

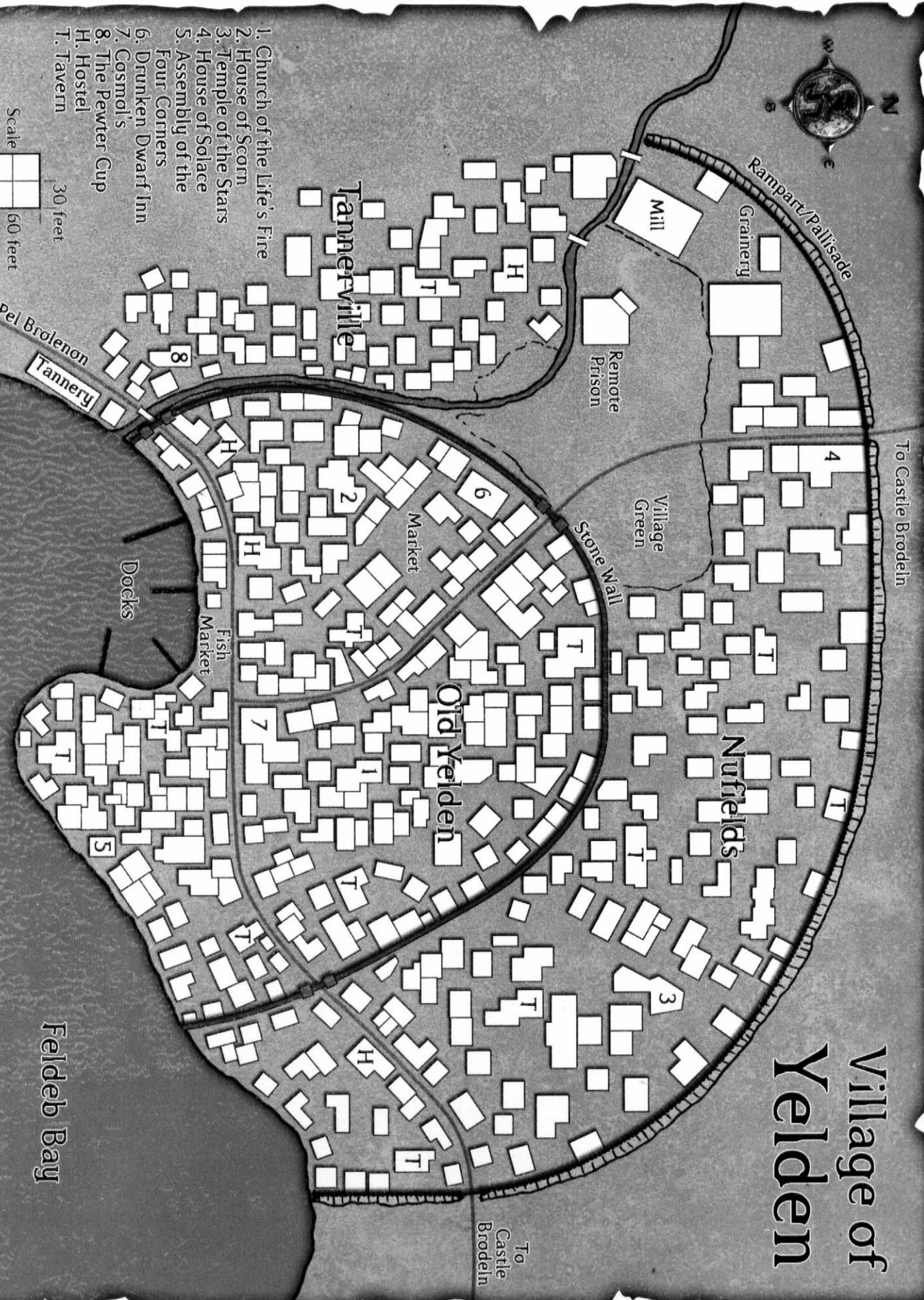


Kingdoms of Kalamak

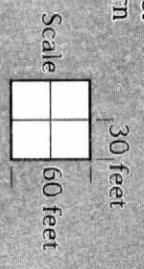


ALDRIV'S REVENGE

Village of Yelden



1. Church of the Life's Fire
 2. House of Scorn
 3. Temple of the Stars
 4. House of Solace
 5. Assembly of the Four Corners
 6. Drunken Dwarf Inn
 7. Cosmol's
 8. The Pewter Cup
- H. Hostel
T. Tavern



To Pel Brodenon
Tannery

To Castle Brodelin

To Castle Brodelin

Feldeb Bay

ALDRIV'S REVENGE

Credits

Contributing Writers: Brian Jelke, Steve Johansson, David Kenzer,
Keith Golbach, Mark Mueller and Mark Schultz

Editors: Jennifer Kenzer, Patricia Horn and Scott Luskin

3E Conversion: Mark Plemmons, Scott Luskin, Don Morgan, Dave Ritzlin

Art Director: Bob Burke

Art Liason: Mark Plemmons

Cover Illustration: Randy Post

Interior Illustrations: Tommy Castillo

Cartography: Rob Lee

Graphic Design: Jiffy Burke

Project Manager: Brian Jelke

Production Manager: Steve Johansson

Playtesters: Karl Aittaniemi III, Darrin Anderson, Tim Anton, Ted Bielak, Alexander Bokholdt,
James Coletti, Thor DeMik, Michael Driscoll, Manuel Eckroad, Alex Grbic, Anthony Jozwiak,
James Mishler, Ryan Olkuls, Dan Pritchard, Dave Ugorek, Gary Manning and J. Wilson.

Table of Contents

Introduction	2	Top Level	17
Prologue	2	Act III: Into the Wilderness	19
The Village of Yelden	4	Scene i: Encounters in the Wild	19
The Drunken Dwarf Inn	5	Planned Encounters	19
Cosmol's	6	Scene ii: The Shano-Kyr Goblins	22
The Pewter Cup	6	Scene iii: The Slavers	27
Act I: A Nice Place to Visit	6	The Orcs	28
Scene i: Friendly Fisticuffs	6	The Slavers	28
Scene ii: Jailed!	7	Scene iv: Pay Now, Cure Later	29
Scene iii: Mordeln	8	Scene v: Crazy Like a Fox	29
Scene iv: The Offer	8	Round-by-round Actions	30
Scene v: The Remote Prison	9	Sondra's Woodland Home	30
Sidebar item: Zlory, the dog trainer	9	Further Adventures	31
Scene vi: The Getaway	12	Appendices A - G	31-43
Act II: Beneath the Castle	12	A: Key NPCs	31
Scene i: The Truth Be Known	12	B: Creatures and Monsters	34
Scene ii: Preparation	13	C: Index/Glossary	36
Scene iii: Into the Dungeons	13	D: Random Encounters	38
Random Encounters	13	E: Timeline of Significant Events	41
Breaking and Entering (Castle Brodeln)	14	F: A Portion of the Brodeln Family Tree	41
Castle Basement	16	G: Rumor Table	42
Castle Courtyard Level	16	H: Flowchart for Act III, Scene iii	43
Upper Level	17	Maps, DM and Player's Aids	43-47

© Copyright 1995, 2001 Kenzer and Company. All Rights Reserved.

Manufactured in the
United States of America

Kenzer & Company
25667 Hillview Court
Mundelein IL 60060



Questions, Comments, Product Orders?

Phone: (847) 540-0029

Fax: (847) 540-8065

email: questions@kenzerco.com

Visit our website: www.kenzerco.com

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

With respect to trademarks:

Kingdoms of Kalamar, Aldriv's Revenge, Tragedy in the House of Brodeln, the Kingdoms of Kalamar logo, ImageQuest, the ImageQuest logo and the Kenzer and Company logo are trademarks of Kenzer and Company. © 2001 Kenzer & Company, Inc. All Rights Reserved. Dungeons & Dragons, the D20 System logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer and Company under license. ©2001 Wizards of the Coast, Inc.

INTRODUCTION

This fantasy adventure is recommended for use with four to eight beginning characters of 1st - 3rd level, but is adaptable for use with more experienced PCs by boosting the strength of the foes described within the text. The adventure takes place in and around the Village of Yelden within the Kingdom of Mendarn.

Unlike other published adventures in the Kingdoms of Kalamar campaign setting, Aldriv's Revenge is laid out like a play which is split up into Acts and Scenes. At first glance, this might seem to limit the players to following a specific, linear plot. However, this is not the case. Each Act contains several possibilities for the PCs, so that the DM may guide the players into various paths without forcing them to follow one plot thread over another.

You, the Dungeon Master, will need to have a copy of the *D&D Player's Handbook*, *DUNGEON MASTER'S Guide*, and the *Monster Manual* for this adventure. Because this adventure takes place in the *KINGDOMS OF KALAMAR™* campaign setting, the DM should also have the *KINGDOMS OF KALAMAR™* campaign setting sourcebook. The DM should read this adventure entirely at least once before playing in order to ensure smooth play. The following information is for the Dungeon Master only.

PROLOGUE

The Tale of Sondra

The Duchy of Etwerl has been ruled for centuries by the House of Brodeln from their keep just outside the Village of Yelden (population 1,650). In 983 Y.K. (502 I.R.), 61 years before the current adventure takes place, the Duchy of Etwerl was ruled by Duke Aldriv I (see Appendix F for a portion of the Brodeln family tree). Duke Aldriv's wife, Sondra, was an evil woman. Her role as Duchess of Etwerl did not satisfy her hunger for power. Sondra longed to be the sole ruler of the Duchy, so she plotted her husband's early demise. Shortly after secretly poisoning Duke Aldriv, she seized the throne. Their three sons had not yet reached manhood, and were in no position to stop her. Although there was no resolution to the Duke's mysteriously early death, as the sons matured, they strongly suspected their mother's hand in their father's untimely death.

Nine years later (in 992 Y.K.), Sondra's three sons successfully overthrew her, and Aldriv II was seated on the throne in her stead. They conducted a formal court hearing for Sondra, and although the evidence was not concrete, Aldriv II found her guilty of high treason. He pronounced a hex on Sondra in the name of his dead father. The curse proclaimed that she would be banished to the wilderness, to live the rest of her days as the malevolent vixen she was known to be. And so it was done.

While struggling to live alone in the wild, Sondra found that the curse was more than mere words; she had become a full-fledged lycanthrope. Whenever Veshemo became full, Sondra would take the form of a vixen and ardently manifest all of the desires and behaviors of a werewolf. Bitter and enraged at her family, Sondra continually brooded and plotted her revenge. She swore an oath unto Frinta, the Vengeful One, patron god of murder and revenge. Sondra promised the evil deity that she would destroy forever the House of Brodeln.

Prince Cardor and his Secret Lover

Cardor, the second son of Aldriv II, grew up knowing little of his family's history. As he had only secondary prospects of ever becoming the Duke of Etwerl (that being only if his elder brother, Aldriv III, should die before producing sons), Cardor's childhood and youth were carefree. One day, while traveling through Crondor Woods, young Cardor came upon Ariel Larendin, a poor elven tailor. Cardor was quickly taken by her beauty and sweetness and Ariel soon returned his love. Although they came to love each other deeply, both knew they could never marry; for it was considered an outrage for one of Cardor's station to marry, or even associate with, a demi-human.

Despite the danger of public humiliation and negative sentiment, Cardor began making more and more clandestine visits to Ariel and, eventually, she bore him a son, Mordeln. Upon the birth of his son, Cardor began to spend all of his free time with his new family, only returning to the Duchy of Etwerl when duty compelled him to be there, such as holidays and ceremonies. After five years, Ariel became with child again. This time tragedy struck; the infant breached and neither the baby nor Ariel survived.

Brokenhearted, the young prince returned to Yelden. Despite his love for his son, Cardor well understood that, due to Mordeln's elven heritage, he could never formally recognize the boy as his heir apparent. So Prince Cardor smuggled Mordeln into Castle Brodeln and gave him to a loyal servant to raise. However, Cardor did his best to care for Mordeln. He would often spirit the young lad up to his own apartment. There Cardor would play with his son and educate him in the ways of the nobility. Many castle residents eventually surmised that Mordeln was indeed a bastard son of Cardor, but none dared to voice this suspicion, and few outside the castle ever suspected a thing.

Cardor continued to be devastated by the loss of Ariel and he swore to himself that he would never love another. True to his oath, the Prince frequently dallied, but he never married or kept a relationship longer than a few days. Throughout Etwerl and southern Mendarn, Cardor's romantic exploits became legendary. Comely young maidens for miles around dream of enticing this eligible bachelor into marriage.

Sondra's Revenge

Sondra researched her disease and found that it could be inflicted upon others. The banished Duchess decided she would exact her vengeance by inflicting every living member of the House of Brodeln with lycanthropy. She waited patiently in the wilderness, growing stronger each month. After a few years, she felt she was strong enough to begin her retribution. Sondra began to waylay and rob passersby. Soon she had enough wealth to begin hiring spies in Yelden. Through her tiny network of hired agents, she monitored the movement of her sons.

Vrand appeared to be the easiest target; as the youngest of three sons, little responsibility came his way. Vrand spent a good deal of his time traveling. He joined an adventuring band. It was easy for Sondra to follow Vrand and his inexperienced party of treasure-seekers. In the middle of the Crondor Woods, Sondra surprised the troop while they slept. After murdering his companions, she captured Vrand and brought him to her lair. There she caged him and inflicted grievous wounds upon his person. What Sondra did not realize was that werewolf lycanthropy can only be transferred to women. After three unsuc-

successful months of effort, she gave up. The next full moon, in a fit of anger, Sondra butchered and feasted on poor Vrand.

Sondra then resolved to simply assassinate her last two sons. However, because Aldriv II and Bren seldom left the duchy, or even Castle Brodeln, the task proved difficult. Sondra chose to kill Bren first, as it would be easier than trying to murder the Duke. Bren enjoyed the hunt, and did so at least once a month. Since he was heavily guarded at all times, she had to use trickery. Her spies alerted her before each hunt. Shapeshifting into a fox, she would follow Bren at every outing. After almost a year, her patience finally paid off. When Bren stopped his horse near a small cliff, Sondra ran from the underbrush and bit his mount. The guards' horses bolted at the smell of a lycanthrope, and Bren's wild-eyed steed jerked and threw him. Bren fell to the rocks below. Sondra fled back to the woods, not unseen by the bewildered bodyguards.

The guards returned with Bren's lifeless body and the strange tale of a rabid fox attack. When Aldriv II heard the news he became furious. Soon every available ranger and wizard scoured the duchy, searching for foxes. Many thought Aldriv II was going mad, driven insane by the death and disappearance of his brothers. But, the few court elders who remembered the trial of Sondra shared in Aldriv's anger and fear.

Dreading Aldriv II and his searching mages, Sondra retreated to the safety and seclusion of the Elenon Mountains. Even there she felt insecure, so she journeyed east, to the Young Kingdoms. Sondra traveled to P'Bapar where she studied lycanthropy and werefoxes in particular. She discovered that werefox lycanthropy slowly alters the race of the host to elvish. Sondra realized that gaining all of the characteristics of an elf would extend her life beyond that of a mortal human. Sondra now felt she had the time to develop magical skills to defend herself against her son; she drifted from place to place, learning magic when possible. All the while, perhaps irrationally, she feared her son's wrath. Finally, Sondra settled in Bet Kasel. There she enrolled in the College of Alchemy. She set her mind to developing a potion that could inflict the curse of lycanthropy, and, when done, she would exact her revenge. It took her almost 40 years, but she finally returned to the Duchy of Etwerl, armed with magic and the know-how to create lycanthropy-inducing concoctions.

Sondra scouted the growing town of Yelden. She discovered that Aldriv II had died ten years earlier, but he left two sons, Aldriv III and Cardor. Aldriv III also had two daughters, Wendolin and Alissa, although Wendolin, the oldest, had already married the Duke of Lindin. Aldriv III had no living sons, but was reportedly still trying to conceive an heir. She heard that Cardor had no progeny, but dallied often.

Sondra followed Alissa when she went down to Yelden for some shopping. Posing as a beggar, she clawed young Alissa and drew blood. Later, that month Alissa contracted lycanthropy. Physically weak, Alissa fell incredibly ill. Despite the efforts of the local clerics' *remove disease* spells, Alissa did not survive the disease.

Obsessed with inflicting her family with her curse, Sondra flew into a mad rage upon learning that Alissa had expired rather than shapeshifted. She resolved to use her lycanthropy potion. This time she chose Cardor as the victim. It was not hard for her to get close to him when he was out carousing. She made herself look as young and beautiful as possible. Soon the two were

involved in a drunken night of indulgence. She not only fed him the magic potion, but also clawed and scratched him for good measure.

Slaying of the Firstborn

A couple of days after his strange night of debauchery with Sondra, Cardor began to feel rather unusual (see Appendix E for a complete timeline of events). He had bizarre dreams and nightmares. Finally, a week after his meeting with Sondra, Cardor accidentally killed a man. It happened late at night, in an alley near the Pewter Cup, an inn of dubious reputation. The man clumsily bumped into Cardor. The prince flew into a blind rage and snapped the poor man's neck. Cardor has no memory of what occurred after the slaying, but he awoke the next afternoon, still in his torn, filth-covered clothes from the night before.

Cardor now knew he was ill. He immediately began research to determine the nature of his sickness. Cardor informed his servants that he was going on a trip, and they were not to enter his chambers until further notice. He resolved to lock himself in his room with stacks of tomes and volumes covering all types of ailments and remedies. After a week Cardor was convinced that he had become a lycanthrope, specifically a weretiger. Before that week expired, Cardor found two possible cures: either eating belladonna or receiving a *remove disease* spell from a Hope Healer in the Ospolen chapter of the Church of Everlasting Hope.

Cardor did not like either solution. Calling on the high priest would reveal his affliction to the whole duchy. Eating poisonous belladonna could be fatal, and even if he survived, it was not a certain cure.

