or rogue, chosen randomly) meets a beautiful girl and falls in love.

Days pass before the PCs see their companion. He is completely smitten with this woman. Paladins can sense her evil aura, as can any clerics or mages who cast *detect evil* in her presence. However, the enthralled PC takes this as an affront to his girlfriend and leaves, furious at his friends.

The "girl" is a marilith *tanar'ri* who is using the PC to get close to his friends. They've been a thorn in the side of evil powers long enough. She waits, attacking

The mind flayers intend to kill the PCs, devour their brains, dump their bodies in the water and then ship out before the authorities catch them.

The mind flayers are betrayed by their shadows on a wall—they are obviously lurking around a corner, waiting for their chance to attack. If the PCs kill the mind flayers, matters are smoothed over as long as the PCs leave town soon (i.e., on the next ship).

Quick Stats: Mind Flayers (4): MV 12; AC 5; HD 8+4; hp 57, 52, 40, 33; THAC0 11; #Att 4; Dmg 2; MR 90%; Spells; Special attacks

©1994 TSR, Inc. All Rights Reserved.

A brown pudding is lurking beneath the lake's waters. It attacks any PCs who decide to go swimming, emerging onto the land if they somehow manage to evade it in the water.

The brown pudding may come up on land (40% chance if the PCs have all avoided it so far), but retreats if it is successfully attacked and loses up to one-third of its hit points.

Quick Stats: Brown Pudding: MV 6; AC 5; HD 11; hp 58; THAC0 9; #Att 1; Dmg 5-20; MR Nil; Special attack and defenses

©1994 TSR, Inc. All Rights Reserved.

only at times of maximum advantage, gating in as many *tanar'ri* as she can.

The PC won't believe his girlfriend is from the Abyss unless shown undeniable proof—but then he'll be immune to her influence from then on. The marilith has a scroll (*charm person*) on her; she used a similar one to dominate the PC.

If the PCs manage to overcome this attempt, the *tanar'ri* will go "back to the drawing board" and try again some other time.

Quick Stats: Marilith: MV 15; AC -9; HD 12; hp 45; THAC0 9; #Att 7; Dmg 4-24 and by weapon type; MR 70%

©1994 TSR, Inc. All Rights Reserved.

Checklist, Part 5 of 6

- 289: Watcha Doin'?
- 290: I Just Love Kelp
- 291: Obliterated
- 292: Quickly Through the Woods
- 293: Mom?
- 294: Swamp Fever
- 295: Hot and Cold
- 296: Revenge
- 297: Roped In
- 298: Sparky
- 299: Just a Bug
- 300: Wonder of Nature
- 301: Shadow of a Doubt
- 302: Old Bones
- 303: Have I Got a Deal
- 304: Red Frog
- 305: Sluggish

- 306: Spectre of Defeat
- 307: I'm Only Free
- 308: Fledgling
- 309: Baboon Fiends
- 310: Tik-Tik-Tik
- 311: Bug Hunters
- 312: Old Man Oak
- 313: Raiding
- 314: Troll Bridge
- 315: I'm So Confused
- 316: Beauty Is
- 317: Dewey Cheatum and Howe
- 318: Lion Stampede
- 319: Thar She Blows
- 320: Wight Way
- 321: Barrow Mound
- 322: Wisp at Play
- 323: Wait for the Wrath
- 324: Dalia Sweetsong



Matter of Custom

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: **PHBR1 (Fighter)**
XP Value: 25



Vengeance and Lace

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: **PHBR2 (Thief)**
XP Value: 25



Checklist, 5 of 6 (Back Side)

- 325: Death from Above
- 326: How Much Trouble?
- 327: Matters of Honor
- 328: Avast, Matey!
- 329: Prince of Thieves
- 330: Barrel of Red Herrings
- 331: This is MY Case!
- 332: I Have Some Excellent Land for Sale
- 333: Excuse Me, But You're a What?
- 334: Such a Nice Old Man
- 335: The Voice of the Prophet
- 336: Give Peace a Chance
- 337: Woman of the People
- 338: Dark Night of the Soul
- 339: The Scroll of Nine Dragons
- 340: Ding Dong—The Witch Is Dead?
- 341: Waiting for Moonrise
- 342: Barony Series #1
- 343: Barony Series #2
- 344: Barony Series #3
- 345: Night of the Drakes
- 346: Sweets for the Sweet

- 347: Blood War #1
- 348: Blood War #2
- 349: Blood War #3
- 350: A Hungry Man He Was
- 351: Death Giggles
- 352: Obnoxious Peddlers #1
- 353: Obnoxious Peddlers #2
- 354: Obnoxious Peddlers #3
- 355: One Mean Drunk
- 356: Roses Are Red, Violets Are Blue
- 357: Lookin' for Trouble
- 358: Carthrag Goes a-Courtin'
- 359: Brackish Waters Run Deep
- 360: Ben Franklin Never Met a Dragon

©1994 TSR, Inc. All Rights Reserved.

Matter of Custom

Area: This encounter takes place in a small community.

Situation: Recuperating in a peaceful hamlet, the party is amazed to see several residents rushing toward them in terror. As they run by, one of the men turns to the party and begs them to stop "it."

Heading in the direction from which the villagers were running, the characters find themselves standing before the local tavern. Cautiously stepping inside, they see that the commons room has cleared out, save for one person who is obviously the "it" referred to by the panicky crowd. Sitting cross-legged on a table is an unusually dressed man devouring an entire turkey. The man's body is covered in rune-

shaped tattoos, easily visible since he wears nothing but a scarlet loincloth. The only hair on his body is on his head, which has been shaved down the middle. On his back is a large falchion, while an odd bardiche-pike combination rests on the table at his feet.

The man is simply a warrior from another culture who has traveled to a strange land. He is does not mean any harm, but the party's customs are different enough that he is easy to offend, in which case he will enter a berserk rage and slaughter all in his path.

Quick Stats: Wilderness Warrior: MV 12; AC 6; F3; hp 17; THAC0 18; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Vengeance and Lace

Area: This encounter takes place in any large city or town.

Situation: Inside a crowded tavern, the party members notice a flamboyantly dressed woman being hassled by a pair of half-orcs. Just as the group considers going to her assistance, two short swords flash into her hands. Almost as quickly, two half-orcs fall dead to the ground. The young human deftly cleans her blades, tosses several coins on the bar, and casually looks around the tavern.

Spying the PCs, she heads in their direction. She introduces herself as Lace, claiming that she is looking to join a group of adventurers to earn some money. If the party refuses, she shrugs and walks away.

However, if the PCs agree, they will have acquired a competent and enigmatic companion. Lace rarely speaks, yet her mannerisms and dress are quite flashy. Given enough time, the party may learn a few tidbits about her background. She was born into a wealthy family, but due to the laws of primogeniture was denied any inheritance. In reaction, she moved to the streets to learn the skills of a warrior and rogue. Eventually, she hopes to face her brother in a mortal duel to claim that which she believes is hers.

Quick Stats: Swashbuckler: MV 12; AC 4; T4; hp 29; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Deck of Encounters Icons

Terrains: Plains, Scrub, Swamp, Hills, Mountains



Genuine Draft

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 100



The Spirit Is Willing

Danger: Low
Climate: Temperate
Terrain: Hills
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: PHBR4 (Priest)
XP Value: 25



Deck of Encounters, Icons

Terrains: Forests, Rough, Aquatic, Desert, Dungeon, Urban



©1994 TSR, Inc. All Rights Reserved.

Genuine Draft

Area: This encounter takes place in or near any large community.

Situation: While traveling to or from a large city, the party is accosted by a score of people dressed in military garb. One of them steps forward and identifies herself as a sergeant of the local army. She informs the party that military service for a minimum of one month is mandatory for all residents found within the area.

If the characters explain that they do not reside within the community, the sergeant dismisses such claims with a patronizing "of course you don't." If the party demands to see proof of her position, she simply points to her uniform, dismissing any protests of ignorance as a case of bad

acting.

If, after all arguments, the party still does not wish to cooperate, the sergeant mentions that it is possible to pay a fee to have others stand in their places. Of course, this option comes at quite an expense—200 gp per character. If the party does not agree to join the army or pay the tax, the sergeant orders her troops to capture the group.

If the party is able to defeat all 20 members of the army, they will find 600 gp that the sergeant picked up from others who have paid the tax.

Quick Stats: Soldiers (20): MV 6; AC 4; F1; hp 6; THAC0 20; #Att 1; Dmg by weapon (short swords, clubs); MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Spirit Is Willing

Area: This encounter takes place in any hillside area.

Situation: Journeying through the hills, the characters stumble across an elderly woman who apparently has collapsed on a large rock. Her breathing is quite shallow and death looks imminent. Nothing the characters do seem to help, including various healing spells. Another clue is the presence of rations in her gear, indicating her death might be age-related as opposed to starvation.

The woman is actually a mystic who has just recently transformed her consciousness into *spirit form*. If left alone, she will simply awaken in 22 hours. However, the characters have a tremendous number of

options, depending on what they believe is the problem or how they think their society treats death. If the party takes the woman to nearby villages for identification, no one will recognize the body.

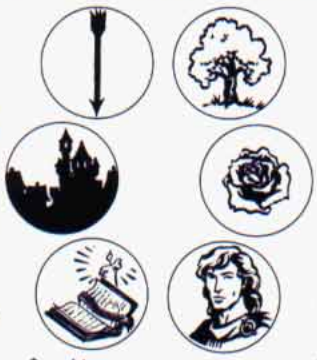
Of course, if the group elects to perform some type of ritual of passing, such as burial or burning, the woman could be in serious trouble. In such a case, it would be reasonable to assume she is forced to travel the plane as a spirit, perhaps even haunting the characters.

Quick Stats: Mystic: MV 12; AC 10; W4; hp 12; THAC0 19; #Att 1; Dmg 1 (fists); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

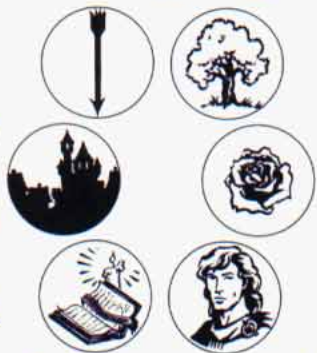
Tourists

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 25



License to Fill

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 10



A Most Dangerous Game

Danger: Low
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 35



Tourists

Area: This encounter occurs in any large city full of well-publicized events.

Situation: Deep in the heart of one of the region's largest cities, the party is hastily endeavoring to complete a mission of great import. As they depart from an impressive-looking building, they are stopped by a group of five men and women dressed in attire typically worn by those from more rural areas.

The five travelers are exceptionally friendly, apologizing profusely for the disturbing the party and keeping them from what is obviously an errand of considerable impact upon the entire region. However, they intone, it would be ever so kind if the party could direct them to the

sports arena. Then they request directions to the nearest temple, the marketplace, and the main street.

Regardless of how rushed the characters are, or how helpful, or whether they even know any or all of the answers, the five keep asking until the answers are found for them or they are convinced that the answers should be sought elsewhere.

Finally, when the encounter seems to have ended, the travelers bid farewell and good luck to the party, again spending precious time apologizing for any delays caused by their inquiries.

Quick Stats: Tourists (5): MV 9; AC 10; 0-level; hp 4; THAC0 20; #Att 1; Dmg 1 (fists) or by weapon (dagger); MR Nil

©1994 TSR, Inc. All Rights Reserved.

License to Fill

Area: The encounter is set in a large population center.

Situation: Having been asked by a local merchant to watch a site in the bazaar where she plans to open a new booth, the party is approached by the town constable, who wants to know why an armed party is lying in wait for the merchant who has just purchased a new plot. The hiring merchant is nowhere to be found, and when the party explains its state of employ, the constable inquires whether the PCs have completed the necessary paperwork required to work as freelance laborers. Until the papers are signed, none of the party may remain to watch the merchant's area. However, the constable is willing to assign

some of the watch to the task until the party can take over.