Cardor spent the next two weeks searching for another antidote. Although unsuccessful, he read that belladonna can be found in the Yan Elenon Mountains, located to the southeast. Since Veshemo would turn full in just three days, Cardor decided to leave Castle Brodeln and head southeast into the wilds. There he hoped to stay out of trouble and perhaps find some belladonna, in case he could not discover a better remedy.

In his solitary journey, Cardor was attacked and overcome by the ten diminutive members of the Rascal Gang (see Act III, Scene i, Encounter C). McCollin and his gang robbed Cardor and left him unconscious near the edge of the Narond Woods. Feeble and naked, he lay there near death's door. It was only his transformation into tiger form at the next full moon that allowed him to survive.

The next two nights Cardor lived as a tiger. He ran wild through the woods, hunting any living thing that walked the earth. He slept long into the afternoon. Finally, on the last night of the full moon, while in were-form, a terribly strong emotion compelled Cardor to return to the castle. Once there, he climbed the castle walls and crept into Duke Aldriv's chambers. His savage instincts caused him to butcher his beloved brother.

Cardor awoke to the sound of a woman's scream, early the next morning. His heart jumped when he realized that he was in his own bed, and it was covered in dried blood. The woman screamed again, "the Duke has been murdered!" Cardor slowly remembered the events of the night before. Weeping, he quickly gathered some clothing and supplies. Cardor slipped out a secret escape passage and headed for the Dopromond Hills and the Yan Elenon Mountains beyond.

Cardor searched for belladonna. He felt that he could wait no longer. He could not endanger his family any more. Either the poisonous plant would cure him or kill him. He hoped for the latter.

Eventually he found the herb and quickly devoured it. The belladonna only succeeded in making Cardor violently ill for several days. During this time, some goblin scouts from the Shano-Kyr tribe found Cardor and easily captured him. The leader of the goblins then sold Cardor to a nearby tribe of orcs, the Orcs of the Severed Leg. Presently, these same orcs hold Cardor and plan to sell him to Celno, a slave driver from Pel Brolenon.

The Tale of Mordeln Larendin

As Mordeln grew up, he learned a wide variety of skills. From his father, Prince Cardor, he learned apprentice-type magic. He learned the art of combat from the Duke's personal arms expert. Yet, he also led a secret life, that of a scoundrel. He associated with several local hooligans and from them learned to move about stealthily and secretly. Despite this, he remained close to his father and saw him often.

The last time Mordeln went to see Cardor, he saw that his father was researching something. Cardor told Mordeln that he did not want to be disturbed, and that he would send for him when he was done with his research. Since this was not unusual for a wizard like Cardor, Mordeln apologized and excused himself. Yet something seemed wrong; Cardor appeared both haggard and worried.

The next day Mordeln went out traveling with some of his seedier associates. They ventured many miles to the southeast and camped in the Narond Woods. The next day they journeyed further east, towards the excitement of the dangerous wilds. Near evening they noticed that they were being followed by a band of orcs. Mounted, Mordeln and his friends tried to outdistance the orcs, but the orcish archers fired a volley of arrows. Mordeln was hit in the side. He heard his friends cry out, and struggling with the pain, Mordeln turned in time to see them fall. Looking back, he failed to see a low-lying tree branch and he struck his head. Knocked unconscious, Mordeln fell from his mount. Thinking him dead, the orcs stripped him of his belongings and left his corpse to rot.

When he finally came to, he noted that he was in a very rocky area. He felt very cold and hungry. Disoriented, Mordeln wandered for an indeterminate amount of time, until he collapsed. At this time, a small Pel Brolenese raiding party found Mordeln. They carried him to their camp where they incarcerated him with another captive, Brand, a Pel Brolenese soldier who had tried to desert the army.

Brand nursed Mordeln back to health. As Mordeln recovered, he and Brand became fast friends. Brand told Mordeln that they were on the western side of the Yan Elenon range. He also told him that they were both likely to become slaves in Pel Brolenon, after the raiders completed their maneuvers.

However, Brand's prediction proved false. The Pel Brolenese raiders were discovered by a Mendarn border patrol, and a battle erupted. The Mendarns claimed the day, and captured poor Brand in the wake of the raiders' retreat. But, in the confusion of the battle, Mordeln managed to slip away, unnoticed.

The victorious border patrol headed back to Yelden. Mordeln trailed them, hoping to find an opportunity to release his friend.

That opportunity never arose, and Brand was brought to Yelden and placed in the Remote Prison, where he remains today.

Mordeln returned to his cottage. He hoped to use his influence at the castle to induce Brand's release. He had only been at his home a short while when there came a hasty knock at the door. He opened it to find Deyil, the servant who raised him during the years of his youth.

In a rush, Deyil told Mordeln that his uncle was slain last night and that his father was now missing. Captain Welvr, the captain of the guard, strongly suspected Mordeln and several of Welvr's most trusted guards were headed there to arrest him. Deyil then said it was not safe for Mordeln to be there, and he hastened back to the castle.

In a flurry, Mordeln gathered some clothes and packed his spellbook. Just then there was a pounding at the door and a shout. He heard a guard call out his name. Heart pounding, Mordeln grabbed a sack of golden Lords (gp). He heard his front door crash open as he climbed out the back window. After disguising himself as best he could, he sought and found refuge in the local chapter of the House of Solace.

Mordeln now believes that he is a suspect in his uncle's murder investigation. He fears his father might also be dead. Mordeln also realizes that he is the next logical target for the assassin. With his rogue friends slain by orcs, the only trustworthy person likely to help him is Brand, who is in jail, held as an enemy of the state. Thus, Mordeln is looking for some strangers to help him release Brand and hopefully find some clues as to where his father might be. If possible, he would also like to solve the murder and clear his name. This, however, is secondary to finding his father.

ADVENTURE SYNOPSIS

The PCs will travel to the village of Yelden, where they will explore the town. They will be contacted by Mordeln, who hires the PCs to free his friend Brand from unjust imprisonment. Upon freeing Brand, Mordeln will tell the PCs that he is the illegitimate heir of Prince Cardor, who is missing. He will hire the PCs to locate the prince. The PCs will investigate the prince's disappearance, and find a map that will lead them to the Narond Woods. They will also find clues that suggest that the prince is a lycanthrope. The PCs will encounter several forest dwellers, including a nymph, brownies, and a pseudo-dragon, any of whom may be able to direct them towards the prince. The PCs will discover that the prince is currently held captive by orcs who are selling him to a band of slavers. Once the prince is rescued, the PCs will take him to be cured by Thelia the nymph. Thelia agrees to cure the prince, but she must have her items which were stolen from her by a nearby tribe of goblins. If the PCs will drive out the goblins and retrieve her possessions, she will be able to cure the prince. After the prince has been cured, Sondra will attack the group, enraged at the undoing of her plan. With the defeat of Sondra, the PCs are victorious, and the prince will return to his rightful place.

THE VILLAGE OF YELDEN

Yelden is located on the northern part of Feldeb Bay, a small bay on the southern coast of Mendarn. Feldeb Bay is too shallow for most sea-going vessels, so Yelden sees little nautical commerce. However, the bay is an excellent fishery and

Yelden's marketplace reflects this. The nearby fields are very fertile and have attracted many farmers to the outlying land. Three main roads lead from the town: one to the west goes to Dayolen (75 miles), one to the north to Dopven (70 miles), and one to the east to the Pel Brolenese border (25 miles).

The population of Yelden has grown from 600 to about 1650 people within the past decade. The farmers and herdsman living in the surrounding area triple these numbers. This growth is primarily due to the border skirmishes near Pel Brolenon; many yeomen who lived near the border have relocated to the safer environs of Yelden.

Many years past, the duke built a stone wall around the village. Settlements have since sprung up outside of the original wall and now more than half of the people live in the new areas. Because of this, a new defensive wall is being built around the outer sections of the village. This new wall is an earthen rampart topped by a wooden palisade hewn from stout local timbers. Still incomplete, the wall terminates at the intermittent stream. Workers will be seen most days, but no significant progress will be noted within the time frame of this adventure as civil engineering is slow, laborious work.

Yelden provides a greater range of services than most small towns. Many of these are due to the increase in military activity near the Pel Brolenese border. Some examples of the services available include: animal husbandry (available only outside of town and specializing in light war horses, riding horses, work/plow horses, guard dogs, sheep/herding dogs), armorer - metal, armorer - leather, baker, money changer, barber, blacksmith, butcher, carpenter, cobbler, cooper (barrels), currier (animal pelts) dockworkers, doctor, guardian and guards, gemsmith/jewelers, innkeepers (cooks, maids, etc.), lawyers, mason, portmaster, merchants (dry goods, curios, etc.), stable hands, tanner (leather), tinkers, weaponsmith (swords), weaponsmith (bowyer-fletcher), weaponsmiths (general).

Commerce within Yelden is based on the standard Brandobian currency. All Brandobian colonies and countries (including Pel Brolenon) use a standard size and weight of coinage minted with platinum, gold, silver and copper. However, the images imprinted on the coins varies by country. The Merchant's Tongue names for these coins within Mendarn are: Dremine - short for Endremine, royal family of Brandobia (platinum), Lord (gold), Gent - short for gentleman (silver), Rube (copper).

Yelden is composed of three definable areas: Old Yelden, Nufields and Tannerville. **Old Yelden** comprises the area within the stone walls and is an older and wealthier area. Many of the original structures have been razed and replaced with sturdy masonry buildings. Most of the important personages in the area maintain a residence herein. **Nufields** is the common name for the area to the east and north of the walls. Most of the remaining productive populace live here. Many shops line the streets (although those with capital to protect, like armorers and weaponsmiths, will only be located within the security of Old Yelden). Homes are built of mud and wattle and are generally clean and well-maintained. **Tannerville**, the outer borough southwest of Lewp Creek, is viewed with disdain by the other residents of Yelden. The houses are shabby and trash lines the streets. The wretched stench of the tannery fills the air. Though not exactly dangerous, petty thievery can be a problem in this district, especially at night.

Temples housed within the village include: the Church of the Life's Fire, the House of Scorn, the Temple of the Stars, the House of Solace and the Assembly of the Four Corners. A covert group of the Conventicle of Affliction also exists. While it currently has no building, the Temple of Armed Conflict is gaining in popularity with the number of soldiers in the area. The Theater of the Arts has a following but no specific structure to call home. They hold services in the village green.

Yelden is home to quite a few hostels. These inexpensive alternatives to inns have sprung up to service the large number of travelers passing through Yelden. For one silver gent (sp) one gets a cot in a dormitory; no private rooms are usually available. Guests will also have to go elsewhere for meals. Those hostels located in Old Yelden are typically of much better quality and serve a cold breakfast but their cost is 4 sp.

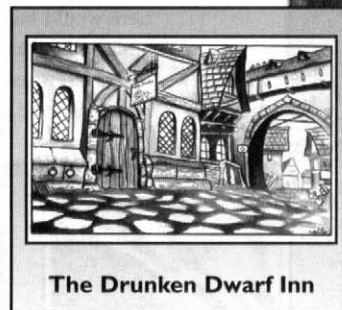
Taverns are very popular among Yelden's locals. These drinking halls also serve as restaurants and social clubs. They are especially lively in the evenings as anyone not wishing to go to sleep at sundown will be present (the lighting of fires, and consequently illumination, is forbidden in all non-stone structures). Meals vary from a few rubes to a couple of gents. Stout ales are plentiful and cheap.

The village of Yelden has three major inns: The Drunken Dwarf Inn, Cosmol's and The Pewter Cup. Each are detailed below. The DM should use these areas to spread rumors (see Appendix G) among the PCs.

The Drunken Dwarf Inn

The Drunken Dwarf Inn is located in the market district of Old Yelden. This lively place is one of the more robust city inns. The patronage dislike non-humans and treat them with disrespect, often in the form of ridicule. Aside from their prejudices, the regulars at the Drunken Dwarf Inn are not a bad lot.

When the players come to this inn, **display illustration 2 on page IQ2** and read:



The Drunken Dwarf Inn

From inside a nearby building you hear laughing and carousing. The sign out front depicts a dwarf propped up against a brick wall with his eyes rolled back in his head, ale froth in his beard and a golden tiara upon his brow.

When the players enter, continue:

The solid oak door opens to a warm common room heated by a large stone fireplace located opposite the door. The room is square with long oaken tables that have seen appreciable wear over the years. Several small groups talk quietly and one larger, more boisterous group sits near the fire.

The Drunken Dwarf has a limited but hearty menu consisting of such items as roast rabbit (1 sp), stew (5 cp), venison (7 cp), and a few decent cheeses (4 sp) and breads (5 cp). There is a stable out back for mounts (5 sp/day) and several rooms available for rent (5 cp/day for common, 5 sp/day for semi-private). Palatable

though very strong beer (1 cp/pitcher) and common wine (2 sp/pitcher) can be purchased. Noteworthy NPCs who can be encountered at the Drunken Dwarf Inn include:

Trefz (innkeeper, male human Com1); hp 4. Trefz has a more accepting attitude towards demi-humans than some of his patrons. Since money is his primary interest, he will try to charge foreigners double for everything. However, if a stranger loudly complains, he will lower the price to normal rather than lose the sale. Trefz will try to diffuse any confrontations that arise in the Inn.

Blorin the Purger (male human Clr2; (Priest of the Emperor of Scorn); hp 12. Blorin is a part of the boisterous group near the fire. If there are any non-humans within the party, Blorin will begin to antagonize them, and attempt to breed hatred and anger among the tavern patrons.

Malvus (male human Exp1); hp 4. Malvus is looking for work and will approach the PCs to see if they can offer him any.

Cosmol's

A truly upper class establishment located in the town center, the intellectuals of the city gather here to discuss philosophy and art. The women shamelessly flirt since any man typically found here would make a great provider. Nothing but the best wine and food is served here. Prices are typically five times those found elsewhere in the city. Semi-private and private rooms can be rented for 2 gp/day and 5 gp/day respectively. The cost of the dinner banquet is 10 gp. Stabling can be obtained for 1gp/day. Good ale (4 sp/pitcher), spirits (1 gp/serving) and Shyta-na-Doby wine (20 gp/bottle) may be purchased here. Unless the PCs are dressed in fine clothing, Ernid the doorman will not allow them to enter this inn.

Ernid, (male human War1): hp 8; club, chain shirt.

Lady' Mirlel, (female human Com1); hp 6. Mirlel is a common woman with uncommon beauty (Cha 17) who frequents Cosmol's to seek a wealthy husband.

The Pewter Cup

The Pewter Cup was established to rival Cosmol's but was unfortunately constructed in the wrong part of town - the section which later became known as Tannerville. Thieves preyed on drunk clientele and the establishment soon earned a bad reputation. It is likely that PCs traveling alone in the neighborhood around this bar will be robbed. With this caveat in mind, it is one of the best bargains in town! The prices range from average to almost half of those found at other inns. A buffet dinner can be sampled for 1 gp. Beer and wine can be purchased for 2 sp/gallon and 1 cp/pitcher respectively. Stabling is 3 sp/day and rooms range from 2 cp/day for common to 2 sp/day

for semi-private. Many of the rooms still have finely crafted furniture. Information from the rumor table (see Appendix G) can be readily obtained here.

Display illustration 3 on page IQ2 and read:

A wooden sign reading "The Pewter Cup," hangs outside this shadowy inn. Upon your entrance, the barkeep comes out from behind the counter to greet your group. The interior of the inn seems well decorated.

Uttan, (innkeeper, male human War2); hp 9. Working coinage is kept in a money box behind the counter; it currently consists of 2 gp, 37 sp, and 13 cp. While he realizes that criminal activity goes on in the neighborhood surrounding his inn, Uttan will not tolerate any scofflaws within his establishment.

Valesin, (male human Rog2): hp 10; shortsword, leather armor; 36 sp, 12 cp, silver necklace inset with diamonds 75 gp. Valesin "borrowed" this necklace from the wife of a local merchant just before their affair turned sour. Valesin is nervous around strangers because he fears retribution from the merchant and his hired guards.

ACT I: A NICE PLACE TO VISIT

The DM should invent his or her own reasons why each PC has entered this town, particularly if they have not yet met. If the group is already established, they may have all come here for some specific purpose, such as renting an outfitted and crewed boat, or buying needed items that are not available outside of town.

On a weekly basis, certain prisoners in the village of Yelden are placed in the stocks and the townsfolk are encouraged to deride them and pelt them with rotten vegetables. These particular prisoners are held and housed separately, apart from those imprisoned in the main dungeon of the village castle.

Apart from this rather cruel activity, and a distrust of demi-humans and strangers, Yelden is not such a bad place to live.

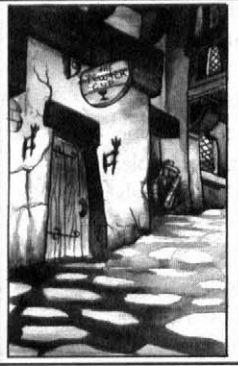
Scene i: Friendly Fisticuffs (EL Variable)

As the players approach the village of Yelden, **display illustration 1 on page IQ1** and read:

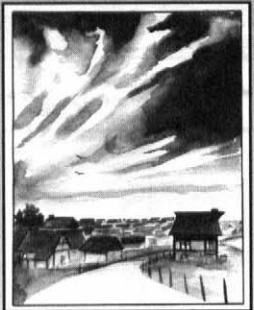
As you travel through the countryside, you notice that the undeveloped plains give way to small farms. The sun begins its descent beyond the horizon, and you increase your pace, wanting to reach the next town before dusk. After a while, the road becomes wider, and as you continue over a small hill, the rooftops of a village come into view.

When the players advance further, read:

Soon, the impressive walls of a castle, sitting high on a hill, become visible. Past the hill, a low earth-and-stone wall partially surrounding the town comes into view.



The Pewter Cup



The Village of Yelden

The path winds past the hill with the castle on it and along a creek to where the town wall abruptly ends. Up ahead, there is a noisy and active mob scene; many commoners are milling about, shouting and laughing.

If the players choose to investigate, **display illustration 4** on page IQ3 and read:

Most of the crowd is concentrating on a raised wooden stage area set in front of a one-story, sturdy-looking stone building. Upon the stage, a man is helplessly bound in stocks. People are pelting him in the face with rotten vegetables, much to the delight of the crowd.

Youngsters, children and dogs are running about everywhere. The area directly in front of the stage is roped off. A cart stands at the far left of the stage, where a vendor is peddling rotten vegetables to the crowd.



Mosdod

At this point, the characters should be allowed to freely interact with the crowd. If the PCs do not know one another, they should all meet and role-play with each other. They can learn/encounter the following here:

- The vendor, **Mosdod**, charges one rube for five rotting vegetables.
- There are four chainmail-clad guards with sheathed longswords posted at the corners of the roped-off section. The city guards have the authority to arrest anyone they

wish for whatever reason, whether citizen or not, and they distrust 'outsiders.' If the guards think things are getting out of hand, they tend to simply make a sweeping arrest of anyone remotely involved and then sort out any 'mistakes' later.

• Each towns person knows 0-2 rumors (see Appendix G). The players can overhear or pay for these rumors.

• Neld, the man in the stocks, was convicted of theft.

• If the players ask too many questions, the townsfolk should begin harassing the PCs for being strangers.

• This is an excellent time for Pick Pocketing opportunities; PC rogues might attempt to practice their skills. In any event, at least one PC should fall victim to a Pick Pocket attempt by a local cutpurse.

The entire mob is excited and people begin to push while competing for a better view of the poor fellow being humiliated on the stage. A man who is currently hurling rotten tomatoes is suddenly pushed from behind, causing him to miss wildly. He turns angrily and points directly at [name one of the PCs] shouting, "Damn ye feriners, you'll be wearin' red next!" as he heaves his last tomato square at [the named PC]. A raucous laughter issues forth from the crowd, as everyone starts throwing their vegetables at the strangers and each other.

Mosdod (male human Com1): hp 4.

If the PCs wish to become involved in the brawl, continue on to Scene ii: Jailed! If the PCs avoid the brawl, the DM should allow them to explore the village (detailed in The Village of Yelden) for the rest of the evening. Then skip ahead to Scene iii: Mordeln.

Scene ii: Jailed!

The PCs now become hopelessly involved in a free-for-all with the commoners. If the players wish to try to gain their dignity back, feel free to role-play the brawl. However, the crowd quickly thins out if the PCs fight back. The guards stand back and watch amusedly for a few moments before becoming involved.

Villagers (34): hp 6(x5), 5(x8), 4(x5), 3(x7), 2(x6), 1(x3).

Guards (4): hp 7, 6, 6, 3; longsword, chainmail.

When you grow tired of the brawl, read:

In the heat of the scuffle, armored guards enter the melee. The villagers surrender quickly and quietly when confronted by the guards. One townsman who looks to be in his late fifties edges close to you. "Don' you worry, they're jus' goin' to throw us in the clink fer tonight. You know, jus' so's we'll cool off, and all. Happens e'ery month or so."

The guards usher you and many others into the jail, through a storage area and then down a short hallway. The corridor leads to a passageway lined with cells on one side. The cells are walled by bars on all sides except the rear and the outer-most walls, which are stone. As the guards herd the commoners into different cells, you are placed into a cell that is already occupied by a decrepit, dark-haired man. Your gear is removed except for your clothes and some bits of armor. All the while, the incessant barking of two guard dogs pounds at your ears.

The PCs are placed in the same cell as Brand (the decrepit, dark-haired man).

Display illustration 9 on page IQ6 and read:

The man in your cell wears nondescript, soiled clothing and appears badly beaten.



Stockade Scene



Brand in Cell

Brand is willing to talk to the PCs, especially if they show him some kindness. Previously and incognito, Mordeln bribed the guards to let him visit Brand. Mordeln told Brand about his plans to hire some strangers to release him. To this end they

fabricated a more sympathetic background for Brand. If the PCs talk to Brand, he will relate the following series of events:



Mordeln

- He is Brand, a simple Eldoran scribe from the city of Dalen. (False. His name is Brand, but he is not a scribe nor Eldoran. Characters familiar with the Eldoran accent will realize that Brand does not have one.)
- He came to Yelden to visit his friend, Mordeln, a fellow scribe. They were classmates at Dalen's renowned Scrivener's School. (False. He was captured by a Mendarn border patrol. Mordeln is his friend, though.)

• Upon entering town, the guards searched him and seized some historical documents (written in the ancient Brandobian tongue) that he wished to share with Mordeln. (False.)

• Because Mendarn and Eldor are politically opposed, the constable accused him of being a spy and he has been imprisoned (and beaten) ever since. (False. He is a prisoner of war. He has been imprisoned and beaten because Mendarn and Pel Brolenon are politically opposed.)

- He was not given a trial. (True)
- Brand conveys little hope of his release in the near future, although he is now numb to the daily beatings the guards give him. (True)

The PCs may also talk to the occupants of the other cells. Most of the other prisoners are just commoners who were involved in the brawl. The other prisoners (who were already in prison before the food fight) are each described in The Remote Prison (Act I, Scene v, Area 6).

Brand: hp 1 (normally 9).

When the PCs have settled down for the night, read:

You spend the night in jail and are released as a group the next morning.



House of Solace

If the PCs check, they will find all of their gear intact and piled outside the jail (except for anything that might have been stolen in the crowd). Their weapons were not confiscated because the right to bear arms has been greatly expanded by Duke Aldriv; he wants the populace armed in case of invasion by Pel Brolenon.

Scene iii: Mordeln

If the PCs were not involved in the brawl, read the following text as the PCs leave their lodgings the next morning:

As you walk through the streets, you notice a small crowd of villagers coming from the direction of the prison. Their clothes bear the stains of rotten food from the

brawl of the previous evening.

Now, whether the PCs were arrested or not, **display illustration 5 on page IQ4** and read:

You notice a cloaked man wandering among the released prisoners. He seems to be asking a lot of questions. You overhear him ask: "Have you seen my friend? I need to know if he still lives. His name is Brand and he has probably been badly beaten."

The man is Mordeln. If the party tells Mordeln that they have seen Brand, he will ask them how he is doing, if they talked to him, if his spirits are good, etc. Mordeln will seem genuinely concerned.

Whether the PCs have seen Brand or not, read:

The man suddenly jumps: "Oh my! I apologize for my manners. My name is Mordeln." He offers his hand and then looks you up and down as if sizing you up.

Apparently satisfied, he leans closer and says, "I have a need for adventurers such as yourselves. Will you hear my tale? Excellent, then meet me at the House of Solace at six o'clock sharp!"

The party should be encouraged to travel around Yelden and gather rumors, visit the inns, buy equipment, and generally become familiar with the local people. At six o'clock in the evening they should travel to the House of Solace in the east side of town.

Scene iv: The Offer

The House of Solace

The rector of the House of Solace is named Hurth, who holds the rank of Comfortist. He will not be immediately present when the PCs meet Mordeln but they might encounter him if they stay long enough. He is deeply concerned about the trouble brewing between his country and Pel Brolenon. Any discussions he has with the PCs will revolve around this topic.

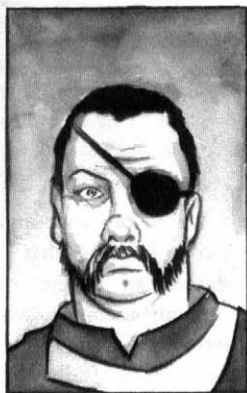
Hurth (male human Clr7); hp 39

Once the players arrive at the House of Solace, **display illustration 6 on page IQ4** and read the following:

The House of Solace is a simple wooden building, painted light green. It lies on the edge of the east town wash. The evening air smells of fresh stew and the faint scent of incense sneaks from the windows. Above the main entrance hangs a large wood carving depicting two hands clasped in friendship. A sign on the door reads "Enter in Peace."

When the players enter, continue:

You open the door to a small foyer whose only contents are several pairs of boots. A sign on the wall reads "Please remove footwear." Beyond a pair of swinging saloon-style doors lies a larger room with a matted floor and many cushions placed about. Mordeln rises from the mat and motions for you to enter.



Zlory

After Mordeln and the players exchange greetings continue:

Mordeln motions for you to be seated and begins to tell you a story. "Not long ago my friend Brand was arrested by the local militia while on a visit to see me. This was for the simple crime of being a citizen of Eldor, a country to the north. Due to the suspicion and harsh treatment my countrymen regrettably show Eldorans, they brought him in for questioning. It is true that he is from a country with which we have tensions, but he is a good man. Such political prisoners are usually released fairly quickly but he remains unjustly imprisoned."

He pauses and then angrily says, "I also believe that he is to be executed soon. Therefore, the task I ask of you is to free my friend who is an innocent political prisoner. I can offer you my savings of 100 gold lords and all the details of the building that I know, if you will only return to the prison and free my friend Brand. Please help me." With this, he begins to weep.

Mordeln is a good actor. He can actually promise to pay up to 250 gp and he was not telling the whole truth. He will encourage them to do the task as soon as possible but will reluctantly accept completion on the next night if the PCs insist on casing the building and getting more information. If the PCs ask for more information on the prison, Mordeln suggests they talk to Zlory, the Dog Trainer (see sidebar). He suggests that they meet in his room back at the House of Solace once they are done. He wants no part in the matter and insists that he will only get in the way since he makes his living as a simple scribe. If questioned about the city or countryside, Mordeln can provide the PCs with any rumors that the DM sees fit to release (see Appendix G). If necessary, he will try to get the leader of the group alone and cast a *charm person* on him or her in an effort to convince the party to get the mission done.

If the PCs still refuse to help, the DM may have one or more of them get arrested again on some trivial charge. Hopefully, this will encourage the remaining party to break back into the prison. Alternatively, the DM may choose to have Brand released from prison on lack of evidence. In this case, Brand knocks at the door of the House of Solace just as the PCs are leaving (skip ahead to Act II: Beneath the Castle).

Scene v: The Remote Prison

See the location map on page 43.

An extension of the main castle dungeons, the authorities use the Remote Prison for public executions and pillories. Weather permitting, on a weekly basis, rotten vegetables can be thrown at prisoners for one rube. A long underground passageway connects the Remote Prison to Castle Brodeln. Prisoners are sometimes moved along this passage. It also serves as an escape route if the main castle were ever besieged. Very few townsfolk know about this corridor.

The prison itself is constructed of stone. All outside doors (solid, iron-reinforced wood, 1 in. thick; Hard 5; hp 20; Break DC 25) are normally locked at night. None of the interior doors are normally locked (except, of course, the cells). The rear cell-block portion of the jail is built into a hill. Specific areas are detailed below.

When the PCs arrive at the prison, **display illustration 7 on page IQ5**.

Roof

The wooden roof is easily accessible from the south side of the jail by climbing the rocky hill in that area. The middle of the western portion of the roof is rotten and weaker than the rest of the roof. Characters walking on the roof over this room will detect creaking or bowing in the area. Any weight in excess of 400 pounds will cause this area to collapse into the interrogation room below. PCs falling through the roof crash through the interrogation room table below, suffer 1d6+1 points of damage and make a lot of noise.

1) Stage.

This area is used to publicly display and harass prisoners. Executions are also held here. Commoners are not allowed in the roped off area (without giving the guards an appropriate bribe).

The stage is made of wood and is about three feet high. The area in front of the stage is roped off and is filled with chunks of rotting vegetables.

Zlory, the Dog Trainer

Zlory makes his living training animals owned by the Brodeln family. This includes a daily visit to the town jail to maintain the training of the guard dogs. He enjoys his work but has a bitter outlook on life.

He especially holds a grudge against Lieutenant Vand. Many years ago, the two were friends but they fell in love with the same woman. Lieutenant Vand won the courtship contest, but just weeks before the marriage was to take place, the bride-to-be fell ill with disease and died. In spite of this tragic outcome, Zlory has never forgiven Vand for besting him and secretly wishes to take revenge. He has no plans to act on his desires but if the PCs approach him for help with their break-in, he will certainly cooperate.

He can provide the following help to the PCs:

- Leave one of the doors unlocked when he leaves at night.
- Provide complete details on the prison layout.
- Place the guard dogs in a separate room or ensure that they are leashed on a short rope.

He will refuse to participate in the actual break-in or any combat. Zlory will be very angry if his guard dogs are harmed in any way.



The Remote Prison

An orphaned homeless boy, **Pribo** (male human Com1; hp 2), spends much of his time in this area. If the PCs can find and befriend him, he can tell them of a crack in the building's foundation located beneath the stage. At night he removes loose boards on the side of the stage and slips through this crack to steal food from the kitchen. Only Small or smaller beings will be able to fit through this crack.

2) Kitchen.

This area is obviously an eat-in kitchen. Many common utensils and food supplies are neatly stored here. There is a closed wooden cupboard against the northwest wall. A fireplace rests against the north wall.

During the day, a cook, Clemp, tends to the needs of the guards and prisoners. The cupboard contains bulk dry goods such as flour and sugar. The crack in the foundation lies at the base of the center of the northwest wall. It opens into the rear of the cupboard but is hidden from view behind some sacks of flour. The cupboard must be searched carefully (Search DC 15) to discover the foundation crack.

Clemp (male human Com1): hp 3.



Pribo



Clemp

3) Entryway/storage.

This is a general entry way and storage area. Execution devices, shackles, extra rope, tools, brooms and bags of sawdust are stored here. A small wooden stairway leads up to an outside door.

4) Interrogation chamber.

This room is furnished simply; all that adorns this room are two chairs, a table and a thin layer of sawdust on the floor.

This room is the interrogation chamber in which prisoners are beaten.

5) Hallway. (EL 2)

This hallway normally has two vicious guard dogs roaming free.

Guard Dogs (2): hp 13, 9; (MM 196, Dog, Riding) The dog trainer, Zlory, has trained these dogs to fight to the death.

6) Cells.

When the PCs break in, some cells will be occupied and some will not. If the PCs begin releasing random prisoners they might find some surprises since most prisoners are in jail for a good reason(s). The PCs were incarcerated in cell 6d.

6a) Cell: insane human. (EL 1/4)

This cell contains a ragged-looking human with blood-stained clothes and a black eye. As soon as he sees you he quietly pleads with a thick accent, "Please! Please release me." Pointing to his eye he says: "See how they beat poor Maard."

Maard can communicate coherently but he has a definite Reanaarian accent. Maard will certainly attempt to entice the PCs into releasing him. He claims that he was wrongfully imprisoned for returning stolen goods that he found in the street. He says that he has been routinely beaten by the guards for weeks. He will promise help and monetary rewards if the PCs will release him.

Actually, Maard is mentally ill and will berserkly attack anyone who frees him once he can get his hands on a weapon. The guards always have trouble with him.

Maard (male human Com2): hp 7.



Maard

6b) Cell: halfling rogue.

This cell is occupied by a disheveled halfling. He calls out to you in a hushed tone, "Ignore the others and help me out. If you have the right tools, I can pick the rest of these locks."

This is Filo Buckbury. He can supply information on the guards and on the other prisoners, but he will do so only after he is released. If freed he will cooperate with the PCs at first, but Filo will surely try to steal from the players once he can safely get away. If caught or pursued he will give up easily and try to make friends again. He will avoid combat if at all possible. His skills include Read Lips and Pick Pocket, which he might try to use to gain an advantage or play tricks on the PCs.

Filo Buckbury (male halfling Rog1): hp5. See Appendix A for full stats on this character.



Filo Buckbury

6c) Cell: empty.

This unoccupied cell contains a loose stone in the rear. On the other side of the stone lies a cavity scraped away by a former occupant. He was executed before reaping the fruits of his efforts. With just a little more digging this small hole will lead to a 5 ft. by 10 ft. natural hollow in the rocks beyond. See Area 7.

6d) Cell: Brand.

This cell contains Brand. He wears nondescript, soiled clothing. The guards' beatings have left him in a severely weakened state (1 hp). He will be surprised but very grateful to his rescuers.

6e) Possessed man. (EL 3)

This cell contains a respectable looking man in neat clothing. As you draw near, he quietly pleads for you to come closer and hear his story.

His name is Dresen and he will claim that he fell in love with an aristocrat, but her family had him arrested since he was not wealthy enough to court her. In reality, a neutral evil spirit possessed him and he was imprisoned because of the actions that the spirit caused him to take. He was once a law-abiding citizen but if released and given the opportunity, he will try to strike a character from behind and knock him unconscious.

If he succeeds, the spirit will possess the victim and he or she will immediately regain consciousness. The possession should not be obvious and the PC should be encouraged to role-play his or her new alignment, personality and goals.

The ultimate goal of the spirit is to find even more powerful creatures to possess and he will use his current host to accomplish this task. The original possessed man, Dresen, will be confused and scared since he has no memory of his life during the time he was possessed and does not know how he came to be in the cell. If he is killed, the spirit will be forced from his body and will try to possess a PC. At this time, the evil spirit appears as a ghostly figure.



Dresen

Dresen (male human Com1): hp 3.

Evil Spirit: hp 13. See Appendix B for full stats on this monster.

If there are too many people or it is too difficult to possess a PC, the spirit will leave in search of a simpler target. Since it is considerably harder for the spirit to possess conscious victims, it prefers to use its host to gain new victims.

7) Secret Hollow. (EL 1)

As you wedge yourself through the narrow hole into a larger hollow you smell an offensive stench and hear a chorus of squeaking rise in your ears. Suddenly, rat upon rat begins biting and clawing your flesh.

Display illustration 8 on page IQ6 now (the DM may use this image at other times when the PCs are attacked by rats).

A rough narrow passageway leads to the river from this area.

Creatures: A pack of 12 brown rats and 1 dire rat call this large crevice home. They will swarm all intruders.

Brown Rats (12): hp 1 each; (MM 201).

Dire Rat (1): hp 5. (MM 56)

8) Stairs. (EL 1/2)

These stairs lead down to a dark passageway. There is an unlit torch in the wall at the top of the stairs.