The party is given the run-around when trying to track down and fill out the necessary forms. Once they are completed, the constable explains that they have the incorrect papers and must again face the rigamarole of attaining the proper forms. Once that is done, however, the party learns that the constable never left behind any help, and the angry merchant refuses to accept their excuses or pay any gold.

Quick Stats: Constable: MV 9; AC 6; F2; hp 10; THAC0 19; #Att 1; Dmg by weapon (club); MR Nil

©1994 TSR, Inc. All Rights Reserved.

A Most Dangerous Game

Area: This encounter occurs close to a small village or town.

Situation: Moving along the rough terrain of a rocky path, the party is approached from behind by a hardy-looking woman clad in banded armor and sporting a bastard sword. She excuses herself and quietly passes the party.

However, if stopped, she will explain to the characters that she is tracking a ruthless gnoll brigand who is known to terrorize the region. If pressed, she will admit that her motivation is personal, for she lost her brother to this very gnoll a few weeks ago. She is not interested in traveling companions, though she meets any offers with sincere thanks.

A few days later the party finds her mauled body partially stuffed into the brush alongside the road. A search of the area reveals nothing. However, a few hours later, the party is ambushed by a lone gnoll. His morningstar still hanging from his belt, he attacks with a bastard sword, one which the characters will recognize as the woman's if they spent any time speaking with her.

The woman's surviving family will be grateful if her body is returned, though in their grief having nothing with which to reward the party.

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

©1994 TSR, Inc. All Rights Reserved.

Little Slavers

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 375 for fighting the
goblins, 100 otherwise



The Champions

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 300



The Price of Valor

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 90



Little Slavers

Area: This encounter takes place along a well-traveled road.

Situation: As the party makes its way from one town to the next, they suddenly find themselves surrounded by 25 goblins. The goblins stand with weapons in hand, but they appear more guarded than hostile. If the group does not attack, one of the goblins sheathes his weapon and steps forward with his arms open, gesturing his peaceful intent.

The goblin speaks in fluent Common, though not without his distinctive humanoid accent. He politely tells the party that he has some merchandise for sale which might interest them. Upon request, the goblins bring their wares to view. Very

slowly, eight chained demihumans—four elves, a dwarf, two halflings, and a gnome—are led before the party. The goblins are asking 100 gp each for each slave.

By now, the other goblins are less guarded, and the party is likely to surprise them if they attack. All of the slaves have family who are extremely grateful for the return of their kin.

The party may instead choose to purchase any of the demihumans. Freeing them will earn considerable gratitude, while keeping them as slaves will force the party to face reactions based on society's view of slavery in the campaign world.

Quick Stats: Goblins (25): MV 6; AC 6; HD 1-1; hp 4; THAC0 20; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Champions

Area: This encounter takes place near a small, peaceful community.

Situation: In town, the party members are approached by several representatives of the town's ruling council. They speak with considerable respect, broaching the subject of mercenary work very delicately.

The council members tell the party that a nearby band of terrorist orcs have finally agreed upon a settlement to end an age-old land dispute. As to be expected, this settlement involves violence—the orcs have proposed a duel, their best warrior against the town's. Hoping to avoid bloody mass destruction, the council agreed. Would one of the party members consider, they wonder, acting as their

champion? In exchange for this duty, the champion may keep the bounty earned from the duel plus an additional 500 gp.

The battle takes place on neutral ground, just outside the boundaries of town. However, as the fight is to begin, nineteen more orcs charge from various hiding places. While the citizens flee in panic, it is up to the party to defeat the orcs. As remuneration, the payment is increased to 100 gp per party member (but no less than the original 500 gp).

The orcs have reneged on their promise of a one-to-one deal; the party members should have no qualms about using every means at their command to defeat them.

Quick Stats: Orcs (20): MV 9; AC 6; HD 1; hp 6; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Price of Valor

Area: This encounter takes place near a tavern in any community.

Situation: As the party begins to enter a well-populated tavern one afternoon, a group of six rakes emerge. One of them gently shoves another into one of the party members. Immediately, the pushed fellow steps back and glares at the character, indignantly claiming insult at the audacity of the character to collide so carelessly with him.

Quickly the other five chime in, each asking a different party member for an explanation of the "offender's" actions. Soon the event turns into a shoving match, with the rakes continually spouting insults at the party. Effectively, the six trouble-

makers are simply looking for a good fight. If the party obliges, the rakes will only use force equivalent to the party's, unless the tide turns severely against them. Even then, only small blades and blackjacks will be drawn. If the party draws weapons, however, they will find themselves facing six long sword and dagger combinations.

It is possible for the party to avoid the fight by showing the appropriate deference and courtesy from the onset of the encounter. However, too much flattery will only serve to anger the rakes further.

Quick Stats: Rakes (6): MV 12; AC 7; F2; hp 9; THAC0 19; #Att 1; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Terror from the Ground

Danger: Low
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 750



Sound of the Dying

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 960



The Beauty of Nature

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 200



Terror from the Ground

Area: This encounter takes place near a rural community of farmers.

Situation: Crossing through farmland, the party has been receiving excellent hospitality from the various farmers. Always fearful of the dreaded bulette, the party is a welcome sight to the farmers, who hope the characters will assist if necessary.

As the party passes yet another farm, the owner stops tending his fields long enough to give them a friendly wave. Suddenly, an ankheg shoots up through the ground behind him and clutches the farmer in its mandibles. The creature is quite willing to drop its prey if the party should rush up and attack it. However, this does not mean it will break off and

flee. The ankheg will try to crush anyone it can grab, while spitting acid on any who are within range. Though hungry and non-intelligent, it is not suicidal, and will retreat if it takes more than half of its hit points.

The grateful farmer and his family not only bandage any wounds and offer unlimited room and board, but the farmer demands that the party members take his great grandmother's locket, a gold and diamond-inlay piece worth 300 gp.

Quick Stats: Ankheg: MV 12, Br 6; AC 2/4; HD 6; hp 32; THAC0 15; #Att 1; Dmg 3-18 + 1-4 (acid); MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Sound of the Dying

Area: This encounter takes place deep in a natural cavern.

Situation: Having found a large group of caverns, the party is exploring a small chamber when they hear what sounds like the wailing of several tortured cats. The cacophony can be traced to another chamber a few feet away.

The door to the chamber is cracked open, and the source of the noise is visible. Inside the room are eight singing bugbears, sprawled between a dozen open casks of wine and ale. The bugbears are quite drunk, and their songs are quite slurred and bawdy to any who speak their language. If the party enters, the bugbears spend several moments trying to focus on

the party before realizing they pose a threat. Finally, a few of them shout insults and struggle to stand.

The eight bugbears are easy to slay. However, three rounds after they begin their loud cursing, eight more bugbears burst into the room and attack. They are not drunk. The inebriated bugbears have nothing save their empty tankards, but the eight newcomers have a total of 77 sp and 34 gp.

Quick Stats: Bugbears (16): MV 9; AC 5; HD 3+1; hp 16; THAC0 17; #Att 1; Dmg 2-5 (fists) or by weapon (clubs); MR Nil

©1994 TSR, Inc. All Rights Reserved.

The Beauty of Nature

Area: This encounter is set deep within any heavily forested terrain.

Situation: Wandering through unknown woodlands, the party is forced to hack its way through terribly dense underbrush to keep moving. As they move past a particularly overgrown area, they find themselves in a small, tree-enclosed clearing.

Quite surprisingly, several gray elves step out from behind some of the trees. The elves are quite pleasant as they inform the party that the characters have trespassed deep into elven territory. Fortunately, the elves are reasonable, accepting the party's excuse of becoming lost. The elves offer to guide the characters out of the forest, but only after they visit the tribe and listen to

several stories about the lands into which they have passed.

At the elves' home, the party members are well treated and well fed. However, during the meal they must endure lengthy lectures about the value of nature and how the humans are destroying it. No debate on this subject is tolerated unless it comes from another elf or someone who displays tremendous intellect. After the discussion, the party is shown to their desired destination.

Quick Stats: Gray Elves (4): MV 12; AC 5; F1; hp 5; THAC0 19; #Att 1; Dmg by weapon (long swords); MR Special

©1994 TSR, Inc. All Rights Reserved.

Food Fight

Danger: Low
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 25



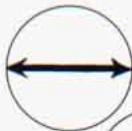
Tiny Threats

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 300



One Stands Alone

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR1 (Fighter)
XP Value: 270



Food Fight

Area: This encounter occurs while the party is eating in a small-town tavern.

Situation: After a long day on the road, the party has stopped to spend the evening in a crowded crossroads inn. The night seems uneventful as the food is served, but it is obvious, by the frazzled looks of the staff and the poor service, that the tavern is far more full than expected.

One of the other patrons, a gruff dwarf, takes a bite of her stew and then suddenly spits it out on a companion, complaining that her food is cold. The companion calmly wipes the mess from his face and then—just as calmly—throws his gruel at the dwarf's head. Fortunately for the dwarf, she ducks in time to avoid the mess, letting

the gruel fly past her and into the lap of a burly half-orc.

The next few moments are a blur of motion as the entire tavern arms itself with various projectiles: rolls, fruits, and ladles, etc., and then begins to pelt each other with them. The party may elect to avoid the food fight, though they will be targets for as long as they remain in the commons room.

Although the fight *should* end with everyone laughing, note that Dexterity bonuses to hit and Strength bonuses to damage apply to thrown objects, and if anyone is actually wounded for more than a few hit points, a real fight might ensue.

Quick Stats: Food Fighters (12): MV 12; AC 10; HD 1-1; hp 4; THAC0 20; #Att 1; Dmg 1-2; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Tiny Threats

Area: This encounter is set in the upper levels of any dungeon.

Situation: Exploring a collection of maze-like corridors, the party comes across a room filled with debris. Just barely audible in the room are the tiny squeaks of rats, who apparently scurry at the approach of the party members.

The characters will learn as soon as they begin to poke through the garbage, however, that the source of the squeaks are not rats, but the 20 jermlaine who are there searching for food and baubles. The insidious little creatures waste little time in launching their assault. Several of them move to release the overhanging nets from the ceiling, while others hurl their needle-sharp javelins or charge with their minia-

ture pikes. The jinxkin are remarkably difficult to rout, fleeing only after they have lost more than three-quarters of their numbers.

If the party attempts to follow the fleeing creatures, they must navigate through the pits and net that the jermlaine have laid out to cover their escape. If the party makes it, they may slay the remainder and investigate for treasure. The jermlaine's lair is quite clean, and the few trinkets, small gems and such worth 75 gp, are easily found in miniature coffers.

Quick Stats: Jermlaine (20): MV 15; AC 7; HD $\frac{1}{2}$; hp 2; THAC0 20; #Att 1; Dmg 1-2 or 1-4; MR Special

©1994 TSR, Inc. All Rights Reserved.

One Stands Alone

Area: This occurs on a small wooden bridge over a vast gully between two mountains.

Situation: The PCs may have heard tales of a crazy old warrior who stands guard over the bridge or they may simply pass over the bridge to get to wherever they are going. They see an old but still mighty warrior standing guard at one end of the bridge. At the other end of the bridge are four trolls.

The time for decision making is short, as the trolls begin to cross the bridge single file and the noble warrior calls out for them to halt and go back from whence they came. He is old, but he will not back down from his sworn duty to defend the bridge, and the town below, from the trolls who

come every day to raid. Despite his injuries, he fights until he or the trolls are dead.

It is obvious to any sort of trained observer that the single warrior has been severely hurt by previous days' combats, and he will probably not survive this day without help. The PCs also know that destruction of the bridge is not an option, since this is the town's only link to the far side of the canyon.

Quick Stats: Noble Warrior: MV 6; AC 0; F6; hp 22 (36); THAC0 15; #Att 1; Dmg by weapon (bastard sword); MR Nil

Trolls (4): MV 12; AC 4; HD 6+6; hp 36; THAC0 13; #Att 3; Dmg 5-8/5-8/5-12; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Baying in the Night

Danger: Low
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,260



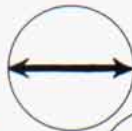
The Guardian Loosed

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 35



To Help Your Fellow Man

Danger: Medium
Climate: Arctic
Terrain: Rough
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: PHBR3 (Wizard)
XP Value: 650 per priest, 2,000 per polar bear



Baying in the Night

Area: This encounter is set in a dense forest.

Situation: While traveling at night in a thick woodland area, the party hears the baying of wolves off in the distance. Regardless of whether the party continues on their way or stays put, the baying moves closer.

Shortly, two nearly human shapes step out from the blackness of night, momentarily blocking the moonlight. As the creatures visibly tense in anticipation of their attack, a third werewolf leaps upon the characters from behind. Then, just as suddenly, the other two join in. The three werewolves rend and tear their way through the characters, barely conscious of their own mortality. However, they are

intelligent enough to coordinate attacks against those characters with silver and magic who can harm them.

Though their main intent is food, the werewolves are just as likely to create more of their kind as they are to devour one of their victims. If slain, the werewolves' tracks will lead to their lair—the cabin of a recent victim. Inside a small, locked wooden coffer rests 3 gp and a scroll of protection against lycanthropes.

Quick Stats: Werewolves (3): MV 15; AC 5; HD 4+3; hp 21; THAC0 15; #Att 1; Dmg 2-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

The Guardian Loosed

Area: This encounter is set in a wizard's tower near any city or town.

Situation: While spending a relaxing evening in a popular tavern, the party is approached by a robed individual. The man's clothing is covered in arcane symbols, indicating that his profession is one of enchantments and other magic.

The mage seems quite embarrassed as he speaks. He tells the party that, while attempting to program a guardian he recently created—a crawling claw—he mis-stated a command and now the animated paw is after him in his own abode. No matter where he looks, he cannot find the claw, but he knows it is lurking under foot just waiting for him to relax so that it

may leap upon his throat and strangle him. He offers the party either 1,000 gp or 10 levels in spell scrolls if they will rid him of this pest.

If the party agrees, the mage leads them to his tower, a relatively small structure, and provides them with an abbreviated tour, finally leaving them to their work.

It takes some searching to find the claw, which is slowly making its way under the mage's bed. The mage makes good on his promise, but if the party requests the scroll, he will not transcribe any spells higher than fourth level.

Quick Stats: Crawling Claw: MV 9; AC 7; HD ½; hp 4; THAC0 20; #Att 1; Dmg 1-4 or 1-6; MR Special

©1994 TSR, Inc. All Rights Reserved.

To Help Your Fellow Man

Area: A frozen tundra area in the midst of a snowstorm is the scene.

Situation: The party is journeying through this frozen wasteland in search of a man who has information necessary for them to complete their quest. A sudden blizzard slows the party and obscures visibility.

As the PCs look for shelter from the storm, those with keen hearing detect the sounds of screams coming from just ahead.

Investigation reveals a man in robes being mauled by a polar bear. If the PCs do not intervene, the victim will surely die, since he does not even appear to be fighting back. Should the PCs rush to his aid, they face a very angry polar bear.

If the PCs distract the polar bear, the

man on the ground gets to his feet and tries to keep the PCs from attacking the bear, up to and including getting in the way of their attacks.

If wounded, the polar bear withdraws. The priest will take the PCs in and aid them if necessary.

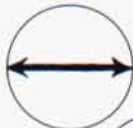
Quick Stats: Pacifist Priest: MV 12; AC 10; P5; hp 20; THAC0 Nil; #Att Nil; Dmg Nil; MR Nil; Spells

Polar Bear: MV 12; AC 6; HD 8+8; hp 40; THAC0 11; #Att 3; Dmg 1-10/1-10/2-12; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

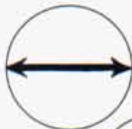
Out Late One Night

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 175



Party On!

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: NPC
Add'l Info: None
XP Value: 175



New Taste

Danger: Low
Climate: Temperate
Terrain: Dungeon
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 420



Out Late One Night

Area: A small elven community is this encounter's setting.

Situation: The PCs have taken rooms in a town that seems extremely friendly and open. They find the Elfin Ale to be among the finest around and the entertainment the best they have seen.

Very shortly, however, several members of the city militia enter and surround their table. They order the humans and any other PCs below the age of 100 to turn over their weapons and come with them.

If asked why they are being detained, the PCs are informed they are under arrest for breaking curfew. This town has a curfew of 10 o'clock for all people under 100. While this law was intended to keep minor

elven children at home, it does not specify any race, thus the PCs are guilty.

The PCs will be taken to jail unless the militia has some sort of surety that they will appear in court the next day. In any case, no matter how the situation is resolved this evening, they must turn over their weapons.

The next day the PCs discover they must pay a 100 gp fine for violating curfew, and a 50 gp fee per weapon storage fee before their weapons can be returned to them.

Quick Stats: Elven Guards (20): MV 12; AC 6; F1/M1; hp 5; THAC0 20; #Att 1; Dmg by weapon (mace); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Party On!

Area: A local inn in any town will do.

Situation: The PCs are in the pub, located inside the inn, when the door slams open and several drunken men enter, all wearing the colors of the city guard. They are loud, boisterous, and very rude. The locals in the pub slowly filter out of the room.

The guards continue drinking and begin a game of darts. One of them makes his way over to the PCs' table and challenges any male PC to a game.

Should the PCs refuse, all of the guards come over to taunt and insult the PCs. If they accept, they win easily against the drunken guards, but will be accused of cheating, and a fight breaks out.

If there is a female party member, one of

the guards makes several crude comments and some rather inappropriate advances. Snubbing or rejecting the guard only angers him, and he tries to forcibly remove her from the pub. Any interference is cause for an all-out, knock-down, drag-out fight. The drunken guards seem to be spoiling for one, and brag they can take the PCs without drawing their weapons.

When the fight is over, another patrol arrives to pick up the drunks and apologize for their actions. In addition, they pay for the damages.

Quick Stats: City Guard (6): MV 9; AC 5; F5; hp 25; THAC0 16; #Att 2 or 1; Dmg 1-2 (fists) or by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

New Taste

Area: This encounter is set in a natural cavern not far from a large city.

Situation: The party members have been hired by a local eccentric to find and capture the body of a piercer for 50 pp each. The eccentric has been working on a special wine sauce she believes will kill the bad aftertaste left by a sauteed piercer.

The party has spent several weeks in and out of various caves while trying to locate one of the living stalactites. Finally, inside a collection of caverns apparently devoid of all other life, the party members discover, or are discovered by, a large piercer. In a room filled with stalactites, the lone piercer waits for its prey, dropping to the ground the moment it senses one of the

party members below it. Once slain, however, the 6-foot-long stonelike creature is difficult to move, requiring considerable strength to get it outside, and several pack animals to transport it to town.

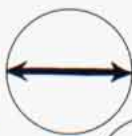
Back in the city, the eccentric is quite despondent. The specimen brought by the party is perfect. Sadly, however, the city has forbidden her to dabble in such experiments without a license, so she is forced to abandon her hopes of becoming a great chef. Moreover, without the funds from her research, she cannot afford to pay the party.

Quick Stats: Piercer: MV 1; AC 3; HD 4; hp 22; THAC0 17; #Att 1; Dmg 4-24; MR Nil

©1994 TSR, Inc. All Rights Reserved.

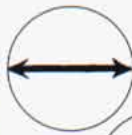
Not Exactly Monkeys on the Interstate, Part 1 of 2

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 6,000



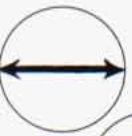
Search for Food

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000



Death Has Many Eyes

Danger: Medium
Climate: Temperate
Terrain: Scrub
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 6,000



Not Exactly Monkeys on the Interstate, Part 1 of 2

Area: Any large city which has a sizeable zoo is the setting.

Situation: The PCs have come to town to rest and recuperate from their last adventure. They find this city has everything the PCs could desire—a large marketplace, churches for most of the major religions, and even a zoo.

During a trip to the market, located next to the zoo, the PCs notice the massive walls surrounding the public menagerie. The entrance is several hundred yards away from the main market street.

Suddenly they hear screams, and the sounds of massive rocks being smashed together. A crowd of people run screaming

from the zoo entrance.

Shortly after, a section of the wall near the PCs explodes outward. Boulders and splinters of rock shatter in all directions. Several pedestrians are hit with fragments.

Framed within the massive hole in the wall is a huge, rocklike humanoid which steps through and heads directly in the PCs direction.

There isn't much time to react, much less plan a defense. The creature attacks anything, including the PCs, that stands in the way of its escape.

Quick Stats: Earth Elemental: MV 6; AC 2; HD 12; hp 60; THAC0 9; #Att 1; Dmg 4-32; MR Nil; Special defense

©1994 TSR, Inc. All Rights Reserved.

Search for Food

Area: This takes place in rough wilderness terrain.

Situation: The PCs have managed to find a fairly flat, obstruction-free area in which to set up camp for the night.

During the night the horses seem somewhat skittish, but the sentry cannot detect anything out of the ordinary. If the sentry wakes the rest of the party, the horses settle down as the burrowing bulettes tunnel away from the PCs' camp.

However, if the sentry does nothing, the horses continue to prance, stamp, and toss their heads. They snort, roll their eyes and may even neigh in fear, which may (10% chance) wake the other party members. Suddenly the ground bursts forth as a

bulette breaks through the surface and attacks the horses. The other bulette explodes from the ground two rounds later, attacking the horses if the first bulette is busy with the PCs. Otherwise, it will head directly for the PCs.

The bulettes are simply in search for food, and if the PCs wish to sacrifice two horses, the bulettes grab them and drag them away, vanishing into their tunnels.

Quick Stats: Bulettes (2): MV 14, Br 3; AC -2/4/6; HD 9; hp 75; THAC0 12; #Att 3; Dmg 3-18/3-18/4-48; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Death Has Many Eyes

Area: The PCs are in rough terrain with numerous large boulders and high grass.

Situation: The PCs have heard rumors of a beholder in the area and that the local liege lord has put a large price on the destruction of the beast. They have been told it may be found along a trail which leads into rough terrain in the foothills.

Dead bodies and abandoned carts and wagons line this trail of death and destruction the closer the PCs get to the foothills.

As the trail ascends into the hills, the ground becomes littered with loose stones and boulders, making it impossible for them to continue on horseback. Movement on foot is limited to three-fourths speed.

Rounding some boulders, the PCs come

across a recently ambushed wagon and more victims. While investigating the scene, the creature appears from behind a boulder, where it has been lying in wait, and attacks the party. It seems to appear from nowhere, traveling like a snake on the ground, then rising up right in front of the lead PC.

Investigating the outer perimeter first gives the PCs a chance to surprise the argos as it lies flat on the ground.

Quick Stats: Argos: MV 9, Fl 3; AC 0; HD 10; hp 66; THAC0 11; #Att 3 per victim; Dmg 1-4; MR 25%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

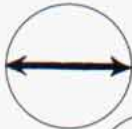
The Stone Farm

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 650



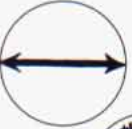
Marching Off to War

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 175 each



Walk Along the Beach

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 975 each



The Stone Farm

Area: This occurs at a small independent farm near a town.

Situation: The PCs are resting in town. During dinner a local comes running into the great room shouting that Pekis, his family, and everything on his farm is now stone. Unfortunately, the bearer of the tale is greatly distraught and can give little in the way of details.

If the PCs do not intervene at this time, the sheriff goes out to the farm and does not return. After a few hours with no word, the village leader comes to the PCs and asks them to investigate. When the PCs arrive at the farm, they first notice the deadly silence about the place. Then there are all the stone animals: the sheriff's

horse, a cow in the pasture, a dog halted in mid-stride. Finally, they see the farmer, his wife, the children, and the sheriff, all petrified. No animal has avoided being turned to stone.

The PCs find nothing until they explore what passes for a barn on this farm. There they find a lone cockatrice, unwittingly chased in with chickens by one of the children. If the PCs do not explore the barn, the silence is broken by a cock's crow, (actually the cockatrice) coming from that direction.