Trap: Pit Trap: (10 ft. deep) CR 1/2; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). Twisting the torch holder will disarm the pit trap at the bottom of the stairs. A similar torch holder (normally unlit) can be found in the passageway just beyond the pit. The underside of the pit trapdoor is laced with dangling scrap metal that will act as an alarm if the trap is sprung.

At the foot of these stairs is a corridor that ultimately leads to the dungeons of the main castle. It is an old escape route from Castle Brodeln. The Duke had the Remote Prison built over this exit so that an entirely new passageway would not have to be tunneled (very expensive). The guards normally blindfold and knock prisoners unconscious before taking them through the tunnel (so they never learn of the secret access to the castle). At this time, the PCs are not expected to travel to the castle dungeons, although they are detailed as part of a later adventure (Act II). If necessary, the DM may discourage travel through this tunnel by having the PCs hear more guards approaching from the castle.

9a) Guard quarters. (EL 2)

This room is the sparsely furnished sleeping quarters for the jail guards. The room contains four bunks and four footlockers. The windows are shuttered.

The windows do not have glass. They are shuttered and are usually closed and locked at night unless it is particularly hot. This is the sleeping quarters of four guards. The guards are not permanently assigned here; they serve on a weekly basis.

Sleeping Guards (4): hp 8, 8, 7, 5; longsword, chainmail.

Treasure: If the guards' personal effects are searched for twenty minutes, a total of 2 pp, 43 gp, 143 sp, and 270 cp may be found.

The guards' demeanor is generally condescending to commoners at the encouragement of their lieutenant. Arrogance has made them so lax in their duties that they ignore the stray barks of the guard dogs. Consequently, the guards will be slow to respond if the dogs sound a true alarm by anxious barking. Furthermore, if the alarm is raised at night, the guards will not be fully prepared for combat; they will not be wearing their armor. The guards have excellent morale but may surrender if a fight looks hopeless and escape or reinforcement is impossible.



Rats Attacking

9b) Guard quarters.

Same as Area 9a, though no guards are present.

10) Hallway/night watchman. (EL variable)

This hallway is where the night guard sits. The personal dog of Lieutenant Vand also sleeps here. The dog will run away if he takes more than 3 points of damage, but will fight to the death if his master, Lieutenant Vand, is present (15% chance).

Guard: hp 6; longsword, chainmail.

Guard Dog: hp 9; (MM 196; Dog, Riding)

11) Lieutenant's quarters. (EL variable)

The furnishings in this room include a bed, a desk, a footlocker and a night stand.

This is the permanent quarters of **Vand**, the lieutenant of the guards for the Remote Prison. There is an 85% chance that Vand will be found sleeping here. The lieutenant controls all the keys to the cells and doors of the prison. They are located on his person during the day and in his desk at night. The desk also contains papers on the administration of supplies for the prison and prisoner transfers. The lieutenant owns a large steel shield, but he does not normally carry it with him. He uses it only in emergency situations.

Lt. Vand: hp 18; longsword, chainmail, large steel shield.

Treasure: Vand's footlocker is normally locked. It contains personal effects including a gold bracelet worth 10 gp, a *potion of cure light wounds*, and a large sack filled with coins (69 pp, 132 gp, 102 sp and 280 cp). He also owns a silver shortsword worth 25 gp that hangs on the wall.



Lieutenant Vand

Scene vi: The Getaway

The PCs will most likely cause a significant ruckus whether or not they succeed in freeing Brand. They will exit the jail and need to make a getaway and hide somewhere for a while. Mordeln will be waiting for them in the shadows outside the jail.

If they do not have Brand with them read the following:

Mordeln steps from the shadows behind a tree and is visibly upset when he does not see Brand. In a hushed tone he exclaims, "Incompetent fools! Where is Brand?" [Pause for response.] He quickly realizes that there is little time to bicker and bids you to quickly and quietly follow him as he rushes off to the south.

Mordeln and the PCs will have to come up with an alternate plan to rescue Brand. If it appears impossible, Mordeln will ask the PCs to attempt his second mission immediately.

If Brand is with the PCs, read the following:

Mordeln steps from the shadows behind a tree and rushes forward as soon as he sees Brand. Mordeln takes hold of Brand and helps him as you make your escape. He whispers, "Well done," in a hushed tone and bids you to quickly and quietly follow him as he rushes off to the south.

If the PCs follow, read:

After climbing through a hole in the neglected wooden palisade surrounding this section of the village, Mordeln leads you a short distance down the road to the south of town. He goes off the road and around a thicket of trees to Feldeb Bay. Removing some branches, he reveals a small rowboat and pushes it into the water. "We can only fit four at a time. I'll be back for the rest in about 20 minutes."

Mordeln has a secret hideout on a small island in the bay. He used to share it with his ruffian friends who were recently slain by orcs (See Prologue - The Tale of Mordeln Larendin). It is here that he plans to take the PCs until things cool off and Brand is fully recovered. The island has a tiny inlet that is ideal for concealment of the boat. Mordeln has brought sufficient food and water to the island to sustain both himself and Brand for one week.

If the PCs wish to leave the island to take their chances by staying in the village or complete Mordeln's next mission right away, he will insist that they leave at night so that the island hideaway is not discovered.

ACT II: BENEATH THE CASTLE

Scene i: The Truth Be Known

After Brand has been freed, Mordeln will invite (or compel) the PCs to assist him further. Once things settle down, the DM should read the following to the players or paraphrase as needed:

"My friends, you have done well and both Brand and I are most grateful. Brand probably needs some time to heal his wounds, about a week, I should think. Meanwhile, I have another request to make of you, but first I must tell you more about myself so you can understand why I am asking. You see, I am more than a simple scribe. My real name is Mordeln Larendin and I am the bastard son of Prince Cardor, brother of the recently murdered Duke Aldriv. My father is the successor to Duke Aldriv and is now due to take full control of this land. The problem is that my father has disappeared and I am asking you to help me find him.

The last time I saw him was in his apartment in the castle. I remember his desk was cluttered with papers as if he were doing some type of research. This is not unusual, since he is skilled in the ways of magic, but I noticed some maps on the desk, too. I believe that if we were to

find the right map and follow it, we might find him. I fear that he might be in some sort of danger since no one seems to know his whereabouts. He has never done anything like this before.

I also am afraid that my own life could be in danger; as my uncle was horribly murdered just days ago and my father is missing. It is possible that I could be the next target of the assassin, and so I believe it is not safe for me to try to enter the castle by day.

Some years ago, I accidentally discovered what I think is a long-forgotten secret entrance to the dungeons beneath the castle. It probably was designed as a last-minute escape route from the castle. I think we can use it to enter and leave the castle unseen by any possible enemies, and I believe we can get to my father's chambers that way. We can search for any information leading to his whereabouts, and then, when Brand is fully recovered, we can set out to find my father."

- Mordeln last saw his father on the 26th of Sowing.
- If the players ask why they had to rescue Brand, Mordeln will simply say that Brand is his friend. If they press him, Mordeln will explain that Brand is a skilled guide, and they will need him to search for his father.

Scene ii: Preparation

If the PCs agree to help, they have one week to accomplish the mission of breaking into the castle. They can use this time to prepare and purchase whatever they need in Yelden. Mordeln will actually accompany the PCs this time and he will offer them the same price that he offered for freeing Brand (whether he has it or not). Since Brand is quite confused about the whole situation, Mordeln will need to privately brief him.

Scene iii: Into the Dungeons

Castle Brodeln, which sits on a hill on the edge of the city, is surrounded by a moat that is fed by an underground stream. The moat is normally crossed by a drawbridge located in the front of the castle. When the PCs scout out the castle, the DM may **display illustration 10 on page IQ7**. The PCs should be directed by Mordeln to enter the dungeons via an old grate in the moat. The very rusted grate separates the underground stream from the moat itself. The best route to Prince Cardor's quarters lies through a haunted passageway (Area 10) and the secret staircase beyond.

If the PCs are not careful, they might blunder into a room full of guards and have some serious explaining to do. It is up to the DM to decide how much guidance to provide to the PCs. An experienced group might not need very many hints. But as long as Mordeln accompanies the PCs, he should lead them in the right direction and away from the main passages. However, Mordeln is not familiar with the rough dungeons, only the main escape route corridors.

Although all the castle rooms are shown on the maps, they are not all fully detailed because the PCs will almost certainly not be able to enter every room. If play somehow goes off the intended path, it is up to the DM to fill in the details. Since it is a significant feat to be able to enter a Duke's castle unnoticed, the DM

might consider allowing the secret entrance to be discovered and sealed after this adventure.

All castle inhabitants are edgy and suspicious due to the recent unexplained death of their lord. Most of them are acquainted with each other, at least by face, if not by name, and thus will easily recognize strangers. However, most of the castle guards are out scouring the village and countryside searching for clues to the murder. Those that remain in the castle are primarily concerned with protecting the Duchess and the rest of the castle inhabitants from harm. Many of the castle inhabitants suspect the Duke was killed by black magic from the hands of the Bringers of the New Order, so they also fear for their own well-being. A significant faction believes Mordeln to be the murderer.

The following sections describe areas numbered on the castle maps. As before, boxed text should be read (or paraphrased) to the players. A table of potential random encounters is also included. Check for random encounters every ten minutes by rolling percentile dice. On a roll of 91-100, the DM should roll 1d8 on the following random encounter list. On a roll of 1-90, the PCs encounter nothing.

Random Encounters (d8)

1- Astral Hunter (EL 2). Randomly encountered only during the full moon period. (See Appendix B for full statistics on this monster.)

During the full moon (Veshemo, Pelselond and Diadolai), the astral hunter (see Area 3 below) sends its projection on the prime material plane in search of human food. Depending on when the PCs decide to attempt this mission, the prime material projection might be active (see the adventure timeline in Appendix E for times of the full moons). The projection is identical to the original monster. The projection will flee and return to its body if it suffers five points of damage. If the projection is killed, the original will die as well. If a projection kills a human it will immediately pick up the body and fly back towards its body, feeding on the victim in flight. It should be noted that the creature is very intelligent and will try to surprise the PCs by attacking from behind if possible. It will also retreat quickly if it is in too much danger.



Astral Hunter Attack

If the DM rolls this encounter, **display illustration 11 on page IQ8** and read:

Suddenly, you are startled by a man-sized creature with bat-like wings and leathery skin. You gaze upon its demonic face with horror as its rending claws and teeth slash into [name a PC].

The melee begins with a surprise attack on the named PC.

2- Green slime (EL 4)- A small patch of this putrid growth drops upon one of the PCs (DMG 117).

3- **Bats (EL 1/2)**- A small group of five bats flutters by rapidly, extinguishing flame-based light sources.

Bats (5): hp 1 each (MM 193).

4- **Dire bats (EL 4)**- Two dire bats are startled by the presence of the PCs and emerge from a small nook in the wall to attack them.

Dire Bats (2): hp 15, 13 (MM 57).

5- **Rats (EL 1)**- The adventurers come upon a group of 8 normal rats in the process of devouring a dead giant bat.

Rats (8): hp 1 each (MM 201).

6- **Dire rats (EL 2)**- Six dire rats are encountered as they sniff around a ragged old backpack. They will attack the PCs if approached too closely. The backpack is empty.

Dire Rats (6): hp 5 each (MM 56).

7- **Drunken guard, male human War1 (EL 1/2)**- This inebriated jailer is trying to find his way back to the cell block after shirking his duty and getting liquored up. He is confused and disoriented.

Drunken Guard: hp 7; longsword, chain-mail. (see Appendix B)

8- **Piercer (EL 1/4)**- A lone small piercer drops upon the second PC to cross its path.

Piercer (1): hp 2.

BREAKING AND ENTERING (CASTLE BRODELN)

As the PCs approach the castle, **display illustration 10 on page IQ7**. It should be obvious that they will not be able to enter by the main gate. If the PCs explore the area, read:

As you approach the castle in the darkest of night, you hear the sound of chirping insects ahead. You come to the edge of the moat and can faintly see an old grate covering a dark hole on the side of the other bank. The air is dank and there is an unpleasant, pervasive odor.

At this point, the PCs might go to great lengths to cross the moat without getting wet. Ironically, there is nothing stopping them from simply wading across to the grate on the other side. However, if the DM wishes to make it more exciting, she should emphasize the putridity of the water. If the DM is feeling particularly cruel, she can allow for a 40% chance of catching a minor disease as a result of coming in contact with the moat water. The grate is submerged enough so that it would be virtually impossible to pass through it without getting wet.

The grate can be removed by any character who tries by succeeding a Strength check (DC 11). The water is about four feet deep so shorter characters will have difficulty keeping their heads above it.

1) **Monstrous Leech (EL 1/4).**

inside the grate, beneath the surface, lurks a monstrous leech. It normally feeds on rats from Area 7 but it will attack one of the PCs as they pass through the water-filled passageway beyond the grate. After a successful initial attack, the leech will continue to drain the victim's blood at the rate of 1 point of damage per round. The victim will not notice the attack (only a 1% chance of noticing) unless she leaves the water and exposes the leech or she loses 50% of her hit points and suddenly starts feeling very weak. Pouring salt on the leech or burning it will cause the leech to detach itself from its prey and retreat.

Monstrous Leech: hp 6.

2) **Collapsed Tunnel (EL 1/2).**

This section of the rock tunnel has collapsed. Although the passageway is thoroughly blocked to your group, water still trickles through.

Trap: PCs attempting to dig through will suffer 1d8 points of damage from further cave-ins.

3) **Astral Hunter (EL 2).**

A large pile of rocks bar any further passage here.

This area is purposely blocked by boulders stacked in the entranceway. If the PCs clear the rocks, read:

As you pull away more rocks and peer beyond the blockage, you can see the corridor opens into a small cavern. Within it, a man-sized creature with bat-like wings and leathery skin can be seen. Your initial horror upon viewing its demonic visage is tempered when you note that it lies still, crouched against the wall.

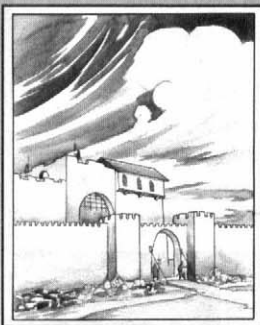
An astral hunter moved here recently so it could feed on the prisoners (Area 10d). This creature has bat-like wings and leathery skin, making it appear to be demon-like, but it is not. Its prime material body is normally dormant while it roams the astral plane via a projection. If it is disturbed, the projection will return to its body, but this takes half an hour. There is a 50% chance the monster is projecting when the PCs discover it, the other 50% of the time, it is merely sleeping, and awakes in 1d4 rounds, unless disturbed, at which it wakes immediately.

Astral Hunter: hp 19.

Treasure: A +1 hand axe and a small silver orb with gems (1000 gp) that it keeps in a large sack by its side.

4) **Green Slime (EL 4)**

This dank, foul smelling space opens to a cavern in the northeast with a passageway exiting the cavern to the southeast.



Castle Brodeln

The cavern contains a small growth of green slime. Some small spots of it may be seen on the floor (Search DC 10). Anyone entering the area might be hit by green slime falling from the ceiling. The southeast passageway leads to a ledge a couple of feet above the underground stream.

Green Slime: hp 0 (DMG 117).

5) Bats (EL 1)

As you enter this area, you hear the fluttering of wings and observe guano littering the floor and walls.

Creatures: This area is the home of a small colony of bats. They will normally not attack unless harassed or hungry (DM option).

Bats (12): hp 1 each; (MM 193).

If disturbed, the bats will become frightened and begin swarming. They will fly into things, put out torches and interfere with spellcasting.

6) Piercers (EL 1)

This slippery surface leads to a wider hollow. The wet passageway slopes steeply upwards so that it quickly reaches dry ground.

The entrance to this area from the underground stream is so slippery that all PCs attempting to scale it are 50% likely to slip and fall each time they try.

As you fumble for traction and move on, you notice the cavern branches off to the left and continues straight.

Creatures: This passageway is the home of six small piercers. They normally feed off of the bats or stray rats in the area but are likely to drop on the PCs as well.

Piercers (6): hp 6, 4, 4, 3, 2, 1.

7) Rats! (EL 2)

The wet passageway slopes gently upwards so that it soon becomes dry ground. As you move on, you notice the cavern branches off to both the right and left and continues straight. There is a sudden scurry of tiny feet and squeaking sounds that can mean only one thing: rats!

Display illustration 8 on page IQ 6 now.

Creatures: This narrow maze of tunnels is the home of a small colony of sixteen normal and three dire rats. The rats will attack fiercely at first to defend their territory but they will quickly retreat if injured. Any rats remaining alive after this encounter will attack the PCs if they travel through this way again.

Rats (16): hp 1 each; (MM 201).

Dire Rats (3): hp 5 each; (MM 56).

Treasure: A magical +1 dagger and a wrought silver armband (100 gp) may be found if this area is thoroughly searched.

8) Passageway

This very narrow passageway holds several normal rats. It winds and twists awkwardly in many directions but eventually widens. It leads to the lair of a wererat who is a member of the Conventicle of Affliction. Neither the Conventicle nor the wererat have anything to do with this adventure; this exit to the castle dungeons is left as an area for the DM to further develop as desired.

9) Guardpost (EL 2)

This area normally has one guard posted, with a guard dog roaming free. He will be sleeping or otherwise inattentive unless the PCs make noise. The guard will run and call for help if he is awakened and realizes he is outnumbered. The dog is trained to fight to the death.

Guard: hp 7; longsword, chainmail.

Dog: hp 12; (MM 196; Dog, Riding).

If the PCs have already defeated the guard and dog in Area 9, continued on to Cardor's quarters and then returned to this area to exit the castle, read the following description:

You quickly exit the haunted hallway and enter the guardpost room. Just as you reach the center of the room, a door on the east wall suddenly opens as a man in chainmail stumbles through. He gasps as he sees you and drops the two stinky buckets of excrement he was carrying. They splash to the floor.