The grateful citizens give the PCs 2,000 gp for their services.

Quick Stats: Cockatrice: MV 6, FI 18; AC 6; HD 5; hp 30; THAC0 15; #Att 1; Dmg 1-3; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Marching Off to War

Area: This takes place at a pass in the mountains in the DARK SUN® setting.

Situation: The PCs are in a town when they see a notice looking for warriors to come to the aid of a town under siege. The notice gives a local address to go to apply. There is no problem getting hired. In fact, once the PCs identify themselves, their egos are stroked by the recruiter, and a large sum of gold is waved under their noses as their final payment.

They are told the town is under siege by an evil force, and that the relief battalion is to assemble in the mountain pass about one day's march from the town. The recruiter suggests the PCs leave the next day, in order to catch up with the army

still encamped.

When the PCs arrive at the campsite, they find the troops there have already been slaughtered—and the victors are still in the area. The force, apparently to parlay, gets to about 20 feet from the party. The leader, without warning, psionically attacks the party while the rest of the giths spring into action.

Should the PCs manage to defeat this force and show up around town, the remaining giths immediately retreat, astonished that anyone managed to get through the ambush force.

Quick Stats: Giths (21): MV 10; AC 8; HD 3; hp 18; THAC0 17; #Att 1; Dmg by weapon (spear); MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Walk Along the Beach

Area: This occurs at a wide beach near an imposing set of cliffs.

Situation: Off the coast of a wide beach, the PCs see the remains of several sunken ships. The waves thunder and crash on the offshore reefs. Further along the beach is a sea cave.

The first to detect something wrong are the party's animals (horses, dogs, etc.), who smell the stench coming from the cave. Soon the PCs catch a whiff. Bones of all kinds of creatures are piled about near the entrance of the cave.

If the PCs decide not investigate further, the harpies come out after them 10 minutes later, flying behind the party and singing their *charming* song. Those PCs who avoid

being charmed by the song are ruthlessly attacked by the bird-women.

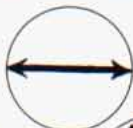
If the PCs do decide to investigate the cave, they must leave all their animals outside, including familiars, as none will enter. They catch the harpies unprepared for battle, and the creatures automatically lose the first round combat initiative to the PCs. The harpies also cannot escape from the cave so long as the PCs block it.

Quick Stats: Harpies (8): MV 6, FI 15; AC 7; HD 7; hp 42; THAC0 13; #Att 3; Dmg 1-3/1-3/weapon (spear); MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

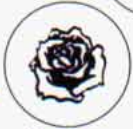
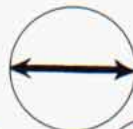
A Desolate Encounter

Danger: Medium
Climate: Tropical
Terrain: Desert
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 2,000



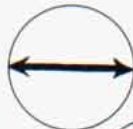
Into the Unknown Lands

Danger: Medium
Climate: Temperate
Terrain: Rough
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 175 each



Not Quite a War Band

Danger: Medium
Climate: Temperate
Terrain: Plains
Attribute: Charisma
Encounter Type: Monster
Add'l Info: MM
XP Value: 7 each



A Desolate Encounter

Area: The PCs find themselves in a desolate, rocky desert.

Situation: The PCs are searching for an old hermit who is known to inhabit this area. He has some information about an item the PCs are seeking.

The PCs arrive at his campsite only to find it apparently abandoned, with definite signs of a struggle. As it is near dusk, the party must either remain here or somewhere nearby.

That night a dragonne, whose lair is only a mile away, returns to this area hunting for food. It is still hungry, and does not hesitate to attack the PCs' sentry, as the old man was the first decent meal it has had in weeks.

The dragonne swoops in and lands on top of one of the sentries. After its first attack, it fights on the ground, since it can defend itself better that way. Doing significant damage to the dragonne forces it to withdraw to its lair. It is merely hunting, looking for easy prey. If the PCs decide to kill the dragonne they must hunt down its lair.

The characters find a treasure map in the dragonne's small lair.

Quick Stats: Dragonne: MV 15, Fl 9; AC 6 (flying), 2 (ground); HD 9; hp 54; THAC0 11; #Att 3; Dmg 1-8/1-8/3-18; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Into the Unknown Lands

Area: A previously unpopulated region is this encounter's setting.

Situation: A young baron approaches the PCs about clearing some territory he was just granted. The baron is very busy building his manor house so he is unable to go with them.

Exploration of the region is routine, and the PCs encounter no major opposition to the baron taking over the area. On their way back to report, however, they see large winged creatures flying high in the sky over them. The creatures do not attack and don't appear to be hostile at this time.

If the PCs attack, a herd of hippogriffs return to attack the party mercilessly. If the PCs ignore them, more and more of these

flyers appear in the sky. This continues until the entire herd is present.

Once gathered, the hippogriffs swoop down and land in the PCs' path. They send forth a single representative who wants to communicate but cannot unless the PCs use magic.

The hippogriffs will not allow trespassing on their territory, firmly protecting it from invasion. Part of the baron's lands lie in the hippogriffs' territory. This may take some delicate negotiations between the PCs and the hippogriffs and, depending upon the outcome of those negotiations, between the PCs and the baron.

Quick Stats: Hippogriffs (16): MV 18, Fl 36; AC 5; HD 3+3; hp 21; THAC0 17; #Att 3; Dmg 1-6/1-6/1-10; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Not Quite a War Band

Area: A small town under the control of a young baron is the setting.

Situation: The baron seeks out the party, explaining he has heard disturbing rumors about an evil army gathering on the outskirts of his borders. Sending his very small army to investigate would be construed as an invasion of his neighbor's territory. Therefore, he asks the PCs to find out what is brewing.

He offers them several inducements, including weapons, armor and money. If they still refuse, he puts the pressure on, even to the point of threatening them with jail. If they agree he asks them to leave the next day.

Once on the plains outside of town, they

see evidence of troop movements along the border but no troops. They find camp after camp, each newer than the next, yet no actual troops.

Finally they find a kobold war party, which deploys immediately to fight, then sends out a single kobold under a white flag. This kobold parlays, declaring this is a single band among hundreds who are ready to invade the baron's country. They want a "large amount of gold" or else "the baron's lands will be invaded."

Actually, this group has been setting up the camps as a deception, and this war party is the only one. The kobolds are simply trying to extort money.

Quick Stats: Kobold (20): MV 6; AC 6; HD 1/2; hp 3; THAC0 20; #Att 1; Dmg by weapon (spear); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Beware of Flying Things

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



Look Before You Attack

Danger: Medium
Climate: Sub-arctic
Terrain: Mountains
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,400



Poison and Stone

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



Beware of Flying Things

Area: An apparently deserted castle is the setting here.

Situation: The PCs are traveling through the wilderness when they come upon a castle in an advanced state of disrepair, without so much as a main gate standing. The center of the walled enclosure is dominated by a stone building three stories in height with a peaked roof. The PCs see and hear no one. Since it is near dark, they may decide to stay there.

The PCs may wish to explore their new surroundings, looking for possible owners or adversaries. The building is ransacked and empty, until they get to the third floor.

A door opens onto a large chamber. The chamber is both wide and deep but also

very tall. It is apparently empty with several exits.

Once in the chamber, a pack of grells attack the party members. The grells are hiding in the attic and enter via a small access hole in the roof directly above the door.

The grells use their levitation ability to simply and silently float over the party and drop on them.

Quick Stats: Grells (10): MV Fl 12; AC 5; HD 5; hp 15; THAC0 15; #Att 11; Dmg 1-4 (-10)/1-6; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Look Before You Attack

Area: The PCs are in the mountains.

Situation: The weather is turning cold and the falling snow begins accumulating. The PCs are looking for the home of a great warrior to help them with their quest.

They find the house in a blinding snow storm. Yet when they arrive, the door is locked and no one answers their knocking.

If the PCs pick the lock or force their way into the house, they see signs of a great struggle: torn clothing, ruined armor, damaged furniture, and even a dead body.

From the back of the room comes a huge brown bear, which assumes a defensive posture but takes no offensive action.

Attempts at communication, perhaps through a *Speak with Animals* spell, are

rewarded with conversation. In this manner the PCs learn this is the warrior they seek. He is cursed to remain in his werewolf form until he fulfills a quest. He attempts to convince the party to help him with this quest in exchange for help with theirs.

Quick Stats: Werebear: MV 9; AC 2; HD 7+3; hp 45; THAC0 13; #Att 3; Dmg 1-3/1-3/2-8; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Poison and Stone

Area: A small dungeon under an old castle is the setting.

Situation: A wealthy merchant has hired the PCs to find his daughter and two other young women who have disappeared in the last week. The merchant managed to trace the girls to the old castle outside of town, but the last group of young men he sent in did not come out again. The PCs are offered a lot of money to complete the mission, providing the girls are returned alive. If they accept they are led to a secret entrance to the dungeon where the merchant will await their return.

The PCs find the dungeon empty for the most part, until they run into a series of dimly lit chambers. The first two contain

several young women chained to the far wall. None of them are the woman they are looking for, but are other local girls who have been kidnapped. In the third chamber is an identical set up, with three "women" chained against the far wall of the dimly lit chamber. When the PCs enter the room, the women "unchain" themselves and reveal their true nature as medusas.

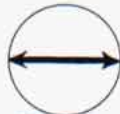
Once the medusas are killed, the merchant's daughter may be found in the next chamber.

Quick Stats: Medusae (3): MV 9; AC 5; HD 6; hp 36; THAC0 15; #Att 1; Dmg 1-4; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

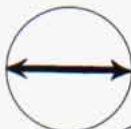
High Society

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma, Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for not creating a scene, plus 100 for each important acquaintance made



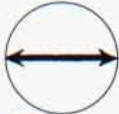
Horatio Swordsinger

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 1,000 for helping Horatio



Balanced Ecology

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Charisma, Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 1,000 for defeating Billin, 500 for getting to leave the area



High Society

Area: The villa or mansion of a well-to-do local politician or merchant is the scene. The mansion is huge. It has a large dining room that seats 100 and a ballroom for dancing. A band plays in the ballroom, people in expensive dress are dancing.

Situation: Jermyn Colini, an acquaintance of the PCs, invites them to a society party. He is well known as a fop. He wants the PCs there to embarrass themselves with their ill manners. The PCs can use this opportunity to meet some of the important people in town, and make contacts which could benefit them later. Among those in attendance:

Captain Graybill, leader of the city guard, has very little use for adventurers.

Nina Malorivi, daughter of one of the richest merchants in town, pretends to be attracted to one of the male PCs. She is actually using the PC to make her beau jealous.

Hapton Gronigan III is Nina's boyfriend. He cuts in on the PC dancing with Nina. He makes insulting remarks. If the PC responds violently, Hapton has the PC thrown out.

Caslow Dorin is a prominent gem trader. He gets a vicarious thrill by associating with adventurers. He picks out one of the better-looking female PCs. He'll dance and drink with her as long as she lets him.

Quick Stats: *Jermyn Colini:* MV 12; AC 4; F1; hp 8; #Att 1; Dmg 1-4; THAC0 20; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Horatio Swordsinger

Area: Any city or village will do. The PCs are heading out on their next mission and are about to leave town.

Situation: Horatio Swordsinger is a proud swashbuckler, but he has never had good luck. He is trying to impress his current heartthrob, a shopkeeper's daughter. He seeks out a renowned fighter in the party (anyone 7th level or above), and offers to make a deal. He'll pay 100 gp to a fighter who is willing to let him win a duel for the young lass.

His plan is to have the PC go into the shop and make disparaging remarks about the wares, the shopkeeper, the daughter, anything. Then he will challenge them to protect the honor of his lady love. After a

few rounds of clashing swords, the PC is disarmed. Horatio then asks that his opponent apologize and leave. If the PCs agree to this plan, he is willing to pay in advance. Horatio is a trusting sort.

If the PC refuses, he tries other fighters, then he tries doubling his offer. He also has a sob story about Penelope, his heartthrob. She doesn't know he's alive. He will do anything to win her favor. Horatio is very convincing and a nice guy as well. If the PCs help him out here they have made a friend for life.