The guard will try to run and call for help as he realizes he is outnumbered.

Guard: hp 7; longsword, chainmail.

10) Poltergeist (EL 2)

The foul stench of excrement and rotting flesh drift from the far end of this hallway. A chainmail-clad corpse lies still in the center of the hall with a longsword beside it. A faint moaning comes from the end of the hall. There are three cell doors on the east wall. The middle cell door is ajar.

This area has been sealed off from the rest of the castle. A prisoner died in cell B three months ago. When a guard came to remove the body, he was slain by the newborn poltergeist of the dead prisoner. The screams and noises coming from this area have deterred entry by the fearful castle guards. The murdered guard now lies in the hallway just outside of Cell B.

All doors in this area require a Strength check (DC 13) for entry but they are not locked. However, the doors to Cells A and C are still locked. Cell C is empty. Mordeln knows about the secret door on the north wall of the hallway.

Unfortunately, another prisoner was forgotten when this dungeon area was sealed off. Lesden, a prisoner in Cell A, has barely survived by eating stray rats and drinking drops of water from a leak in the top of his cell. He is mentally deranged, but if

released and nursed back to health, he will swear allegiance to those who free him and offer to serve them at least until he feels he has repaid the favor. He cannot recall why he was originally jailed.

The poltergeist will attack the PCs once they come near or pass the cell where his mortal corpse lies. It attacks by throwing objects. It may choose to be completely or only partially invisible, depending upon its whim.

Lesden (male human Com1): hp 3.

Poltergeist: hp 20.

Treasure: The prisoner's rotting corpse still has a silver finger ring (50 gp), which will easily be found upon inspection. The guard's corpse is draped in a usable suit of chainmail and his unsheathed longsword lies beside him. He still clutches the keys to the three cell doors in his cold hand.



Lesden

10a) Lesden (male human Com1); hp3

10b) Dead Prisoner

10c) Empty

10d) Other Cells The cells in this area contain varied additional prisoners, each with a unique story as to why he or she is behind bars. It is up to the DM if she wants to allow PCs to arbitrarily release prisoners from this area, but Mordeln will be against freeing any more of them, as he feels it will not help accomplish his more pressing immediate mission, finding his father. Additionally, Mordeln will argue that having extra people along will increase the party's chances of being discovered, and, if discovered, they will all surely swing from the gallows pole within a week.

The DM may also leave any or all of these cells empty with no harm to the adventure.

Castle Basement

Entry into the main areas of the castle would spell disaster for the PCs. Mordeln will do his best to navigate them in the right direction (to the quarters of Prince Cardor). The brief details on the main castle rooms are only provided for completeness to satisfy nosy PCs or if the DM wishes to use this information further along in the game.

11) Guardpost (EL variable)

There are normally 1-4 guards found in here who are generally relaxing and playing cards. Since a door separates them from the stairway to the cells below, they usually won't hear very much noise in this area.

Guards (1-4): hp 7 each; longsword, chainmail. The guards, in general, have excellent morale but might surrender if the fight looks hopeless and escape or reinforcement is impossible.

Treasure: The guards will have the equivalent of 10 gp in mixed coins between them.

It is the duty of the guards to bring the prisoners food and remove waste as needed. Buckets of excrement are often thrown into the underground stream just outside the door to Area 9. As

the PCs are exiting the castle through dungeon Area 9, the DM should have them encounter one of these guards while he is removing waste from the cells through Area 9. This guard will also be shocked by the slain guard and dog in Area 9 unless the PCs hid the bodies or parlayed their way past (not likely).

12) Guards' quarters

These areas contain bunks for the guards of the castle. Footlockers with clothes and personal effects may also be found.

13) Mess hall

This room is a mess hall for the castle guards. Its furnishings are plain.

14) Kitchen

This area is a kitchen that serves the guards. Cooks and servants can be found here at various times throughout the day. One corner of the room contains a fireplace. The room also contains a well that draws water from the underground stream below. The ceiling above it is open to allow access to the well from the courtyard above.

15) Privy

Has not been cleaned in some time.

16) Noble cell

This room is nicely furnished but actually serves as a cell. It is used for special prisoners, such as captured nobles who are thought to deserve the rights of their title even in captivity.

Castle Courtyard Level

17) Guard duty house

Guards are posted here 24 hours a day to welcome visitors, remove contraband materials and keep watch. There are normally 1-4 guards posted here.

Guards (1-4): hp 5 each; longsword, chainmail.

18) Stable

This area is the Duke's stable. It is full of various types of mounts and livestock. A family dog also lives in this area.

19) Guard barracks

Off-duty guards, bunks and footlockers with personal belongings may be found here.

20) Kitchen

This area is the kitchen that serves the main part of the castle. Food is cooked in the courtyard fireplace near the well. Supplies are brought in daily so there is not much surplus, unless the Duke is preparing for a siege (in which case the entire courtyard may be crowded with supplies).

21) Servants' quarters.

Furnishings are spartan.

22) Cook's quarters.

This area is the living space for the head cook and assistants.

23) Captain of the guard

This room is reserved for the captain of the guard, currently Captain Welvr.

Captain Welvr is the commander of the castle guard. For the last year he has been in angry disagreement with Duke Aldriv over the mustering of an army to launch an attack on Pel Brolenon. He believes the best defense against the advance of Pel Brolenon is an aggressive campaign backed by King Aldorn III. This conflict is common knowledge among many of the castle inhabitants and the upper echelon of the Yelden population. This has resulted in rumors about the possible connection of Captain Welvr to the death of the Duke.

Captain Welvr is furious over the Duke's death and has assigned many men to quietly investigate the murder both within the town and in the surrounding lands. He is searching for Mordeln because he believes Mordeln might be the assassin. Welvr has never liked Mordeln because his half-elven heritage continually reminds the Captain of the hated Pel Brolenese. Captain Welvr remains in the castle, vigilantly guarding the Duchess until the murder can be solved.

He has no connection to the murder and is completely loyal to the Duke's family. Regardless, his current brooding over the rift between himself and the Duke sparks dangerous gossip. Many of the townsfolk suspect something is amiss because of the unusual behavior displayed by the castle inhabitants and the village guards.

Captain Welvr: hp 56; banded mail, dagger, longsword.



Captain Welvr

24) Waiting room

This room is well furnished and serves as a waiting room for those wishing to meet with a member of the Duke's family.

25) Main hall

This is the main hall. Used by the Duke and his family to greet visitors and conduct business, the walls are well decorated with artwork and tapestries.

26) Main dining room

This is the main dining room in which the Duke's family and senior servants eat meals. Lesser servants usually eat in the kitchen, especially when the Duke is entertaining guests. The walls are well decorated with artwork and tapestries.

27) Priest's quarters

This room is the quarters for the castle priest, a follower of the Peacemaker. There is a 50% chance the priest will be found here.

Peacemaker priest: hp 3.

28) House of Solace Chapel

This area contains a small chapel devoted to the Peacemaker. There is a 50% chance the priest will be found here.

Upper Level

29) Guard towers

These four areas are guard towers that normally have at least one guard. They are designed with many arrow slits. The castle walls boast crenelated battlements.

Guards (1-4): hp 7 each; chainmail, longsword.

30) Gate house

This room houses the controls for the two portcullis' of the main castle gate. It is also used to store supplies. It is normally staffed by one guard.

Guard: hp 5; chainmail, longsword.

31) Schoolroom

This room functions as both a schoolroom, play room and an indoor combat training area.

32) Handmaidens' quarters

This area is the living quarters for the handmaidens who serve the Duchess.

Handmaidens (3) female human Com1: hp 3, 3, 2.

33) Duchess Chandel's room

This room had been the quarters of the Duke's daughters. The Duchess currently stays here. She is under a constant and vigilant guard.

Duchess Chandel (female human Ari3): hp 11.

Guards (2): hp 8, 6; chainmail, longsword.

34) Trophy Room

This is a trophy room stocked with evidence of the exploits of the Duke of Etwerl and his ancestors. There are many stuffed creatures from hunting expeditions and unusual items with notes of significance.



Prince Cardor's Room

Top Level

35) Prince Cardor's Room (EL 2)

When the PCs enter this room, **display illustration 12 on page IQ8** and read:

This room is the sought-after quarters of Prince Cardor. It is nicely furnished but cluttered and unclean. Furnishings include a tub, a fireplace, a bed, a chest, a wardrobe, a dresser, a desk, a large chair, a rug and several wall hangings.

Items of interest include:

The chest - located at the foot of the bed and locked. On the front of the chest, a sign reads, "Danger! Do not open."

Trap: The lock is enchanted with a *fire trap* spell.

Fire trap: CR 2; 5-ft. radius burst (1d4+7); Reflex save (DC 17) for half damage; Search (DC 29); Disable Device (DC 29).

Mordeln does not know the proper words to safely bypass the *fire trap* but if the PCs wish to open the chest, he will not stop them. Setting off the *fire trap* will cause the bed to catch fire.

Treasure: The chest contains 400 gp in large sacks.

The wardrobe - contains the Prince's clothing

The dresser - contains the Prince's clothing

The desk - contains many papers, including:

- many love letters from various affairs Prince Cardor has engaged in over the years;
- some notes on the habits of forest nymphs;
- notes on lycanthropy, including possible cures;
- notes on dragons and pseudodragons;
- a book detailing the history of the family Brodeln. Herein can be found a copy of the last three generations of the Brodeln family tree (See Appendix F/Player Aid 1);
- a map of the Narond Woods (Player Aid 2), [has old research notes on lycanthropy, dragons and nymphs];
- a book entitled Rare Plants, written in low elvish, authored by Daftaur (a Grand Oak in the Conventicle of the Great Tree). It describes a plethora of rare plants and where they might be found locally (in southern Mendarn); and
- a letter from an old adventuring associate:

My old friend Cardor,

It has been so long since we last saw each other that I am worried the years have changed you. You must come visit so we may rebind our friendship. I miss our romping together. I have recently heard news from our old companion Rydel who claims to have found a map to adventure! He boasts of easy money over in Elos beyond the mountains. I think it might be near that wretched hydra cult we encountered after we met that Slivers fellow.

Rydel would like to organize a group by mid-year to set out in early Replanting or sooner. I am planning on going and would love to have you take part as well. You must at least come visit soon lest I leave never to return. My love to Mordeln. Also, let me know if you've heard anything of Erandol.

Sarathan

The wall hangings - tapestries and paintings of abstract versions of landscape, seas and mountains. A +1 dagger hangs in a fine sheath on the south wall.

The door on the northern part of the west wall opens to a small supply closet, which holds candles, oil, soap and writing ink. In the floor, beneath the shelving, lies a **secret compartment** (Search DC 15). The compartment holds 500 gp in large sacks and 2 bottles (*potion of invisibility* and *potion of gaseous form*). Mordeln knows of this hiding place and the money kept there as his father had told him to retrieve it if he ever needed it.

36) Library (EL 2)

Books line the walls of this room. They are arranged by

subject, but many can be seen in piles on the far table.

There are many books here on commerce, history and politics. Some of the texts deal with more unusual subjects, such as magic and the supernatural.

Most of the writing is in the Brandobian language while some of it is authored in other tongues, such as elven. Some of the titles include: *Controlling Chaos* (a tome on wild magic), *Why We Need Kings* (a political justification of the feudal system), *The World Shall Be Ours* (a vision of a completely Brandobian Society), *Elven Culture and Language*.

Creatures: A cautious black cat can also be found in this room. The cat is the familiar of Prince Cardor. It is totally faithful to him and highly intelligent so if the PCs can determine a way to communicate with it, it might give them information. It might divulge the fact that Cardor is a weretiger, or it might tell the PCs which items to avoid in Cardor's quarters due to traps.

Black cat (Tiny magical beast): hp 19.

37) The Duke's private quarters

This area is the lavish private chambers of the Duke and Duchess. The Duchess is now staying in Area 33 as she fears for her life. The door to this room is tightly locked.

38) Treasury

This room is the Duke's treasury. It has lots of money but the PCs should never even be allowed to see it due to locks and magical traps.

39) Laboratory

Above the door to this room is a sign that reads: "Danger! Do not enter."

If the players enter, read the following:

This room seems to be a laboratory. It is stocked with a multitude of beakers and vials of unusual design. There are shelves that appear to store some unusual components [elven blood, orc eye, giant sweat, bat guano, etc]. There is a cabinet labeled "recipes and instructions."

Most of the component containers simply hold small notes which read "Get more." The cabinet contains several potion recipes and directions on how to fashion certain magic items. These instructions are left for the DM to detail as needed.

There is a **secret door** (Search DC 20) on the west wall.

Trap: The **secret door** has 2 *fire trap* spells placed upon it.

Fire trap: CR 2; 7-ft. radius burst (1d4+7); Reflex save (DC 17) for half damage; Search (DC 29); Disable Device (DC 29).

The **secret door** leads to a small compartment that contains Cardor's spellbook. If the spellbook is discovered, Mordeln will not allow the PCs to take it. The spellbook contains the following spells: *fire trap*, *darkvision*, *slow*, *forget*, *animate rope*, *mage armor*, *jump*, *charm person*, and *read magic*.

One of the shelves holds an ornate box covered by a glass dome. Letters written in the Brandobian tongue on the outside of the box read: "Emnon the Gatekeeper". The box contains a

golden key inscribed with the words: "Ingress/Egress." The key is a magic item which can trap extraplanar creatures upon touch when the command word is spoken (The creature must make a successful Will save of DC 19 to avoid being trapped). Currently trapped within the key is a lemure (devil).

Lemure: hp 9; (MM 50)

ACT III: INTO THE WILDERNESS

Once the PCs find the wilderness map in the castle, Mordeln will ask them to accompany him into the wilderness to find his father. Brand will join them (assuming he has healed) and serve as a guide in the border area. As the players travel in the wilderness, they are likely to encounter a variety of beings. The thinly wooded Narond Forest is home to some hideous beasts. On the other hand, there are some unique inhabitants of the area who might be able to help the players. With a little luck, they will find the group of orcs holding Cardor captive before he is sold into slavery in Pel Brolenon.

Flat farm land surrounds the Village of Yelden. The rural community within several miles of the village has a relatively dense population of farmers to the north and west. As one travels southeast, the land gradually becomes hilly and sparsely forested. The sparse forest is called the Narond Woods. Few humans live in this area for it is becoming dangerous and is a tough area to farm. However, many benevolent sylvan creatures, remnants of a friendlier age, still inhabit the Narond Woods.

Over the last 20 years, the border area (including the Narond Woods) between Mendarn and Pel Brolenon has become a very dangerous place. Those humans who had previously settled in the lands to the east and south of Yelden have either relocated, disappeared or been killed. The former elven inhabitants of the Narond have fled to the safety and seclusion of the Crondor Woods.

This lack of permanent settlements promotes lawlessness. Rumors of menacing monsters who have migrated from the Yan Elenon Mountains spread frequently. The only refuge for humankind and the like are in numbers. The Mendarn troops patrolling the area have become paranoid and are suspicious of all inhabitants. Brolenese raiders roam the area in search of victims to capture and send back to Vrendolen. In spite of the area's recent decline, some travelers claim to have received friendly aid from fairies or similar benevolent creatures.

There is a road from the Village of Yelden leading southeast into Pel Brolenon. However, it is in a sorry state due to neglect. Mendarn military units tend to travel near the road more often than the rest of the wilderness but this does not necessarily make the road any less hazardous.

Scene i: Encounters in the Wild

The DM may roll for random encounters up to three times per day (see Appendix D). It is recommended that at least two of the following planned encounters are used, whether or not they are rolled randomly.

Planned Encounters

A) Xanthamonas the Pseudo-Dragon

If the party travels through the Narond Forest, they will find that Xanthamonas (Xan for short) has taken an interest in their travels. Xan (pronounced "Zan") has been following from a

distance. He was attracted by either the party's noisy trekking or their bright campfire on their first evening in the forest.

Xan uses his ability to Hide to avoid detection and to listen to the discussions of the players. After realizing that the human male he saw being taken away by the goblins several nights ago must be Cardor, Xan makes contact with the apparent leader of the group. As the party sits around the evening campfire, the group leader should begin to hear a small voice inside his or her head. The voice puts the following questions to the leader, "Can you hear me? If so, say 'yes' out loud." Regardless of the response, Xan will then ask, "Do you wish to know the location of your friend, Cardor?"

At this point, the remainder of the group should begin to question the leader's sanity if he does not tell the party what is taking place. Xan continues, "I can help you. However, if I show myself, will you personally guarantee my safety?" If the leader answers 'yes' to this last question, Xan asks the leader to have everyone put down their weapons and remain calm. After the group complies, Xan drifts down to a low branch near the campfire to discuss his deal with the adventurers.

A miniature dragon, nearly black in the dark night, rather clumsily flies into view and alights on a low tree branch near the campfire. Not more than a foot and a half long, you notice that the dragon is quite plump for a small flying creature. Aside from its size, the most notable exception between this creature and a true wyrm is the wicked-looking stinger at the end of its tail. The diminutive dragon announces with a voice in your head, "Xan is my name. I have come to propose what could be a mutually satisfying arrangement."



Pseudo-dragon

When the PCs meet Xan, **display illustration 13 on page IQ 9**. While he is only a pseudo-dragon, he is every bit as arrogant as the real thing. If he is not treated with respect or he is attacked, Xan will flee. If the party does not attack, continue reading:

"I have seen the one you seek and I can point you in the direction he was headed just days ago...if you will do me a boon in return. You see, recently, some filthy goblins moved into the vicinity and established an outpost in an abandoned dwarven mine. Over the years, my diet has consisted mainly of large brook trout from the stream near the mine. The goblins have begun to fish the stream taking away large numbers of my delicious meals. What's worse, they daily dump trash and refuse in the stream, polluting whatever fish they haven't caught.

I fear my food supply will soon disappear and I despise the noisy and disgusting creatures that now disturb my once peaceful nights. Drive the goblins from the mine and make them leave the woods. In return, I will point you in the direction of your Prince."