Quick Stats: *Horatio:* AC 4; MV 12; F6; hp 44; #Att 3/2; THAC0 14; Dmg by weapon (long sword); MR Nil

©1994 TSR, Inc. All Rights Reserved.

Balanced Ecology

Area: Any temperate forest will do.

Situation: This encounter is particularly effective if a ranger or druid is in the party.

The party comes upon a group of carrion birds feasting on the corpse of a deer. This is not unusual. However, the deer has been skinned, the meat left to rot. In the course of the next 200 yards, they come upon six more deer similarly treated. They can also find boot tracks and mule tracks.

The tracks are not hard to follow. They lead to a meadow. There the PCs spot a man bringing down his fifth deer with a crossbow. He is using poisoned crossbow bolts (Dmg 20/10, onset 2-5 rounds).

If the PCs confront the man, he introduces himself as Billin Samdo, hunter

supreme. He proudly boasts of the 34 deer he's downed on this trip alone. Then he excuses himself, saying he's got a lot of skinning to do. If the party demands that he stop this, he rudely tells them that there is no law against killing deer. The party should mind its own business.

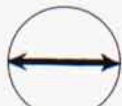
Billin must be forcefully convinced. An impressive display of magic would work, as would thrashing him severely. In either case, he would just move to another area. Of course, slaying him would put an end to his activities permanently.

Quick Stats: *Billin:* MV 12; AC 5; T9; #Att 1; THAC0 16; Dmg 1-4; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Ill Omens

Danger: Medium
Climate: Subtropical
Terrain: Forest
Attribute: Charisma, Intelligence
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for avoiding the shamans, 1,000 for swearing the oath



Guild War, Part 2 of 3

Danger: Medium
Climate: Any
Terrain: Urban
Attribute: Dexterity, Wisdom
Encounter Type: Device, NPC
Add'l Info: None
XP Value: 500 for getting the sword



City Guards, Part 1 of 3

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Charisma
Encounter Type: NPC
Add'l Info: None
XP Value: 500 for not molesting the guards



III Omens

Area: A lush green forest is the setting. The encounter takes place in a clearing in the forest. The clearing is 50 feet across, shaded by the tall trees around it. In the center of the clearing is a man in furs on his knees. He is chanting over a small fire. From time to time he throws herbs into the fire, which burn with a green flame.

Situation: The PCs have discovered a savage wizard. He is enchanting protective talismans for a battle tomorrow. The party has a decent chance to surprise him, if they try. He must roll above a 5 to avoid surprise. If the party tries to sneak around the clearing, the wizard receives another surprise roll, again at a -2. A PC in metal armor negates this bonus.

If the wizard spots them, he tells them that they have witnessed a sacred rite. They should be slain immediately. He can sense their power, and hesitates. Such a battle might leave him unable to return to his tribe. He asks the party to pass a test to prove their worth. If they agree, he presses an amulet into a PC's hand. He warns that anyone who lies while touching the amulet will die a horrible death.

Actually, it is a *protection from evil* amulet (good for one day). He then asks for an oath that they will tell no one what they say. If they do, the wizard parts peaceably.

Quick Stats: Mok the Shaman: MV 12; AC 7; W9; hp 34; #Att 1; THAC0 18; Dmg 1-6; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Guild War, Part 2 of 3

Area: Use the same city as was used in Part 1 of this series. The PCs are called to the mages' guild.

Situation: The mages' guild has discovered that the fighters' guild has robbed them. They do not blame the PCs. Instead, they hope to address this insult by having someone steal the Sword of Mitnik, a *flame-tongue* long sword. The PCs are offered 300 gp each. PC mages have their choice of a scroll with one spell of first or second level.

The fighters' guild is a villa with barracks for the young fighters in training. A large manor houses the experienced fighters. The Sword of Mitnik hangs over the mantel in the dining hall.

Again, the guild does not care how the

PCs obtain the sword. Purchasing this item is not an option. They can provide scrolls with *invisibility*, *knock*, or spells of second level and lower. They want to know to what use these scrolls will be put. This should not be an opportunity for the PCs to stock up on scrolls. Anything that does not have a definite purpose is denied.

The party must get into the guild. They are left alone in the main dining hall, but only for a few minutes. This could allow them to conceal an invisible thief. When the interview is over, the room is empty for an hour.

Quick Stats: Halcyon (Guild representative): MV 12; AC 2; F11; hp 90; #Att 3/2; THAC0 8; Dmg 1-8+5; MR Nil

©1994 TSR, Inc. All Rights Reserved.

City Guards, Part 1 of 3

Area: The party is about to enter a large city with impressive city gates, currently standing open. Alert guards line the walls above the gates. A group of guards stands at the gate, interviewing entrants to the city. The gate fee is 1 sp per person, 5 sp per mount or pack animal, and 1 gp per wagon. (Few peasants make it through.) A long line of wagons and people wait for admittance.

Situation: The PCs are entering a large, somewhat paranoid city. They are subjected to a rigorous interview. The guard captain wants to know their names, their business, who they are going to see, where they will be staying, how long they will be staying, and their professions.

When the questioning is finished, the guard captain looks the PCs over carefully. "We don't need any of you fancy-dan adventurers in our town. There are laws against large magical fires or bloody bar-room brawls. Remember that."

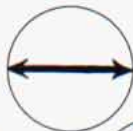
As the party leaves, two guards conspicuously follow them. If the party has any underhanded business to conduct, it's going to be difficult. When the party reaches its lodging, one of the guards remains on duty. The other reports back to the captain. The entire time the party is in the city, it has an escort.

Quick Stats: Guards (2): MV 12; AC 4; F4; hp 32; #At 1; THAC0 17; Dmg 1-8+1; MR Nil

©1994 TSR, Inc. All Rights Reserved.

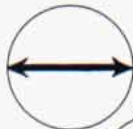
Lost My Gnolls

Danger: Medium
Climate: Temperate
Terrain: Forest
Attribute: Charisma
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 625 (35 each) for the gnolls, 500 for helping Prux



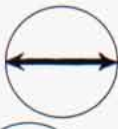
I Can See It!

Danger: Medium
Climate: Temperate
Terrain: Any
Attribute: Wisdom
Encounter Type: NPC
Add'l Info: None
XP Value: 500



Olive Oil

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,950 (975 each) for the slime creatures, 1,260 (420 each) for the olive slimes



Lost My Gnolls

Area: This takes place in a lush forest. The forest has an elven population, but it is not strong in this area. The season is late fall.

Situation: The PCs encounter a minotaur. Unlike most, it does not immediately attack. The beast looks quite formidable. It is a huge specimen of its kind.

It looks at the PCs and says, "Humans. Not da ones. I not kill. You help?" The PCs may attack, or talk to it. If they choose to talk, it says, "Me find gnolls. Kill some. Others run. Me lose trail. You help find. Me eat gnolls 'stead you."

If asked about any treasure the gnolls may be carrying, the minotaur just wants to kill gnolls. It doesn't care about anything else. If the PCs have someone with

tracking, they can automatically find and follow the gnoll's trail. Anyone with outdoor skills can also do it with successful Intelligence rolls.

The minotaur is named Prux, and it is friendly if somewhat disgusting. The gnolls can be found after three hours of tracking. Prux attacks as soon as it sees them. The PCs may join in or not, as they wish. Once the gnolls are defeated, Prux grins and attacks the PCs!

The gnolls have 10 gp each. The largest one has two gems worth 50 gp.

Quick Stats: Prux the Minotaur: MV 12; AC 6; HD 6+3; hp 50; #Att 2; THAC0 13; Dmg 1-4 (bite)/2-16 +1 (axe); MR Nil

Gnolls (15): MV 9; AC 5; HD 2; hp 15; THAC0 19; Dmg 2-8; MR Nil

©1994 TSR, Inc. All Rights Reserved.

I Can See It!

Area: The PCs can meet the gypsy almost anywhere. She prefers towns and rural settings.

Situation: This should be portrayed as a trite, heavy-handed, plot device. The gypsy has all the trappings of her trade. She has a multicolored tent with beads, wall hangings, and a few small skulls of unidentifiable animals. At a table covered with a dark cloth, she sits staring into a crystal ball. If checked, the ball radiates magic. It has a *Nystul's magic aura* upon it. Matrica, the gypsy, is fiftyish and attractive (Chr 17). She offers to tell their fortunes for a ridiculously low fee, only 1 sp. She holds the subject's hands and stares into the crystal ball, mumbling in various languages. She appears to

go into a trance. She begins to describe the future of the PCs. She reads for all of the members of the party, even if only one sits down with her. In every case, the fortunes are the same. Doom and gloom. For one PC she forecasts death at the spear point of a gelugon. For another she describes the withering that a staff's touch inflicts. A third is told of being pulled down by werewolves. Another meets a man with fangs, and her torment lasts for centuries. There isn't a word of truth to it, but if handled right the PCs should spend a lot of effort getting ready, just in case.

Quick Stats: Matrica: MV 12; AC 10; W1; hp 8; #Att 1; Dmg 1-4; THAC0 20; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Olive Oil

Area: A subterranean tunnel, damp and dark, is the scene. The winding tunnel opens into small rooms 10-20 feet in diameter.

Situation: The party finds the remains of two adventurers. The bodies appear to have been dead for a while. A fetid odor surrounds them. If examined, they have green skin and tendrils. Their eyes are open and glazed. These are two olive slime creatures who have just completed the transformation from humans. The PCs' presence awakens them and they attack. At the same time, the olive slimes on the ceiling drop onto the PCs. A PC who is hit must make a saving throw vs. poison to notice the slime dropping on him. Olive slimes completely dominate their victims

after 2d4 hours. A *cure disease* is necessary to kill the slime. The two slime creatures both carry *war hammers* +1 at their belts. They use their tendrils to attack. They fight to the death.

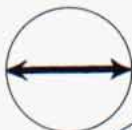
Quick Stats: Slime Creatures (2): MV 6; AC 9; HD 5+2; hp 40; #Att 1; THAC0 15; Dmg 2-8; MR Nil; Special attacks

Olive Slimes (3): MV 0; AC 9; HD 2-2; THAC0 19; #Att 0 (dropping); Dmg Nil; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

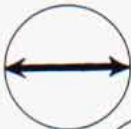
Steed for a Wizard

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



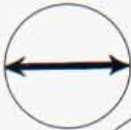
Muddy Men

Danger: Medium
Climate: Temperate
Terrain: Hills
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,925 (175 each)



Wings of an Eagle

Danger: Medium
Climate: Temperate
Terrain: Mountains
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,080 (270 each)



Steed for a Wizard

Area: The PCs are traveling through the mountains. Far up the mountain a tower stands on the side of a crag. The tower is home to a powerful, evil wizard.

Situation: The wizard's apprentice is just as evil as he is. He decided to use a scroll of summoning he found to bring forth a creature that could slay his master. He succeeded in summoning a nightmare, but his own power was not able to control the creature. He paid for his lack of control with his life. The nightmare is now free to hunt. It spots the PCs. In her hatred of all material life, the nightmare swoops to attack the party immediately. The nightmare is at first spotted as a glow emerging from the tower. It gradually resolves itself

into a cloud of smoke and fire, a pair of red eyes staring out of it. The nightmare attacks until slain.

If the tower is reached and searched, every magical item is tinged with evil and unusable by good or neutral characters. A set of spell books with spells of level 1-7 can be found, as well as many rare spell components. Whether the wizard returns is up to the DM. If he does, he should be at least 14th level, to justify the spell books found.

Quick Stats: Nightmare: MV 15, FI 36; AC -4; HD 6+6; hp 40; #Att 3; Dmg 4-10/4-10/2-8; MR Nil; Special attacks

©1994 TSR, Inc. All Rights Reserved.

Muddy Men

Area: The PCs are at a pool at the base of a waterfall. The waterfall has a passage behind it. The pool must be waded. Testing reveals that the pool is muddy but only about 3 feet deep.

Situation: The waterfall is beautiful. The passage could lead to an underground adventure or to a safe place to camp.

The mudmen resent the intrusion of their pool. They were formed by the magic that used to flow through the waterfall. The enchantment has worn off. The mudmen are beginning to fade away. This makes them slow to react. If the PCs cross the 30-foot-wide pool in four rounds or less, the mudmen do not form. They do remain alert until the PCs return.

Since the PCs have passed this way before, they should not be expecting trouble. Surprise rolls are at a -2 penalty. The mudmen form one round after the PCs enter the pool for the second time. They begin by hurling mud at the PCs. The mud hardens on impact. This slows a PC's movement rate by 1. When the mudmen are within 10 feet of the PCs, they hurl themselves onto the PCs. This kills the mudman, but it lowers the movement rate by 4. If it misses it must spend the next round reforming. Once the victim's movement rate is brought to 0, he takes 1d8 points of damage per round. Suffocation occurs in 5 rounds.

Quick Stats: Mudman (11): MV 3; AC 10; HD 2; hp 13; #Att 1; THAC0 19; Dmg Special; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Wings of an Eagle

Area: A mountainous region, steep crags rising sharply to the east, is the setting. The PCs are traveling to a city on the other side of the mountains. They are high in the mountains, well above snow line.

Situation: Have the PCs roll a surprise roll. If they succeed, they notice a shadow of a man moving across the ground. If they look above, they see nothing but several eagles circling high above.

The peryton wait until the party reaches an area perfect for an avalanche. Tell the party about this feature. Quiet is to be emphasized.

As they are moving, the perytons screech loudly and dive to attack. This sets off the avalanche. The PCs have two

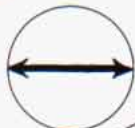
rounds to act. Unless they flounder through the snow as fast as they can, they are buried. Buried victims take 2-12 points of damage. They must make a Wisdom roll or be lost under the snow. It takes 1d6 rounds of digging to break free. A successful Wisdom roll must be generated to dig the right direction. Once they emerge, they are attacked by perytons. PCs who were not buried are subject to two attacks from the perytons.

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

©1994 TSR, Inc. All Rights Reserved.

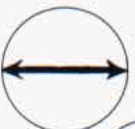
Just a Bug

Danger: Medium
Climate: Subtropical
Terrain: Desert
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 1,950 (650 each)



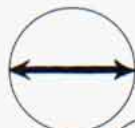
Mom?

Danger: Medium
Climate: Subtropical
Terrain: Forest
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 3,000



Wait for the Wraith

Danger: Medium
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM, FR16 The Shining South**
XP Value: 2,000



Just a Bug

Area: The party is in a desert. The hot dry wind blows across the sand, getting grit and dust into everything. The time is just before noon. The day is a scorcher.

Situation: Water is precious. It is already over 100 degrees in the shade.

The party should try to find a place in the shade to rest through the worst of the day. They may have tents or other supplies that let them do this, or even magical items or spells that provide shelter. If they have none of this a tracking roll can locate a sandstone ridge. It was recently uncovered by a sandstorm. It won't last long, but for today it provides the party a place out of the sun.

Whichever method they use, the PCs

have camped very near a scorpion's nest. The scorpions are just emerging. They like the heat of the day.

After about an hour of rest, allow the PCs a surprise roll. Those who succeed can hear a scrabbling sound from somewhere. Two rounds later three giant scorpions crest the nearest dune, about 100 feet away. The scorpions close and try to carry off one victim each. They are able to grasp with their pinchers, doing 1d10 of damage each round. The victim gets one attempt to bend bars and break free. Held victims can be automatically struck with the tail.

Quick Stats: Giant Scorpions (3): MV 15; AC 3; HD 5+5; hp 27; THAC0 15; #Att 3; Dmg 1-10/1-10/1-4; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Mom?

Area: This occurs in a subtropical jungle. Kudzu covers everything.

Situation: The PCs are traveling through a jungle on their way to a shrine. A great holy woman is supposed to live there. She is said to be able to locate things that have been lost. The trek through the jungle is not easy, snakes and poisonous insects abound.

Finally they reach the shrine. The old woman (in reality a rakshasa) is sitting cross-legged on the ground. The PC knows it's impossible, but the woman is a spitting image of his mom. Mom never wore gypsy clothes, but otherwise it's her.

The old woman attempts to get the chosen PC to come have a reading. She warns

the PCs that her readings seem to attract the natural animals around here. Most of them are snakes. She would like the other PCs to keep a sharp eye outside.

Once she has the other PCs outside, she attempts to *charm* the chosen PC. She must drop her illusion to do so. If the PC saves he can warn the others. The rakshasa attacks until wounded for half hit points, or until she spies someone with a crossbow aimed at her. She casts a *fly* spell and attempts to flee.

Quick Stats: Rakshasa: MV 15; AC -4; HD 7; hp 35; #Att 3; Dmg 1-3/1-3/2-5; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Wait for the Wraith

Area: This encounter takes place in the tomb of a great evil wizard. The tomb is well hidden. It should take several days of searching to find it. It was completely buried by a landslide. Enough rocks have rolled aside to reveal the entrance.

The tomb is a small one, originally a hollow in the side of a cliff. It was enlarged to its 15 feet by 15 feet by 8 feet dimensions. There is but one coffin in the tomb. It is lined with gold and studded with rubies.

Situation: The PCs have come looking for a new spell. The dead wizard, Sarok, is said to have used it while alive. Sarok intended to become a lich, but he was slain before his preparations were complete. Instead he became a wraith. He defends

his tomb with ferocity.

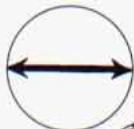
The coffin lid has 20 rubies worth 100 gp each. Buried with Sarok are his possessions from life. No magic was buried with him, as his "friends" helped themselves. Instead they buried a copy of his spell books. Time and age has ruined most of the spell books. The following spells survive: *knock*, *detect good*, *wraithform*, *stone/flesh*, *power word blind*, and *incendiary cloud*.

Quick Stats: Wraith: MV 12, FI 24; HD 5+3; hp 35; #Att 1; THAC0 15; Dmg 1-6; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

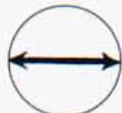
Sluggish

Danger: Medium
Climate: Subtropical
Terrain: Swamp
Attribute: Wisdom
Encounter Type: Monster
Add'l Info: MM
XP Value: 5,000



Dewey Cheatam and Howe

Danger: Medium
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter Type: Monster, NPC
Add'l Info: MM
XP Value: 8,000, 1,000 if they pay off Mr. Dewey



Prince of Thieves

Danger: High
Climate: Temperate
Terrain: Forests
Attribute: Strength
Encounter Type: NPC
Add'l Info: PHBR2 (Thief)
XP Value: 3,500 for defeating bandit leader



Sluggish

Area: A swampy area near the sea will do. The PCs have not entered the swamp and are just camping here for the night. This occurs just after dawn.

Situation: The party has attracted the attention of a giant slug. The slug moves slowly toward them. Have whoever is on last watch make normal surprise rolls. The slug starts out 200 yards from the party. Each round that surprise is failed, the slug gets 60 yards closer.

The party may choose to deal with the slug or they may flee. They could easily outrun it.

If the party flees, the slug continues to follow. It can go anywhere they can, except perhaps high in the trees. If they seek such

a refuge, it spits acid on the tree trunk, bringing the tree down in one round.

The PCs have a good chance if they split up and attack the slug from many sides. Its first acid attack has only a 10% chance of hitting. Thereafter, it has a 90% chance of hitting at 10 yards, with a -10% for each additional 10 yards. The slug takes no damage from blunt weapons. It is also immune to spells that cause crushing or impact damage, such as *ice storm*.

Quick Stats: Giant Slug: MV 6; AC 8; HD 12; hp 96; #Att 1; Dmg 1-12; THAC0 9; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Dewy Cheatam and Howe

Area: This encounter occurs in the inn where the PCs are staying. It starts in the common room and continues in the PCs' sleeping chambers.

Situation: A small gnome approaches the PCs while they are at the inn. The gnome asks to speak to one of the PCs. He is an overdressed fop with a nasal voice. He introduces himself as Mr. Howe. "I have here a contract signed by one [PC name]. It states that by midnight tonight you will pay over the sum of 11,000 gp or be in forfeiture of the loan." Of course, the PC will want to know what loan, since the PC took out no such loan.

The gnome is happy to show the PCs the contract. It is in legalese and goes on

for three pages. What it boils down to is that the PC borrowed 8,000 gp and agreed to repay 11,000 by midnight tonight. The signature perfectly matches the PCs.

A section of the contract is in very fine print. It states that if the PC is in arrears, two of his levels are forfeit for every day he is late. If the PC does not pay, he is visited by Miss D. Cheatam at midnight.

Quick Stats: Mr. Howe: MV 6; AC 8; T5; hp 21; #Att 1; Dmg 1-6+2; THAC0 16; MR Nil

Miss Cheatam, the Vampire: MV 12, FI 18; HD 8+3; hp 44; #Att 1; THAC0 11; Dmg 5-10; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Prince of Thieves

Area: This occurs in a constricted forest clearing; archers are at a great advantage over swordsmen. The underbrush is heavy (impossible to cross in less than five rounds) and the foliage makes the forest floor shadowy.

Situation: While escorting a merchant through a wood, the PCs are accosted by a bandit leader and his men. The first hint of danger comes when an arrow buries itself in a tree next to the foremost PC. A horn sounds and the clearing is quickly filled with the noise of men scurrying from cover and taking place for an ambush.

The leader of the bandits leaps from concealment as soon as the PCs realize 15 bowmen circle them. He is a toad in pea-

cock finery; the PCs immediately notice his arrogance and melodramatic gestures.

His boasting and preening betray his egomania. One option is challenging him to single combat. In front of his men, he can't very well refuse. Unfortunately, he happens to be a very capable fighter.

The bandit has a *mace* +3, *chain mail* +2, and a *potion of extra-healing* hidden in his belt. In cash, he has 2,540 gp back in his cavern hideout.

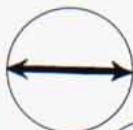
If the PCs defeat the bandit, they may either join the brigands or disband them, according to their alignments.

Quick Stats: Bandit: MV 12; AC 3; F12; hp 72; THAC0 9; #Att 3/2; Dmg by weapon; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Bug Hunters

Danger: Medium
Climate: Subtropical
Terrain: Rough
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 16,800 for killing the
thri-kreen, 1,000 each
for avoiding the con-
frontation



The Voice of the Prophet

Danger: High
Climate: Subtropical
Terrain: Desert
Attribute: Charisma, Wisdom
Encounter: NPC
Add'l Info: **PHBR3 (Wizard)**
XP Value: 4,000 for following
adventure through
and liberating Ouhm
in the process



Blood War #1: Dangerous Offers

Danger: High
Climate: Temperate
Terrain: Urban
Attribute: Wisdom
Encounter: Monster
Add'l Info: **MM**
XP Value: 500 apiece for accept-
ing tanar'ri offer of
employment, 1,000 for
learning true nature of
coinage



Bug Hunters

Area: This occurs as the PCs are just emerging from a desert. They are looking forward to green lands, cool breezes, and enough water to bathe in.

Situation: The PCs have encroached upon territory controlled by a pack of thri-kreen. The mantis warriors move extremely quickly. Before the party knows it, they are surrounded. Let the PCs make a surprise roll. If successful, they notice movement to their right and left. The following round, a dozen thri-kreen appear.

One of them moves forward and clicks at them in its native tongue. If the PCs can speak thri-kreen, or have someone with *comprehend languages*, they can understand it. The thri-kreen is stating that this is the

T'chok'ti hunting grounds. The PCs must leave immediately or be considered food. The thri-kreen then wait expectantly.

Speaking to the thri-kreen in Common does no good. None of the thri-kreen understand it. If the PCs keep their hands away from their weapons and move on, the thri-kreen watch them closely, but let them pass. If the party simply stands there, the thri-kreen wait five rounds. Then they take the party's response as a challenge and attack.