If the players complete the task (see Act III, scene ii: The Shano-Kyr Goblins), Xan will provide them with all the information he has about Cardor:

- He saw goblins take the Prince away about four nights ago. He can lead the party to the trail that the goblins took.
- If the players ask him about a cure for lycanthropy, he will honestly say that he does not know of one. But, for the price of a nice gem, he would gladly direct the players to someone who he is sure will be able to help them (Thelia the Nymph).

Xan, Pseudo-dragon: hp 15; (MM 152). Xan keeps his home in a large hollowed-out tree. There he hides a small collection of gems worth a total of 100 gp (bloodstone - 40 gp, azurite - 11 gp, blue quartz - 8 gp, tiger eye - 20 gp, eye agate - 16 gp, azurite - 5 gp).

B) Thelia the Nymph

If the party has spoken to Xan the pseudo-dragon, he may have directed them to a lake area where Thelia lives. If the PCs have not encountered Xan, or if Thelia was not mentioned, she is encountered when the PCs come near the lake.

When the PCs near the lake, read:

As you travel through the dense undergrowth, you hear strange noises off to the side. Craning your neck, you listen for a moment, then realize that you are simply hearing the calls of waterfowl splashing about in a nearby-pond or lake. Relieved, you turn your eyes back upon your original path and see an amazing sight.

A slender, dark-haired woman dressed in greens and blacks stands only a few yards in front of you. Her back is toward you, so you cannot see her face. She appears to be waiting for something.



Thelia the Nymph

If the PCs make the connection between the scrawled notes on Prince Cardor's map and Thelia, they should ask her if they may safely look at her. If she agrees, Thelia will suppress her Beauty abilities so as not to harm the PCs.

If the PCs do not make the connection, or attack on sight, Thelia will use her Beauty to blind or kill the PCs. If the PCs are obviously clueless, Thelia may suppress her abilities out of kindness.

If Thelia does not intend to harm the PCs, **display illustration 14 on IQ10** and read:

She looks back at you over her shoulder and smiles. "Hello," she says in a soft, sultry voice. "If you enter my forest in peace, you are welcome here. If not, you must leave...now."

If the PCs act kindly to Thelia, she will be friendly in return, even offering her services as a healer, if they should need such services while they are in the area. She is likely to react favorably to any comments made by handsome male members of the party. Thelia suppresses her Blinding Beauty ability, so as not to harm the PCs. However, if the PCs become hostile to Thelia, and make any move to attack her, she will use her powers to destroy them.

If asked about Prince Cardor, Thelia will ask for a physical description of him, which Mordeln can provide. Thelia can inform the PCs that she saw such a man wandering through her woods about five days ago (the day before the goblins captured him). She says that he seemed troubled, but she has no idea what happened to him.

If asked about a cure for lycanthropy, Thelia will state that she has the ability to cure the disease, but only if the PCs will help her first. If the PCs will drive the goblins from the forest, and retrieve her stolen treasure (she vaguely mentions potions, scrolls, gold, and jewelry being among the missing items) from their cave, she will gladly use her powers to help the PCs.

Thelia, nymph: hp 14 (MM 143).

Thelia holds the rank of Sapling within the Conventicle of the Great Tree.

C) Rascal Gang

This band of ten pixie and leprechaun ruffians delight in causing trouble for vulnerable excursionists. It seems the only way one is safe from them is to travel in numbers, since they have never waylaid more than two travelers at once. They are led by a particularly spiteful leprechaun named McCollin. He is a renegade from a faerie settlement in the Crondor Woods.

The gang confuses and frightens their victims with illusions, steals valuable or important items, and then leaves the victim in a dazed and weakened state. They mainly do this for fun, but they are also amassing a small hoard of treasure along the way. (*potion of ventriloquism*, *scroll of delay poison*, *+1 halfspear*, *dust of tracelessness*, gems: 1 - 100 gp, 3 - 50 gp, 9 - 20 gp, 22 - 10 gp, coins: 81 pp, 749 gp, 2142 sp, 6579 cp, a silver chalice - 100 gp).

Since the gang will not assault the players if they stick together, the only way the rascal gang is likely to be encountered is if they are sought out using clues from other forest denizens or stumbled upon in their hideout. Their hideout is a miniature castle which they formed with their *polymorph spells*. It is enchanted with illusions so that it looks like the rest of the forest.

When the PCs encounter the Rascal Gang, **display illustration 16 on page IQ11**.

The gang consists of three leprechauns and seven pixies. Due to their prowess with magic, the most likely way for the players to best them would be with tricky wit and some good wine. If McCollin is killed, the band will quickly disperse, losing all faith in their ability to toy with humans without retribution. If the players do not yet possess a magical weapon, they may barter for a *+1 halfspear* from the Rascal Gang if they can stand the abuse. They are mainly interested in wine (Shyta-na-Dobyo wine preferably!), potions (two for the spear) and gems (2000 gp total

value). If the PCs warn them about the sprites described in the random forest encounters, the Rascal Gang will only demand 1000 gp in gems or one potion for the magic spear.

Leprechauns (3): hp 4, 3, 2. (See Appendix B)

Pixies: hp 6, 4, 3, 3, 2, 1; (MM 172).

D) Brownies to the Rescue

If the characters run into trouble and they are in need of a safe place to rest, the DM should use this encounter. Ideally it should be used around the time the players are battling the goblins. It can also be used if the players are short on information about the adventure and the DM needs an excuse to fill them in on certain details of the forest. Prior to the encounter it should begin to rain, generally making the characters feel miserable, wet and homesick.

Long before this encounter, woodland creatures (squirrels or birds) noticed the party and notified their brownie friends. Since then, Voldor has followed them and has eavesdropped upon their conversations so he is privy to their entire game plan. He will not reveal himself unless a dire emergency occurs (e.g., the party is badly mauled). In such a case, he will make his presence known - even so far as to use his magic (such as *dancing lights* or *confusion*) to spook an enemy that might otherwise kill the party.

Display illustration 15 on page IQ10 and read:

A sudden rainstorm startles you, and you hurry to find cover from the driving rain. Suddenly, you are startled when out from behind a fallen tree pops an elderly man who is only about two feet tall. Although he is dressed in the fashion of cosmopolitan Brandobia, his pointy ears and long nose betray his fairy nature. He looks steadily at you for a moment, then chuckles. "You youngsters shouldn't be out in these parts when you don't know your way about," he says, obviously amused. "Follow me. We can get out of the rain and have a warm cup of tea." He grins, jabbing [choose the nearest PC] with his elbow. "Or maybe something a little stronger to warm our insides, eh?"

Voldor will treat the party in a very paternal way (he should be played like a kindly grandfather) and will refer to everyone as 'son' or 'miss'. After ensuring that there is no immediate danger, he will then usher everyone to the safety of his home.

He and his wife live within a friendly copse of trees. The two old brownies dwell in an underground warren beneath these trees. Their home is so well camouflaged that only a sylvan elf might Spot it (DC 26). A couple of rooms are large enough to accommodate humans.

This old married couple has dwelt here together for over 400 years and consider the area within a league or two to be their backyard. They are intimately familiar with the area and even know most of the animals by name! Voldor is a frequent visitor to Dayolen, where he trades for goods he cannot get in either the forest or in the village of Yelden.

Once home, Lema will fuss over the party members and insist that they eat. All manner of sweets will be offered as well as a hearty chicken stew (concocted with medicinal herbs that, if

ingested, will heal 2 points of damage after a night's sleep). Voldor will cast his *goodberry* spells and distribute them as necessary. Both brownies are a tad long-winded, but if the PCs ask the right questions, much valuable information can be gained. The brownies know the following:

- Their great nephew [BY MARRIAGE, mind you] is a member of the Rascal Gang; "Those young whippersnappers need a good lickin' with a willow branch." They know the exact composition and location of the gang but it is a sore spot with them (Kids these days!)
- About four months ago, four or five dozen goblins moved into the abandoned copper mine not far from here. They brought a few nasty dogs with them.
- A tribe of orcs lives further on towards the hills. They have sent envoys to the goblins, and, as a matter of fact, one group just left yesterday!
- A pseudodragon lives nearby - Lema chimes in that he's starting to get a bit portly!
- A nymph lives near the lake. The PCs

should treat her with respect if they encounter her - and always ask permission before looking at her!

Voldor will accompany the party to their next goal [the party can move at maximum speed and will not become lost]. Upon arrival, he will then bid them good luck and depart in the blink of an eye.

Voldor: hp 3; *ring of spell storing* with *goodberry* (x2) and *entangle* (Theilia the Nymph recharges this for Voldor as required).

Lema: hp 2.



Lema the Brownie

E) The goblin scouts (EL 3) (see Appendix B) When the goblin patrols are encountered, display illustration 17 on page IQ11.

This group of Shano-Kyr goblins are scouts/surveyors/hunters from the new lair in the copper mine (Act III, Scene ii). In addition, they are accompanied by two wolves. These wolves can easily be mistaken for worgs by a novice observer. The patrol will be encountered at night since the light-hating goblins camp during the day.

Goblin sergeant (Ftr1): hp 9.

Goblins (4): hp 5 each; (MM107).

Wolves (2): hp 8, 7 (MM 204).

The goblins are armored only in leather armor.. All are armed with short swords, shortbows and eight arrows.

The goblins will come upon the party's campsite and attack it. They will attempt to launch a volley of arrows before charging in. The DM should check for surprise. If the goblins achieve a



Rascal Gang



Voldor Brownie



Goblins Patrolling

surprise attack (or if the party is foolish enough to sleep without posting a watch), read the following:

A rain of arrows rudely awakens your band of adventurers! As you stir from sleep you hear a cry from the woods. A band of goblins and wolves burst into your campsite.

If the goblins fail to gain surprise, read the following:

You hear a rustling in the woods. It seems that a group of men are approaching. Several voices can be distinguished [if the 'observer' understands goblin, he will hear dimwitted humor]. A dog's bark (or is it a wolf?) is distinctly heard, followed by a harsh voice.

Whichever way the encounter happens, the goblins and their dogs will fight until victory seems impossible (e.g., four of their number have been felled without comparable losses to the adventurers) at which point they will attempt to flee. If captured and pressed, the lesser goblins will reveal some valuable information. They will reveal nothing, though, as long as the leader is alive and in the vicinity. The leader will die silent. [The most important facet governing the encounter is the presence of dwarven or gnomish characters. If these are present, the goblins will never surrender nor bargain if captured!] The goblins know the following:



Bear!

- They captured a human several days ago. He was subsequently sold to orcish slavers just before they departed on this patrol (See the Timeline in Appendix F).
- The exact location of the orcs' campsite.
- The route the orcs most likely took.
- A vague location of the goblin lair (coupled with curses that "you'll get yours" if you go near this place!)

Treasure: Each goblin has 3-18 sp on his person and a week's worth of surprisingly edible iron rations in addition to the aforementioned equipment.

Scene ii: The Shano-kyr Goblins

About a year ago, scouts from the Shano-Kyr clan of goblins came upon the abandoned copper mine. Upon investigation, they determined that the basis for a secure lair existed and that the area was free of serious threats while providing ample food. After much debate, a colonization party was sent forth. They numbered 57 males, all of whom were competent soldiers and miners. They brought with them a train of mules bearing equipment as well as a dozen sturdy wolfhounds. (The tribe's dire wolves were needed for defending themselves in the treacherous mountains.)

Note: All natural passageways are supported by timbers spaced at roughly 10 foot intervals. The goblins constructed sections 19-24 well enough so they do not require these supports.

1) Entrance

The goblins have concealed their lair entrance behind some shrubs. However, if a ranger or other individual with tracking skills searches around the area, she will automatically find tracks leading to this entrance.

Pushing aside the shrubs, you see a cave mouth only 5 feet high and 4 feet wide.

If the players proceed, then continue:

The opening leads to a cave some 30 feet wide and 25 feet deep with a narrow tunnel visible in the rearmost portion. The ceiling is quite low, only 10 feet in the center and sloping to a mere 4 feet near the walls.

Although the ground is barren, a quick glance at the ceiling will reveal the smoky residue from a campfire.

2) Bear!

After about 40 feet the passage widens to a small cave about 10 feet wide. Your torchlight illuminates a large, and fortunately, slumbering bear. Beneath its head lies what appears to be a humanoid leg!

Display illustration 18 on page IQ12 now. The bear is dead. The goblins placed it here post-mortem in an attempt to frighten off any curious neighbors. The stench of decay is unmistakable within 5 feet of the corpse. Closer investigation will reveal that the bear has numerous lacerations on its underside and hind legs. The leg is that of a goblin male. It has been severed at the upper thigh by some sort of cleaving instrument. The leg has no identifying marks that could identify its former owner.

3) Bored guards (EL 1)

If the players manage to sneak up without a light source, read:

Some 35 feet northwest of the bear, the tunnel once again opens into a cave. This 15 foot long cavern is only 9 feet wide at the southern entrance but widens to 13 feet at the north end. Tunnels lead northwest and northeast from the far side. Four goblins stand by the north wall with their backs to you. They appear to be spitting at something moving along the wall.

If the PCs remain unnoticed, they will see the goblins continue in their sport (trying to hit a rather large beetle). After three rounds, one of them will suddenly cry out in triumph, snatch the insect and eat it! The distraction gone, the goblins will return to their languid watch.

If the players advance with a light source, read:

Some 35 feet northwest of the bear, the tunnel once again opens into a cave. Your light source alerts four goblin guards to your presence. You see one break for a passageway leading northwest while the others assume a defensive position across the mouth of that corridor.

Once alerted, the three guards will do everything in their power to detain the party while the fourth runs to alert the others. The goblin guards will be able to maintain their position and bar intruders if rushed by only one or two humans or dwarves. They will stand firm against up to three elves, gnomes, or halflings. If the three guards hold their position for one round, the fourth goblin will succeed in alerting the guards in area 4. They are armed with halfspears.

Goblins (4): hp 3, 3, 4, 5; leather armor, halfspear; (MM 107).

4) Second guard room (EL 2)

It will be nearly impossible to avoid alerting these guards if combat has taken place in Area 3; the two wolf-dogs will be barking feverishly. Nevertheless, unless warned in person by a guard from Area 3, these guards will not take immediate action. Instead, two rounds after the dogs begin barking, they will send one of their number to investigate. If the investigator does not return, within three rounds, they will alert the complex.

If intruders enter the this area, one guard will flee to the day room (Area 8) and alert the guards there. However, he will be delayed for two rounds while clearing the rocks away from the concealed door. If all five guards are fully and immediately engaged, no goblins will flee and the concealed door will remain hidden behind a pile of rocks. These goblins are armed with crudely made short swords.

Goblins (4): hp 4, 4, 4, 5; short swords, leather armor; (MM 107)

Goblin Sergeant (male goblin Ftr1): hp 9, short sword, leather armor.

Dogs (2): hp 7, 6; (MM 195).

A makeshift table sits in the middle of this chamber around which several tree stumps rest, presumably serving as chairs. On the table are half a dozen mugs and two wooden pails, while a larger bucket rests on the ground.

The pails contain raw fish and large, dead insects, respectively. The bucket is full of potable water.

5) New tunnel

This narrow passageway was added by the goblins as evidenced by the recent tool marks. A human in armor will have a difficult time squeezing through.

6) Garbage dump

A pungent odor is noticeable 20 feet prior to reaching this chamber.

This dank cavern slopes gently downward from the

entrance. There is standing water in the northeast corner. The eastern portion is piled high with trash, judging from the stench, the pile apparently includes bodily waste. You can see insects crawling through the fetid piles of goblinoid waste.

Anyone rummaging through the garbage has a 10% chance of contracting a disease. Drinking the water will certainly cause the foolish individual to contract cholera. There is nothing of interest here.

7) Unstable Ceiling

This 12 ft. wide by 20 ft. long, rock strewn chamber is unoccupied. The ceiling of this cave is unstable and prodding it will cause a benign but frightening shower of dirt and pebbles from overhead. A door in the northeast corner is concealed behind a pile of rocks.

8) Off-duty guardroom (EL 4)

The complex's 16 off-duty guards live in this large cavern.

Goblins (15): hp 6 (x2), 5 (x3), 4 (x5), 3 (x3), 2 (x2); scale mail, small wooden shields, short swords; (MM 107)

Goblin Sergeant (Ftr1): hp 9; scale mail, small wooden shield, shortsword.

Unless alerted by others, five are gambling, while eight sleep and three eat a meal. If the party enters and these goblins are not alerted, read:

Well over a dozen goblins are in this cave. Many are sleeping on cots, a few are eating at tables and some others are talking. Wooden pegs in the walls hold scale mail, shields and short swords.

If they have been warned of invaders by their fellow goblins, it will take them ten rounds to hastily don their scale mail. (They will only get a +3 armor bonus to AC and will have a -5 check penalty.) If encountered before the ten rounds have elapsed, they will be fully armed, but only armored with shields.

If these guards hear suspicious noises, but are not alerted by goblins, a party of four will grab only their short swords and shields and go to investigate. If this group encounters armed adventurers, two will attempt to hold their ground. The other two will run back to warn their brethren, while shouting loudly. This will certainly succeed in alerting Area 8. The remaining goblins at Area 8 will, in turn, alert the rest of the complex.

Those goblins remaining in Area 8 will attempt to conceal themselves in the southeast alcove while donning their armor. If the party enters in this situation, read:

Two tables and several straw cots are scattered about this large, empty cave. There are wooden pegs lining the walls. One holds a battered shield. The southeast alcove contains a well balanced table upon which are a pair of bone dice and a pile of coins.

When the party enters the room, the goblins will scramble from the alcove and make a frenzied attack aimed primarily at the tail end of the party. They will continue to fight until half of

their number have been slain, at which point they will attempt a fighting withdrawal to the Great Hall (Area 13).

Treasure: The table has 22 cp and 4 sp. There is a 10 gp gem hidden in one of the sleeping pallets.