Quick Stats: Thri-Kreen (12): MV 18; AC 5; HD 6+3; hp 41; THAC0 13; #Att 5 or 2; Dmg 1-4x4/2-5 or 1-6+2x2; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

The Voice of the Prophet

Area: This takes place in a desert not far from the walls of a city in a prosperous sultanate.

Situation: The PCs have been hired by the Sultan of Shanazzar to spy on a rabble-rousing priest. He is a prophet named Ouhm whose vision requires "the cleansing of outsiders" from the land. His followers take this to mean a holy war is in the offing. The PCs are not welcomed by the priest's followers, but the priest tries to attract their attention. Any attempt to meet the man directly is prevented by his "bodyguards" (F2, AC 8, hp 6-11, #Att 1, Dmg 1-8+2, number is equal to PCs + 3). Further, the PCs can find that the priest does not speak with individual followers,

but addresses them as a group and only in the company of Akim, a lesser noble who is an enemy of the sultan's. Everything together makes the situation very suspicious. The PCs can try to reach the priest under cover of darkness. The priest is a captive of Akim's, forced to preach intolerance so that mob anger will topple the sultan. He fears for his neck, and wishes to flee, but needs the PCs' help to do it.

Quick Stats: Priest: MV 12; AC 10; P11; hp 52; THAC0 14; #Att 3/2; Dmg 1-6 (staff); MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Blood War #1: Dangerous Offers

Area: This encounter can happen in any civilized area, at night.

Situation: The PCs are looking for work when they are approached by two mysterious people in hooded robes. They claim to be hiring fighting men and wizards for an upcoming "skirmish" against some business rivals of theirs. Paladins can tell this duo is thoroughly evil and won't work for them.

These employers pay 2,500 gp per PC up front. This payment is to ensure that the PCs attend a "conference" and help ambush them when they arrive. If the PCs refuse, the employers exchange dark looks and mutter under their breath. If they

accept, a time and place are given for later that evening. Should the PCs try to see under the employers' hoods, even with magic, the deal is off and they depart.

The coins are large and clearly made of gold, but they bear an evil, leering visage on one side. Research reveals they are tanar'ri coins.

If the PCs decide not to attend the meeting after accepting their gold, the coins melt, doing 3d6 fire damage. Incidentally, the balors who hired the PCs won't leave witnesses once the ambush has been sprung.

Quick Stats: Balors (2): MV 15, Fl 36 (B); AC -8; HD 13; hp 85, 72; THAC0 7; #Att 1 or 2; Dmg 2-12 or weapon; MR 70%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Waiting for Moonrise

Danger: High
Climate: Temperate
Terrain: Plains
Attribute: Strength
Encounter: NPC
Add'l Info: **PHBR4 (Priest)**
XP Value: 5,000 for uncovering
Sir Peter



Obnoxious Peddlers #2: The Kid

Danger: High
Climate: Temperate
Terrain: Urban (village)
Attribute: Wisdom
Encounter: NPC
Add'l Info: None
XP Value: 500 for each fighter
who keeps his temper
with a ruined sword



Brackish Waters Run Deep

Danger: High
Climate: Subtropical
Terrain: Swamp
Attribute: Strength, Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 13,000 for defeating
dragon, 6,000 for locating
dragonlings and
defeating hunters



Waiting for Moonrise

Area: This occurs in a very small hamlet (no more than six families) located at a remote crossroads in a forest.

Situation: The PCs are in the middle of a werewolf hunt. They are led by Sir Peter Tothkin, a famed and learned knight.

The hunt turns up no evidence of a lycanthrope, which angers Sir Peter. He rails at the party's inefficiency then snarls that he will continue alone. That night, a family is slain; the screams are heard but the PCs don't arrive in time to save the family.

Sir Peter is the murderer. A necromancer, he wants to gather "raw materials" to pursue his morbid studies.

The PCs notice that people are hurt

only when Sir Peter is not with his men, and each body is missing a different part. (His flesh golem is roughly half-finished.) Sir Peter fears exposure and kills anyone he suspects knows his secret.

Sir Peter has a *ring of protection +4 two-handed sword +2*, a *scroll of protection from magic*, a *potion of extra-healing*, 2,400 gp value in gemstones, a light war horse, and camping gear.

Quick Stats: Sir Peter Tothkin, Militant Wizard: MV 9; AC 4; W15; hp 59; THAC0 16; #Att 1; Dmg 2-12; MR Nil; Spells

©1994 TSR, Inc. All Rights Reserved.

Obnoxious Peddlers #2: The Kid

Area: This takes place in a small village far from civilization.

Situation: After a quick errand slaying wild boars for a village, the PCs are lauded as heroes. They are immediately encountered by a kid who begs for the honor of sharpening their swords. No matter how they refuse, politely or rudely, the kid pesters them until they give in or leave town.

However, he has no idea how to do the job properly. Nonmagical swords are nearly ruined, while magical blades must make a save vs. death magic to avoid being damaged. The kid runs off to tell the village he is now "squire" to the heroes. If he is berated

for his poor work, he snivels and runs off.

Villagers quickly appear to ask why they're being mean to the kid. Wasn't he only trying to help? Maybe they should collect their things and leave.

If the PCs leave, the kid tries to follow them. He is angry about how they "mistreated" him and wants to steal something to even the score.

Quick Stats: Kid: MV 9; AC 10; 0-level; hp 3; THAC0 20; #Att 1; Dmg 1-2; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Brackish Waters Run Deep

Area: This happens at the swampside home of an old alchemist and in the swamp itself.

Situation: The party is visiting an old friend, an alchemist who lives near a vast swamp. Late at night, the evening is shattered by a bellowing hiss, then the sound of something huge crashing to earth. The hut's walls are shredded by giant claws—a dragon attacks! A large female black dragon has arrived, screaming for the return of her children!

She believes the alchemist hired the PCs to take her children, so that he could use them in his potions. If overmatched, she retreats, vowing vengeance.

To protect their friend, the PCs can seek

out the lost dragonlings in the swamp. They've been taken by professional monster-catchers who are working for another alchemist.

Tracking proficiency is helpful, but the hunters have not tried to cover their tracks; the dragon is too impulsive and hotheaded to look for such clues.

The monster-catchers are generally equivalent to the PCs, except that they have three *potions of black dragon control*; they're using one to control the dragonlings. Otherwise, they've got 453 gp, 229 sp and 2,400 gp in gems.

Quick Stats: Black Dragon: MV 12, FI 30 (C); AC -1; HD 12; hp 58; THAC0 9; #Att 3; Dmg 1-6/1-6/3-18; MR 15%; Special attacks and defences

©1994 TSR, Inc. All Rights Reserved.

Cauldron of Horrors

Danger: High
Climate: Temperate
Terrain: Dungeon
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 12,000 for killing the deepspawn



Elemental Risks #1: Whirlwinds

Danger: High
Climate: Tropical
Terrain: Desert
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 7,000 for defeating or banishing elemental,
3,000 for figuring out way to banish the elemental.



Not-So-Cute, Not-So-Cuddly

Danger: High
Climate: Arctic
Terrain: Hills
Attribute: Strength, Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 2,000 per bear killed



Cauldron of Horrors

Area: This encounter takes place in a deep dungeon, part of an old castle that overlooks a walled town from a craggy hill.

Situation: One of the PCs is plagued by terrible nightmares of something evil in the old ruins outside of town. The dream-images are those of a dozen serpents and drooling mouths. The dreams persist until the PCs act on them.

Getting into the dungeon is easy. This castle is used by would-be adventurers to practice their skills; everybody knows there are no real monsters down here.

This is true, too, except for a deepspawn that has arrived under cover of darkness. It is busily absorbing mass so that it can produce a clutch of bodyguard-monsters.

The PCs find empty rooms. When they are on the verge of going back, however, they find a pile of moldering garbage in a large room—and the garbage seems to be moving.

The deepspawn waits until the PCs are within range of its *hold person* spells. One mouth wields a *broad sword* +2, while the others bite or slap at the party.

It has a trove of four gems (worth 1,200 gp total), a *potion of dragon control*, a *potion of polymorph self*, and 15 sp.

Quick Stats: Deepspawn: MV 6, Sw 8; AC 6; HD 14; hp 69; THAC0 7; #Att 6; Dmg 3-12 (x3)/2-5 (x3) or by weapon (x3); MR 77%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Elemental Risks #1: Whirlwinds

Area: At an oasis in the middle of a large desert, the PCs find themselves balked by an air elemental.

Situation: The Great Desert deserves its name. Trackless wastes, high sand dunes and limitless blue skies comprise the whole of this forsaken place. The PCs are far from civilization and low on supplies—especially water. Then they spy an oasis on the horizon. Oddly, there are no camps around it. Desert nomads should be present; noticing this absence may cause some alarm among the PCs.

The oasis is surrounded by whirling air, something that can only be observed close up. Should the PCs try to approach

the water, they are attacked by an air elemental stationed around the oasis. The elemental has been here for years, set to guard the oasis after a bitter war between rival nomadic wizards. Both wizards died and the elemental was left behind. The elemental may be banished, but the bones of the casting wizard must be recovered first (they're buried under the sand not far away) to make the attempt succeed. Buried in the sand is a *staff of the archmagi* and a grimoire with a single spell, *conjure (air) elemental*.

Quick Stats: Air Elemental: MV Fl 36 (A); AC 2; HD 8; hp 40; THAC0 13; #Att 1, Dmg 2-20; MR Nil; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Not-So-Cute, Not-So-Cuddly

Area: The party is on an arctic plain, shortly after a heavy snowfall.

Situation: Having completed a trek into frosty wastelands in pursuit of rumored treasure, the PCs are heading home when they unwittingly offend a tribe of rare "snow elves" by trespassing on their hunting grounds. The elves summon up a pack of polar bears and set them on the PCs' trail.

The first inkling of trouble is when the PCs are ready to settle down for the night. They can hear shuffling and then the growls of large beasts in the twilight. The polar bears are hard to make out against the snow in the fading light, but they're there!

The PCs can flee or try to defend themselves. If they successfully defeat the polar bears, the snow elves appear to explain why they were attacked. Only four elves meet with the PCs, but a dozen more with spears wait hidden in nearby snowdrifts. The PCs can redress their unintentional offense by offering "gifts" to the elves (i.e., a bribe for safe passage).

If the PCs manage to outdistance the bears, the pursuit is called off and the matter is forgotten by the elves.

Quick Stats: Polar Bears (5): MV 12, Sw 9; AC 6; HD 8+8; hp 57, 56, 51, 48, 39; THAC0 11; #Att 3; Dmg 1-10/1-10/2-12; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Shadow Series #2: Not Quite Bunny Rabbits

Danger: High
Climate: Temperate
Terrain: Plains, Urban
Attribute: Charisma
Encounter Type: Monster
Add'l Info: None
XP Value: 500 apiece, 500 for any
clever explanation of
why their shadows are
misbehaving



Could You Watch This?

Danger: High
Climate: Any
Terrain: Urban
Attribute: Wisdom
Encounter Type: Device
Add'l Info: **MM**
XP Value: 1,000 if the PCs resist
looking in the box



Raiders from Beyond

Danger: High
Climate: Any
Terrain: Any
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 35,000 total for over-
coming gith raiders



Shadow Series #2: Not Quite Bunny Rabbits

Area: This encounter takes place in the town around a border castle, after **Shadow Series #1: The Outline Is Familiar**.

Situation: The PCs have just gotten over the shock of the previous night's attack of shadow-selves when they reach a border castle, a place where they can replenish their supplies. As they pass through the gate, however, the PCs notice that their shadows are making rude or comical gestures, shaping themselves into monstrously distorted versions of the PCs or doing nearly anything a flat black silhouette can do.

Although the guards at the gate didn't notice, many of the townsfolk stop and stare at the bizarre shadows. Several of

them mutter about witchcraft and covertly make aversive gestures toward the PCs.

The shadows do nothing more dangerous than embarrass the PCs and frighten passersby, but the weird occurrence does not yield any satisfactory explanation.