9) Prison guard (EL 1)

Three goblins sit around a crude wooden table along the eastern wall. Along the western wall are two large wooden barrels and some bowls. There is a passageway to southwest. The goblins are engaged in a rather animated discussion. You notice that one of the goblins has two large keys hanging about his neck from a cord.

If the players observe for a round, read:

Suddenly, one of the goblins jumps to his feet and hurls a wooden cup at the goblin seated opposite him. The cup bounces awkwardly off its target goblin, who then springs across the table and tackles the cup thrower. The goblin with the keys around his neck is attempting to break up the scuffle.

These goblins are rather oblivious to any ruckus elsewhere in the lair and consequently will not have been alerted. They are lazy and angry at being put on such boring duty, especially since there are currently no prisoners. If captured, the goblins will, under appropriate questioning, state that they were holding a human captive here several days ago, until he was sold to some orcs.

Goblins (3): hp 5, 4, 3; 19 sp; (MM 107). The goblin's keys fit the padlock on the door to Area 10. There is a crude wooden table and three chairs along the eastern wall. Along the western wall are two large barrels and a dozen wooden bowls. One of the barrels holds water, the other contains rice.

10) Jail cell

The passageway ends abruptly in a masonry wall. Inset in the wall is a sturdy oak door. The door is padlocked and barred.

The wall and door create a crude, but effective jail cell of the cul-de-sac to the south. The cell is approximately 15 ft. in diameter. Investigation reveals no current occupants, but someone was held captive here quite recently as the bodily waste in the southwestern corner is only a few days old.

11) Sealed wall

The northwestern spur of this corridor has been sealed with a masonry wall constructed about eight feet away from the intersection.

Masonry Wall: 1 ft. thick; Hard 8, hp 90; Break DC 35. This wall blocks off area 14.

12) Store room

This small cavern is slightly elevated compared to the rest of the lair. Numerous barrels and sacks are scattered about.

The barrels contain thoroughly disgusting salted meats, edible but stale cereal meal, and a large bag of rock salt. Two dressed deer carcasses hang from the east wall.

13) The Great Hall (EL Variable)

The goblins will surely be alerted when the players reach this area. Therefore, the goblins and dogs from area 14 will be in this room, behind the tables (1/4 cover, +2 AC, +1 to Reflex saves). Additionally, two goblins that were cleaning the store room (Area 12) are here as well.

Goblins (2) (EL 1/2): hp 4, 3; shortswords, shortbows, 19 sp, 26 cp; (MM 107)

As you head down the corridor, you enter a large cavern fully 40 ft. in height and over 35 ft. long. The air is smoky and stings your eyes. Tribal standards hang from the walls. A stone hearth is located in the recess in the northeast wall. A fissure in the ceiling provides some, but hardly sufficient, ventilation. A large vat of rat stew is boiling over. Near the center of the room, tables have been overturned to provide cover for the archers that begin to fire upon you. A jumble of chairs and miscellaneous servingware forms a barrier between the entrance and the overturned tables.

Display Illustration 20 on page IQ13 at an appropriate time during the battle. This cavern, the largest in the complex, serves as the Great Hall. Several long tables with stools and benches are usually neatly arranged. Since the mine is under assault, the seating has been hastily scattered throughout the southern portion of the cave, and the tables have been turned into makeshift parapets. This jumble of chairs and miscellaneous servingware forms a barrier that will take two rounds to traverse safely before reaching the tables. Players who attempt to run straight to the tables must make a Dexterity check (DC 16) or be knocked prone. The adventurer sustains no damage, but will take one round to regain his feet.

If the goblins are engaged hand to hand, they will fight until half of their number have been killed before falling back to Area 20. During the melee, the goblins will attempt to set fire to the area by throwing burning logs into the middle of the fray. If they are allowed to do this for three rounds, the furniture will catch fire. There is little risk of sustaining burn damage, but within five rounds the hall will become so filled with smoke that anyone remaining in the cave will sustain 1d6 points of damage per minute from smoke inhalation.

14) Sleeping area (EL 4)

A large woolen blanket shrouds the entrance to this cave. 14 goblins, one sergeant, and 2 dogs normally sleep here, but they



Great Hall

will awaken due to any noise from Areas 11 or 13, or if the alarm is raised. Their first reaction will be to race for the armory in Area 15, grab whatever they can and then proceed to the Great Hall. Therefore, this room will most likely be vacated by the time the party enters.

This empty cave appears to be a common sleeping area for the goblins. There are straw mattresses scattered about the cave along with some tattered goblin clothing. There are three wooden tables near the south wall.

Goblins (14): hp 6 (x2), 5 (x3), 4 (x5), 3 (x2), 2, 1; halfspears, light crossbows, 10 bolts, leather armor; (MM 107)

Goblin Sergeant (male goblin Ftr1): hp 9; leather armor, small wooden shield, short sword.

Dogs (2): hp 6, 6; (MM 195).

Treasure: The party will find nothing of value in this cave, but each goblin carries 2d6 sp and 3d6 cp. The sergeant also carries 2 gp.

15) Armory

The large cache of arms and armor suggest that this cavern serves as the armory, albeit a poorly organized one. Bits of armor, weapons and mining equipment lay piled and strewn haphazardly about the area.

Investigation will reveal several items of obvious non-goblin manufacture, if for no other reason than they are totally oversized. A list of what can be found follows:

- 25 sets of Small leather armor (11 if the goblins from Area 14 have been here)
- 30 small wooden shields
- 20 light crossbows and 300 bolts (6/160 if the goblins from Area 14 have been here)
- 70 halfspears (57 if the goblins from Area 14 have been here)
- 3 sets Medium-size studded leather (two are rather bloody)
- 1 set Medium-size banded mail, good condition
- 2 longswords
- 8 short swords
- 4 shortbows and 100 arrows
- 5 picks
- 12 shovels
- 3 wheelbarrows
- 6 buckets
- 13 old sacks
- a large stack of masonry bricks
- a wooden door
- 9 hinges (one is badly bent)
- a small barrel filled with metal nails and a hammer
- a large barrel of wooden nails
- 12 rusty iron spikes
- a broken sledge hammer
- 14 torches
- small barrel of pitch
- a pile of sawdust
- a tree stump
- 2 logs

- a bundle of sticks
- a large saw
- two chains
- a small piece of canvas
- two coils of 30 ft. rope
- a whetstone
- metal shavings
- a broken chair

16) Dead end

The passageway extends for only 10 feet before it ends in a pile of boulders and rubble.

The goblins purposely blocked this passageway. Past the rubble, the tunnel continues another 300 feet and ends at a 20 foot wide vertical shaft. The shaft descends some 200 feet and empties over an underground lake and river. The goblins decided to block the hallway after two expedition parties never returned. They simply have not had the time to properly seal this area with a brick wall. It was never determined whether the expeditions failed as a result of sloppy spelunking or fell victim to an unknown menace. The mine corridors beyond Area 16 are left to the DM to develop as desired.

17) Riding equipment

Routed goblins will set this area ablaze as they retreat to Area 20. This room and the corridors up to 60 feet away will become saturated with heavy smoke (see Area 13 for details and effects of the smoke). If the room is not on fire, read the following description:

This room is unusual in that it has been partially finished. From the walls hang accessories used for some sort of small mounts. You see saddles, bridles, reins, bits, harnesses and other tackle. Straw is piled in the north east corner. Two corridors lead from this room, one to the east and one to the south. Strangely, the one to the east has been widened and chiseled smooth.

A pair of young [non-combatant] goblin grooms lie hiding in straw piles in the northeast corner.

Goblin grooms (2): hp 1.

18) Barn

If Area 17 is set ablaze, the mules and ponies will be killed by smoke inhalation unless rescued within ten minutes by the adventuring party.

A low wooden gate blocks access to this cavern. Oddly, the strong odor of a barn wafts out.

The gate is easily moved to reveal a hay strewn chamber approximately 20 feet in diameter. Huddled in the far (south-eastern) corner are two ponies and ten mules. A trough along the west wall contains horse meal. A trough along the east wall contains water.

19) Locked door

25 feet of finished dungeon corridor lead to a reinforced wooden door. The door seems to be barred from the opposite side as no lock mechanism is present to explain its closure.

To gain access, the PCs must break the door down

Reinforced Wooden Door: 1 in. thick; Hard 5; hp 20; Break DC 25.

20) Elite guard (EL 2)

In case of a total rout of the lair, this will be the area that any survivors retreat to (after setting fire to Area 17). In this case, the table from Area 21 will be placed in front of the southern door. Two to four archers, depending on the number of survivors, will wait behind this cover (1/4 cover, +2 to AC, +1 to Reflex saves) along with the wolves. In this case read:

As you burst through the door you are confronted by a hail of arrows. The archers are using an overturned table for cover.

If the lair has not yet been routed read:

As you burst through the door you are confronted by two well armed goblins and a pair of vicious wolves.

The two elite goblin guards wear scalemail and shield and wield halbspears and shortbows. The 'wolves' are actually wild dogs that have enough wolf blood in them to be mistaken for the real thing by an observer not familiar with wolves.

Elite goblin guards (male goblins War2): hp 12, 12; scale mail, halbspear, shortbow, 6 arrows.

Dogs (2): hp 6, 6; (MM 195)

Treasure: 33 cp, 28 sp, 4 gp, and a 10 gp gem.

21) Meeting room.

This lengthy room's prominent feature is a long wooden table in the center of the room. The west wall is covered with charcoal scrawling.

The charcoal markings are meeting notes. They are written in Goblin and vaguely discuss sealing-off Area 16 and plans for expanding the lair in other directions.

22) Leader's room (EL 2)

The leader is a burly fellow (for a goblin) who is disciplined, clever and even lettered, but by no means a contemplative intellectual. Though certainly brave enough to fight to the death, the goblin commander is aware that his orders include relaying

progress on the settlement and that its destruction by adventurers must be relayed immediately to his chief. Thus, if the lair has been invaded by the party and, in the leader's opinion, soundly defeated, he will have grabbed one of his bodyguards (from Area 20) and slunk off through the back escape route (Area 24). The lieutenant (Area 23) will be left in charge under these circumstances.

Goblin Leader (male goblin War2): hp 13, chainmail, light mace, key.

Pet Wolf: hp 13; (MM 204)

This large austere chamber contains a crude bed, night stand and desk. A mangy deer hide covers the floor near the bed.

The 'desk' contains some correspondence with the home lair in the Yan Elenon Mountains. The door to the east has a peep hole in it.

23) Lieutenant's room (EL 1/2)

The lieutenant will attack all comers.

Goblin Lieutenant (male goblin Ftr1): hp 9; studded leather, light mace, small pouch filled with 3 gp and 28 cp.

This spartan chamber measures roughly 10 ft. by 10 ft. The only furniture is a straw bed and a stone slab, presumably serving as a desk.

24) Treasure chamber

This plain 10 ft. x 10 ft. room holds a wooden chest against the east wall. Hanging from hooks in the east wall are three sets of full traveling gear.

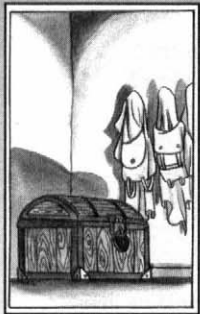
Display Illustration 19 on page IQ12 Now.

Trap: A couple of pieces of string run across the southern portion of the room and attach to a bunch of cow bells (as a warning device should someone attempt to sneak up on the leader from Area 7). Beyond this trap a newly hewn 3 ft. wide passageway runs about 70 ft. to a concealed door in Area 7.

Trap: CR 0; no attack roll (no damage); Reflex save DC 15 avoids, Search DC 20; Disable Device DC 0.

Treasure: In the northeast corner of this room is the accumulated booty of the outpost. The travel gear includes neutral colored overgarments, backpacks full of iron rations, water, and sundry survival equipment.

In one large sack, buried under the rations, is a strange mixture of items. All of the items in the sack are Thelia's. The sack contains two small unlabeled bottles full of liquid (*potion of delay poison* and a *potion of cure serious wounds*), four crumpled pieces of parchment written in an unknown language (magic scrolls of the following spells written as a 7th-level cleric: *obscuring mist*, *comprehend languages*, *control weather* and *remove curse*), a small silver bracelet (*bracelet of tongues*), and a dull copper ring (*ring of displacement*). The sack also contains 48 cp, 76 sp, 23 gp, and various items which are obviously



Treasure Chamber

feminine (combs, silk scarves, various trinkets and jewelry) - these were given to Thelia by interested suitors. She will require all of the items be returned to her. She must have the *scroll of remove curse* to cure Prince Cardor, though if possible she will cure him in solitude and pretend that she used her own magical ability.

The wooden chest is locked. It holds 689 cp, 376 sp, 48 gp and a *potion of cure light wounds*. The leader has the key.

Scene iii: The Slavers (EL Variable)

This is a complex encounter. DMs should read it carefully several times before play. The **flowchart provided in Appendix H** will assist the DM during the battle.

If the party blunders down the road without a scout, roll Spot checks for the orcs and slavers. If the players are not seen and they try to sneak up for a closer look but do not circle behind the hills, roll Spot checks for the orcs and slavers each round with a cumulative +3 bonus. Thus, unless the party either sends a scout or climbs the hill, they will be noticed by the slavers and/or orcs. If the PCs are seen, the battle will break out as described below. If the players or scout sneak up one of the hills unnoticed, they will automatically gain surprise, if they choose to engage in combat. In the event a player or scout climbs the hill to observe, read:

As you make your way to the top of the rise, almost two dozen armored figures become visible below. They are clearly divided into two groups. The members of the larger group wear tattered yellow tunics and stand in mob formation. One carries a yellow banner emblazoned with what looks like a severed leg. Two others carry pikes with actual legs pierced atop them. Also among this group is something larger. It has broad shoulders and stands almost a yard taller than the others.

The smaller group is mostly comprised of soldiers, slaves and mysterious robed figures. Their standard depicts red and black stripes emanating from a mailed fist. There are two human slaves in shackles, two man-sized figures in white robes, one in a brown robe and one chubby richly-dressed human. Behind them are several horses and a large squarish carriage with bars on the windows

Display Illustration 21 on page IQ14 Now.

If the scout (or party) continues to observe, read:

You can tell that the richly-dressed man is talking to one of the men from the other group. Both sides seem nervous, as if they expect some danger from the other side. You can now make out what appears to be a human slave among the yellow-clad group.

If the players are watching from the road, they will automatically be spotted at this time.

If the players attack (whether they are spotted or not), both the slavers and the orcs will assume that the players were hired by the other, and will attack both the PCs and each other. The orcs will flee if their numbers are reduced to five or less. The

orcs will also flee if the ogre is slain or turns against them and seven or fewer orcs remain. The slavers will attempt to flee only if Aldrel (see below) orders retreat or appears to be slain.

If the scout (or party) continues to observe, read:

Without warning, weapons unsheath and the two sides engage in deadly combat. The portly human is the first to be dispatched.

If the scout (or party) watches the battle, read:

It becomes obvious that the yellow-clad troops are humanoid, as is the larger creature. The robbed humans wield whips and scourges, while the men-at-arms wield sword and shield. The one in the brown robe obviously commands the red and black side.

Pause five seconds to allow the players to react, if they take no action that will affect the battle continue:

The humanoids' rabid assault gives them the upper hand; the humans are forced to give ground.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

The humans' discipline begins to pay off as they fall back into a semi-circle in front of the robbed figures.

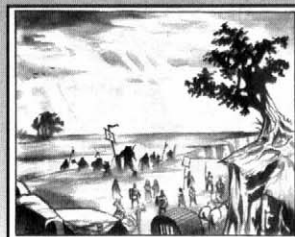
Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

The slaves also enter the fray on the humans' behalf. This seems to even the struggle.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

The battle rages evenly for a short time, until the robbed figures begin to wave their hands and chant. Shortly thereafter, you notice several of the humanoids, including the largest, turn on their allies.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue reading the next section, below. If the players intervene and attack while the battle is in progress, each side will, as before, assume that the players were hired by the other. Therefore, each side will dispatch a portion of their troops to defend against this new threat. However, if either five orcs or the ogre have been slain, they will flee in the face of this new threat. The slavers will



Armored Figures

flee only if the Warden (Aldrel) orders retreat or appears to be slain. If after three rounds of combat the party is still engaged against both the slavers and the orcs, the slavers and orcs will temporarily put aside their differences and jointly attack the party.



Aldrel

After a moment or two, the remaining orcs flee. The man in brown begins to chant loudly, and a white-robed woman shouts after them: "Fools! The will of Velmn the Overlord cannot be denied!" Two of the fleeing orcs stop dead in their tracks, seemingly frozen in place.

Pause ten seconds to allow the players to react, if they take no action that will affect the battle continue:

At the end of the battle, six men-at-arms, the large humanoid, now allied with the humans, one slave, and the robed men still stand. The man in brown robes barks orders to the others, who instantly obey. The survivors busily search the fallen and load the incapacitated foes, as well as the humanoids' former prisoner, into the coach. When finished, the humans mount up and begin to travel down the road to the east.



Prince Cardor

Note: Bracketed text { } indicates status after orc-slaver battle, e.g. dead, used, a new hp total, etc.

The Orcs

Orcish sub-chief (1): CR 1/2; hp 8; longsword, chainmail, large wooden shield, 5 gp, 14 sp.

Orcs (13): CR 1/2 each; hp 8, 7 (x3), 6 (x2), 5, 4 (x2), 3 (x3), 2; longswords, 1d4 gold pieces each; (MM 146)

Ogre (1): CR 2; hp 26 {12}; 22 gp; MM 144.

Prince Cardor: (Detailed in Appendix A). Prince Cardor must make a Control Shape check each round to avoid transforming. (DC 13; DC 18 if he sees his son, Mordeln). If Cardor changes to were-form, he will break free of his bonds in one round and then attack orcs and slavers indiscriminately. **Display Illustration 24 on page IQ16** if he changes.

He might also accidentally attack the players in his fury. Cardor will then flee into the woods. Thirty minutes after his change, Cardor will shift back to man form and return.