The shadows go back to normal the next morning. Meanwhile, the guards visit the PCs, along with a cleric, and have a stern talk with them about the laws against witchcraft. If the PCs don't come up with a good excuse for the shadows' bad behavior, they might be thrown out of the castle that night.

©1994 TSR, Inc. All Rights Reserved.

Could You Watch This?

Area: This encounter occurs in a city, between adventures, when the PCs are growing restless and looking for something to occupy their time.

Situation: While the PCs are enjoying some much-needed rest and relaxation, higher powers have decided that the time is right to test their righteousness.

The PCs are visited by a ki-rin, which passes over a box made of gilded wood. It asks the PCs to watch that box until it returns in six nights.

The box is intriguing, with fascinating inlay and delicate detail. There is no lock and only a very small silver latch. If the PCs yield to temptation, they find a tiny golden statue of the ki-rin inside; this stat-

ue melts into the air as soon as the PCs touch it, and the ki-rin does not return. If the PCs are steadfast, then the ki-rin returns in six nights with profuse thanks. It explains that "higher powers" wanted to see if the PCs were strong of heart and will, and rewards them by handing over the token. They can summon the ki-rin at any time by invoking this talisman. It vanishes if they try to sell or study it.

Quick Stats: Ki-Rin: MV 24, Fl 48 (B); AC -5; HD 12; hp 51; THAC0 9; #Att 3; Dmg 2-8/2-8/3-18; MR 90%; Psionics; Spells; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

Raiders from Beyond

Area: This encounter could take place in nearly any location.

Situation: The party talking (either to settle directions or divide up treasure) when they hear someone approaching. When they investigate the sound, they see a group of gaunt, humanlike creatures in elaborate armor moving in their direction.

These are githyanki raiders, visiting the Prime Material Plane to plunder for foodstuffs and treasure.

They are led by a fighter-mage of 9th level and include nine 5th-level fighters. An additional githyanki, an illusionist, is nearby and invisible, to act as a scout for the ground party.

The PCs may try to hide from the gith-

yanki, but it will do them no good. The githyanki are not surprised by the PCs (having been warned by their invisible ally) and call on them to surrender or perish. The githyanki intend to kill the PCs anyway, but perhaps they can spare themselves the effort of combat if the PCs simply surrender first.

Quick Stats: Githyanki Fighter/Mage: MV 12; AC 0; F9/W9; hp 60; THAC0 12 (+1 for Strength); #Att 3/2; Dmg 1-8 (+2); MR Nil; Spells; Psionics

Illusionist: MV 12; AC 10; M7; hp 31; THAC0 18; #Att 1; Dmg 1-4 (dagger); MR Nil; Spells; Psionics

Fighters (9): MV 12; AC 3; F5; hp 46, 41, 37, 33, 28; THAC0 16; #Att 1; Dmg 1-8; MR Nil; Psionics

©1994 TSR, Inc. All Rights Reserved.

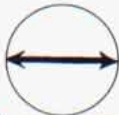
The Only Thing to Feyr

Danger: High
Climate: Any
Terrain: Urban
Attribute: Strength, Wisdom
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 13,000 for destroying
Great Feyr



It Was Big and Hungry

Danger: High
Climate: Temperate
Terrain: Plains/Scrub
Attribute: Strength, Dexterity
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 4,000 for killing
bulette, 2,000 for res-
cuing boy safely



Revenge Delayed

Danger: High
Climate: Subtropical
Terrain: Desert
Attribute: Strength
Encounter Type: Monster
Add'l Info: **MM**
XP Value: 13,000 for overcoming
the mummy



The Only Thing to Feyr

Area: This encounter is situated in an institute of higher learning, preferably one that deals extensively in magic, though a bardic college would be a good location also. A good-sized town is located near the college, and the two exist side-by-side in relative harmony.

Situation: The PCs hear rumors there has been a death at the great college. The body had an expression of utter horror on its face, but there is no obvious cause of death.

The PCs pick up very powerful negative feelings emanating from the college, most specifically from the library. The room was the site of a violently confrontational meeting of wizards recently. The bad dreams started that very night.

The PCs can deduce that some kind of magical creature is responsible for the bad dreams. Just as they begin making headway, they discover two more mysterious deaths, both librarians. They investigate and find evidence of a strange creature prowling the bookshelves—a great feyr!

The creature is invisible, but attacks them nonetheless. In fact, it may start attacking before the PCs are even aware of it, using its emotion-controlling spells.

Quick Stats: Great Feyr: MV 12, FI 18 (B); AC -2; HD 16; hp 80; THAC0 5; #Att 1-4; Dmg 2-12/2-12/2-12/2-12; MR 40%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

It Was Big and Hungry

Area: This occurs at a farm, which is very near some uncleared (rough) terrain that has some hills.

Situation: It is midday and the PCs are hungry for lunch. Happily, there is a small farm just ahead, opposite a rugged-looking landscape. They stop and greet the farmer. While discussing the price of fresh vegetables and fruit, the farmer's young daughter runs up, breathless and panicked.

"Daddy, Will's in danger," she gasps out. "It—monster! It was big and hungry." Then the little girl starts crying hysterically, and can only point toward where her brother was attacked.

When the PCs investigate (the farmer will give them all the free food they can

take if they'll help find his son), they discover that the boy has been treed by a ravenous bulette. Even now, the giant creature is trying to knock down the tree to get the boy, who is cowering at the tree's very top (about 17 feet off the ground).

The bulette doesn't notice the PCs immediately, but faces them when they approach. If hurt for more than half its hit points, the bulette departs via a tunnel. If the PCs kill the bulette, they gain the gratitude of the farmer and his family—as well as all the produce they can carry!

Quick Stats: Bulette: MV 14 (3); AC -2/4/6; HD 9; hp 43; THAC0 11; #Att 3; Dmg 4-48/3-18/3-18; MR Nil

©1994 TSR, Inc. All Rights Reserved.

Revenge Delayed

Area: This encounter occurs in the home of one PC.

Situation: If a PC is curious about his family's history, he might come across a strange amulet brought back from a dreadful adventure by some remote ancestor; its origin was never explained. The PC can then set aside the amulet or sell it.

The PC feels an ominous feeling over the next few days, as though evil is concentrating around his home. One night, no more than a week after finding the amulet, the PC is woken up in the middle of the night by the sound of wood splintering; the front door has been torn from its hinges!

Lurking downstairs is a greater mummy, one of the most ancient of that

breed, which has come to wreak vengeance on the despoiler of its tomb. The original despoiler (the PC's ancestor) is dead—but his offspring still lives.

The PC is pursued by the greater mummy. He must hurry to gather his friends (who might not be in town) and face this danger before the mummy kills him!

The mummy will not be satisfied with the amulet alone—it requires revenge for the desecration of its tomb. A *feign death* spell or the equivalent may fool the mummy into leaving.

Quick Stats: Greater Mummy (500+ years old): MV 9; AC -3; HD 13+3; hp 80; THAC0 7; #Att 1; Dmg 3-18; MR 25%; Special attacks and defenses

©1994 TSR, Inc. All Rights Reserved.

I've Got My Eye on You

Danger: High
Climate: Subtropical
Terrain: Plains (island)
Attribute: Strength
Encounter Type: Monster
Add'l Info: MM
XP Value: 4,000 for killing the cyclops, 500 for rescuing the elf maid



Wings

Danger: High
Climate: Temperate
Terrain: Mountains
Attribute: Dexterity
Encounter Type: Monster
Add'l Info: MM
XP Value: 600 for searching for missing girl, 600 for hearing their story



Path of the Tarrasque

Danger: High
Climate: Temperate
Terrain: Plains (seacoast)
Attribute: Intelligence
Encounter Type: Monster
Add'l Info: MM
XP Value: 1,200 for figuring out hoax and revealing the true mastermind



I've Got My Eye on You

Area: This happens in a remote location, sheltered by rocky crags and a few trees. The cyclops' lair is a cave cut into one crag.

Situation: The PCs are traveling on foot, walking their horses to rest them, when they hear cries for help from over a hill. When they investigate, they find a monstrous figure eagerly setting logs together and shoving a blazing brand at them to get a fire started. When it glances around, they can see it is a cyclops. Meanwhile, an elf maiden sits trapped in an iron box scarcely large enough to hold her. When she sees the PCs, she screams for them to rescue her, thus ruining any chance of surprise that the PCs might have had.

The cyclops grabs a burning branch

from his fire to attack the PCs. It plunges into combat, smacking its lips because all it sees is more new food that needs "a little seasoning." If the PCs overwhelm the cyclops, it runs away and throws boulders at the party to drive them off.

The cyclops has 2,100 sp and 340 pp. in its cave, mixed in with bones and trash. The PCs must search to locate all the treasure.

When freed, the elf maid can be escorted to her tribe, who reward the PCs with three *arrows* +1.

Quick Stats: Cyclops: MV 15; AC 2; HD 13; hp 52; THAC0 7; #Att 1; Dmg 6-36; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Wings

Area: This encounter occurs during a wedding ceremony in a large town, then continues in a mountain not far from the site of the wedding.

Situation: The PCs are attending a wedding when a vast shadow blots out the sky. Looking up, the PCs see a gigantic bird plummet from the air and grab up the bride!

The bird then beats its wings hard (causing blasts of wind to knock down anyone with a Constitution under 15) and pulls itself into the sky, with the bride a helpless captive.

If the PCs volunteer their services, they are assured a great reward and much thanks from their host. Pursuing the roc, with the groom in tow, it has flown to a tall

mountain near the city. If the PCs try to fly up, they are driven off by the roc; it doesn't attack aggressively, but only seeks to prevent the PCs or any others from landing on the mountain top.

In reality, the bride didn't want this arranged marriage, and she is meeting her true love (a powerful druid) here on this mountain. They plan to elope.

If the PCs choose to climb, they can reach the soon-to-be-happy couple before they leave and get the whole story. The roc flies off with the young lovers if the PCs don't intervene further.

Quick Stats: Roc: MV 3, Fl 30; AC 4; HD 18; hp 95; THAC0 3; #Att 2 or 1; Dmg 3-18/3-18 or 4-24; MR Nil; Special attack

©1994 TSR, Inc. All Rights Reserved.

Path of the Tarrasque

Area: This encounter occurs on the fringes of a farm country with a marsh not far away. The region is controlled by a tyrannical duke, though an underling is eager to gain a power base of his own, cut from the duke's lands.

Situation: The PCs are in the area when farmers come to the landlord, fearfully proclaiming that a tarrasque must be on the rampage. Several farms have been destroyed, with scales and clawed tracks left behind where the farms' occupants were hideously murdered.

However, the truth is that this "tarrasque sighting" is a complete hoax, staged by the duke's underling, an ambitious and scheming sort. He has arranged to have his

men-at-arms smash a few farmhouses, killing the families therein, and scatter "evidence" around for the duke's investigators (the PCs) to find. He is the first to call for a hunt of the monster, but fears being revealed; it would be his life if the duke found out the true nature of his scheme, which is to seize power when the duke's men cannot find or contain the "monster."

Of course, a *real* tarrasque might appear during all this furor, awakened from its sleep by the use of magic to seek it out. This is not recommended as the outcome of this scenario, but is offered as one possibility for the DM.

©1994 TSR, Inc. All Rights Reserved.

The dungeon hall is silent, except for the dripping of water. You start to signal your friends when you hear something growl ahead in the darkness. It shuffles closer as you raise your axe. . . .

Now—even more endless encounters! This treasure chest is jammed with over 400 encounters in all kinds of terrain, for AD&D® 2nd Edition game player characters of all levels. Like the first *Deck of Encounters*, this set brings you roaring monsters, terrifying traps, sudden combat, and glittering riches to be gained by quick wits, raw courage, and a ready blade.

The front of each card details the basics of the encounter—danger level, terrain, climate, character attributes needed for success, encounter types, and the experience-point value for rapid reference. The back gives you the encounter in blow-by-blow detail, with quick statistics for the foes.

Give your playing group a real thrill. Draw an adventure from the *Deck of Encounters*!