If the party wins but Cardor did not shape change, they will find that Prince Cardor was among the orcs. He will still be tightly bound and gagged, but otherwise unharmed.



Prince Cardor

If the party loses, they will be taken prisoner by the slavers. All of their possessions will be confiscated and the characters will be placed in the coach. Eventually, the players will be taken to Vrendolen and thrown into the slave pits. If Cardor has escaped and saw Mordeln among the party, he will follow the slavers and attempt to free his son (and the party) at the earliest opportunity. If Cardor did not escape, he will be held in the carriage with the others.

The Slavers

Aldrel, the Warden, Bringer of the New Order (Priest of the Overlord) (male human Clr4): CR 4; hp 28; +1 *banded mail*, 2 scourges, 2 whips, 6 bloodstones (50 gp each), brown robe with a red stripe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only, fake treasure map showing the Eldrose Forest on the lower Sliv Elenon Mountains as the spot where the treasure is buried.

In combat, Aldrel will use his *hold person* and *cause fear* spells before entering melee. If the battle turns against him, he will attempt to flee, leaving his troops behind to cover his retreat and, if need be, to fight to the death. Aldrel will use his bloodstones and a fake treasure map to bargain for his life. If any of the PCs are viewing or attacking Aldrel, **Display Illustration 23 on page IQ15**.

Vreg, disciple of the House of Shackles, priest of the Overlord (male human Clr1): CR 1; hp 10; chainmail, 2 whips, light mace, bloodstone (50 gp), white robe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only.

Tinda, disciple of the House of Shackles, priestess of the Overlord. (female human Clr1): CR 1; hp 9; chainmail, 2 whips, flail, bloodstone (50 gp), white robe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only.

Bulde and **Imro,** servants of the New Order. (male humans Com1): CR 0; hp 4 {dead}. 3; whip. These two men wear manacles on their hands and feet and nothing else.

Men-at-arms, human Wart (9): hp 7 {2}, 7 {dead}, 6 {4}, 6, 5 {1}, 5 {dead}, 5, 4 {dead}, 4; longsword, 2d4 sp each.

Celno, slave trader (male human Ari1), hp 2 {dead}. Wears fine clothes. 2 pp, 6 gp, 26 sp, 2 bloodstones (50 gp each). Bag with 250 gp. Key to the locked chest in the carriage.

The carriage is actually a holding cell for slaves. Within, you see four decrepit souls, three men and a woman. Two of the men and the lady appear to be in fair condition, while the last man has been badly beaten. The woman seems to be foreign.

Display Illustration 22 on page IQ15 now.

Aside from the prisoners, the carriage contains a locked chest. Celno carried the key, but Aldrel will have taken it from him at the first opportunity. The chest is trapped with a poisoned dart that will spring on anyone that opens the chest without first depressing one of the studs near the keyhole. Celno and the priests know about the trap.

Trap (CR 2): Poison dart trap, CR 2; +8 ranged (1d3 and poison); Search DC 22, Disable Device DC 20. Greenblood Oil poison: Fort DC 13, initial 1 Con damage, secondary 1d2 Con damage.

Treasure: The chest contains 159 gp, 822 sp, and 6 bloodstones (50 gp each).

Upon closer inspection, the party will find that all four prisoners have been badly whipped. Three are Mendarns: two peasants (Vivl and Sibro, human Com1) and Eldane, a recently captured soldier, (male human War 1; hp 5 (currently 1); AL NG). The serfs will be grateful if released, but are otherwise unremarkable. If released and nursed to health, Eldane will offer to serve the savior who's social and political views (i.e., alignment) most closely parallel his own. His servitude will be voluntary and last for one year. The last prisoner, named Uwhzi (female Ari2), is the eldest daughter of a wealthy Svimohzish merchant from Ahznomahn. While traveling the Dragon's Teeth, en route to Mendarn, her sloop was overtaken by pirates. Uwhzi was taken captive and sold to Celno. For the last three months she has traveled with Celno as his personal slave. If released and returned to Ahznomahn, her grateful father will richly reward her liberators (250 gp recommended).

Horses: The slavers had five horses; two heavy horses (pulling the wagon) and three light warhorses (the Bringers rode these).

Scene iv: Pay Now, Cure Later

After the PCs rescue Cardor, they must address his lycanthropy. While the players might be more interested in the source of the affliction, Cardor will want to explore a cure. Cardor has already made the connection between his lustful encounter with Sondra and the onset of his transformations soon thereafter. He will admit this if questioned. If the PCs do not make this connection or even suspect that Cardor is a lycanthrope, he will tell them his tragic tale. The party should then try to obtain the cure for Cardor's lycanthropy from Thelia the Nymph. If the PCs have not met Thelia, or if they do not make the connection that she can cure Cardor, the DM may choose to have Thelia approach the PCs on her own.

Whether the PCs return to Thelia's lake, or whether she approaches them on her own, read or paraphrase the following:

Suddenly, you hear a [familiar] feminine voice only a few yards behind you. "Hello there," it says. "What can I do for you?"

Now that the PCs have brought Cardor's problem to Thelia, they may think that their problems are over. But at this point several things may still happen.

If Thelia does not know that the PCs have already driven out the goblins from the forest, she will ask them to do so, as her payment for helping the prince. Also, she requires some items (potions, scrolls, gold - she will be vague on the exact quantity) which the goblins stole from her. The DM should now run Act III, Scene ii: the Shano-Kyr Goblins, before continuing here.

If Thelia knows that the PCs have already driven away the goblins, she will ask them for her treasure which the goblins stole from her (the items from the treasure chest in room 24). If the PCs do not have the items, she tells them that they must return to the goblin caves and retrieve them before she can help the prince. If the PCs have the items, but refuse to give them up, Thelia will become angry, and demand the items. If the argument degenerates into conflict, Thelia will use her powers of beauty to attack the PCs. No matter who wins the battle, Thelia will refuse to help the PCs any further. They will have to find a cure for Prince Cardor somewhere else.

If the PCs gladly show her the treasure and let her take her items, Thelia will take Prince Cardor to a secluded grove, where she will use her *scroll of remove curse* to cure him.

Note: Even with the appropriate magic, lycanthropy can only be cured during the full moon. However, the world of Tellere has three moons: Diadolai, Pelselond, and Veshemo. It is assumed that one of the moons is in its full phase at the time Thelia attempts to cure Cardor. However, if the DM wishes, the PCs may have to stay in the forest and guard Prince Cardor until the next full moon phase (Veshemo has the shortest cycle - 28 days maximum).

Scene v: Crazy Like a Fox

Sondra has learned of Cardor's release and his quest for a cure. With a revitalized interest in a remedy for her own affliction, she has monitored the party's every move via her small, but effective, information network. Her informants are 12 white foxes.

Sondra waits until the PCs find the cure and then waylays them. The ambush site is a heavily wooded area along the forest path. From concealment, Sondra casts *charm person* upon Cardor, Mordeln or the group leader if neither of the first two choices are present. She then steps out of hiding to speak to the one she has attempted to charm.



Sondra

An elven woman suddenly steps out from behind a tree onto the path in front of your group. With a big smile and outstretched arms she speaks, "My dear, I've been looking for you so long. You must come to me and introduce me to your friends."

Display illustration 25 on page IQ16 now.

If the spell recipient advances harmlessly, Sondra will immediately begin to ask him about the cure. If the spell

obviously fails, or if the players act belligerent, read the following text (if the players attack immediately, Sondra will simply dive off the path, in the direction of Forsin):

The woman slowly raises her left arm and then calmly walks two paces to the left edge of the path. Immediately, you hear a faint creaking overhead and see an armored man [Forsin] step from concealment to her side. Also in front of you, but near the right edge of the path, you can make out the shape of another man [brigand] and a large animal.

A camouflaged brigand located off the left side of the path and behind the party, releases a swinging log trap when Sondra raises her arm, or if the PCs attack.

Trap: Listen carefully to what actions the PCs announce. Unless the rear guard states that she or he is looking toward the rear, the character is automatically hit from behind. If anyone looks back, read:

Looking back, you see a large log, hurtling towards you.

If no one looks back until after the log hits, read:

You hear a loud, sickening thud as a huge log pounds into [name rear PC]'s upper back.

Log trap: CR 1; +8 melee (2d6/crit x3, plus knocked prone if a Balance check (DC 15) is failed); Search (DC 20); Disable Device (DC 15). For each round that the log is in motion and for each individual struck, subtract 2 damage (both are cumulative). Thus, if the log has been swinging for two rounds and struck one person, the damage is 2d6-6. If the log impacts and does zero damage at any time, it stops swinging. Until then, it is a melee obstacle as it swings back and forth.

The forest on either side of the path is too heavily wooded for anyone wielding a weapon longer than two feet. Thus, the brigand in front of the PCs will be forced to enter the path when they engage in melee.

Anyone in the path will be a target of the swinging log. However, the brigand attacking from the rear will wait for it to swing past before attacking. The other brigand and the first dire fox will attack from the front immediately, as the brigand believes (perhaps incorrectly!) that the log will stop before reaching them.

Round-by-round actions of Sondra and her minions:

Round 1: Both of the brigands now attack the adventurers. Forsin, who is charmed, stays back to offer personal protection to Sondra. Sondra casts *mirror image* from her scroll. The animal the PCs saw (a dire fox) also enters the melee.

Round 2: Sondra casts *daze* on anyone meleeing Forsin, or advancing on her. Otherwise, she uses her *wand of magic missiles*. Two of the dire foxes enter the melee.

Round 3: Sondra casts a *shocking grasp*. Forsin stays back to defend Sondra.

Round 4: Sondra attempts to transform into hybrid form (Control Shape DC 15). If she fails her check, she will keep trying each round until she succeeds. Forsin will now enter melee, if he has not already. The remaining dire fox enters the fray.

Round 5: Sondra will attack Cardor or Mordeln. If she is in danger of dying, or killing either Cardor or Mordeln seems hopeless, Sondra will run to her cottage to collect her monies. She then flees the area in search of refuge. If this happens, the players have developed a bitter and relentless enemy.

Sondra: (female werefox, Sor3) hp 11 (20 in hybrid form); dagger; *wand of magic missiles* (18 charges, activation word "Aladare"); *potion of cure light wounds*; *scroll of mirror image*, pouch with: 11 pp, 7 gp, 6 sp, 2 100 gp opals, key to the chest in her cottage.

Forsin: hp 16; longsword, chainmail, large steel shield, 26 gp, 12 sp, three 50 gp bloodstones.

Charmed Brigands (2): hp 7, 5; shortswords, scale mail; 4 gp, 13 sp each.

Dire Foxes (4): hp 14 each. (see Appendix B)

Sondra's Woodland Home

Located several miles east of the ambush site, Sondra's home is nothing more than a quaint cottage secreted away in a heavily wooded dale. Butted up against a hill and surrounded by dense evergreens, Sondra's home is cleverly hidden from prying eyes (Spot DC 18; Search DC 11).

Upon breaking through a stand of dense evergreens you see a small cottage in the clearing ahead. Next to the homestead is a chicken coop. There are no other apparent signs of life.

Due to the cottage being hidden, the remoteness of the location, and her ever vigilant foxes, Sondra does not fear being surprised at home. The only traps found are those protecting her valuables. If surprised at home, Sondra will fight with the goal of trying to escape to safely transform to hybrid form. If defeat or death is imminent, Sondra will concentrate all attacks on Cardor or Mordeln.

The door to the cottage is not locked. With a creak, it readily swings open to reveal one room. The table is littered with roots, fungus and an interesting collection of rare plant life. Many unlabeled bottles of liquids line

the walls. There are also several unlabeled sealed jars that contain branches, seeds and spores of various types.

Located throughout the cottage are those items of everyday life, such as clothes, dishes, several books on plant life, a bed and several chairs.

Much of the plant life located on the table can readily be used as spell components. The entire collection can be sold back in Yelden for 75 gp. The branches in one jar are those of the dreaded violet fungi. If the branches are touched, the residue will cause flesh to rot (Fort Save DC 12, initial 1d4 Strength damage, secondary 1d4 Constitution damage.) The residue off of the stored branches is not as potent as that of the living creature. The spores are those of shriekers; they are viable if planted in the next 30 days. Sondra's recent interest in local plant life is a result of Cardor's search for a cure for lycanthropy.

Underneath one of the table legs are several loose floorboards. The floorboards will only be discovered if the table is moved or the floor is actively tapped for hollow sounds. Once the floorboards are removed, a small ironbound and locked chest is revealed. Sondra holds the only key to the chest.

Trap: The lock is trapped with a container holding two monstrous scorpions. (Search DC 20; Disable Device DC 20); Anyone activating the trap will release the scorpions. They attack immediately.

Small Monstrous Scorpions (2): hp 7, 6; (MM 208).

Treasure: The chest contains 15 pp, 378 gp and 650 sp. Also found is a jeweled bracelet (500 gp value), a gold tiara (100 gp) and 11 gems (2-100 gp, 3-50 gp, 6-20 gp).

If the cottage is explored after the ambush and Sondra has escaped, the floorboards will be moved and the money gone. The scorpions will be loose in the cottage and will attack within three rounds of entry.

FURTHER ADVENTURES

When this adventure has been completed, there will still be plenty of opportunities for the PCs to find action in this area of Mendarn. With Sondra identified as the scapegoat of the tragedy in the House of Brodeln, Cardor and Mordeln will both be cleared from suspicion and welcomed to a new position of power. If everything goes well, the players will have made an excellent friendship with both Cardor and Mordeln.

Adventures back in the Village of Yelden could include some covert activities of the Conventicle of Affliction through their secret dungeon entrance to Castle Brodeln. With Cardor tied down by his new position as Duke, he might send the PCs to personally deliver a reply to his friend Sarathan who is in search of adventuring associates.

Adventures in the wilderness surrounding Yelden could include further conflict with the main tribe of Shano-Kyr goblins or the Orcs of the Severed Leg somewhere in the Yan Elenon Mountains. If the players are bold enough to enter Pel Brolenon, they are certain to find adventure and might even meet up with some members of the Brotherhood of the Broken Chain who are attempting to free slaves in the area.

APPENDICES

APPENDIX A: (KEY NPCs)

All NPCs in this appendix are listed in alphabetical order.

Aldrel

Male human Clr4: CR 4; Medium Humanoid; HD 4d8+8; hp 28; Init +2; Spd 20 ft.; AC 18, touch 11, flat-footed 17 [[+1 banded mail, +1 Dex]]; Atk +3 melee (1d8/crit x2, morning star) or +5 ranged (1d2 subdual/crit x2, whip); SQ rebuke undead 5/day, spontaneous casting; AL LE; SV Fort +6, Ref +3, Will +7; Str 11, Dex 14, Con 14, Int 16, Wis 17, Cha 15.

Skills and Feats: Concentration +9, Diplomacy +9, Heal +10, Knowledge (arcana) +10, Knowledge (religion) +10, Spellcraft +10; Exotic Weapon Proficiency (whip), Expertise, Improved Disarm.

Spells Prepared (5/5/4): 0th – *detect magic* (x2), *light*, *cure minor wounds* (x2); 1st – *cause fear*, *command*, *cure light wounds*, *endure elements**, *summon monster I*; 2nd – *bull's strength**, *enthrall*, *hold person*, *summon monster II*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Strength (+4 Strength enhancement bonus for one round, 1/day)

Possessions: +1 banded mail, 2 scourges, 2 whips, 6 bloodstones (50 gp each), brown robe with a red stripe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only, fake treasure map showing the Eldrose Forest on the lower Sliv Elenon Mountains as the spot where the treasure is buried.

Blorin the Purger

Male human Clr2: CR 2; Medium Humanoid; HD 2d8+2; hp 12; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 [[chain shirt]]; Atk +2 melee (1d8+1/crit x2, heavy mace); AL NE; SV Fort+4, Ref +0, Will +6; Str 12, Dex 10, Con 12, Int 11, Wis 13, Cha 10.

Skills and Feats: Concentration +6, Knowledge (religion) +5, Spot +3; Combat Casting, Iron Will.

Spells Prepared (4/4): 0th – *detect magic*, *detect poison*, *light* (x2); 1st – *inflict light wounds**, *cause fear*, *command*, *summon monster I*.

***Domain spell.** Domains: Destruction (make a melee attack at +4 to hit and +2 to damage 1/day); Evil (cast evil spells at +1 caster level).

Possessions: chain shirt, heavy mace.

Brand

Male human Rgr1: Medium Humanoid; HD 1d10; hp 9; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 [[+1 Dex]]; Atk +2 melee (1d8/crit 19-20/x2, longsword); SQ Favored enemy (vermin), can fight as if he had the Ambidexterity and Two Weapon Fighting feats while wearing light or no armor; AL NG; SV Fort +2, Ref +1, Will -1; Str 11, Dex 13, Con 10, Int 12, Wis 9, Cha 16.

Skills and Feats: Animal Empathy +7, Hide +5, Ride +5, Spot +3, Use Rope +5, Wilderness Lore +3; Dodge, Track, Weapon Focus (longsword). Languages: Brandobian, Hobgoblin, Merchant's Tongue, Svimozhish.

Prince Cardor *

Male weretiger Wiz7: Medium/Large Shapechanger (weretiger); HD 6d8+12 (considered a 7 HD creature); hp 39 (58 as tiger or hybrid); Init +1 or +3 as tiger or hybrid; Spd 30 ft. or 40 ft. as tiger or hybrid; AC 13, touch 11, flat-footed 12 [[+1 Dex, +2 natural]], 18, touch 13, flat-footed 15 [[+3 Dex, +5 natural]] as hybrid, 17, touch 12, flat-footed 14 [[+3 Dex, +5 natural, -1 size]] as tiger; Atk +2 melee (1d4-1/crit x3, punching dagger), or +4 ranged (1d4-1/crit 19-20/x2, dagger), or +9 melee (1d8+5/crit x2, 2 claws) and +7 melee (2d6+2/crit x2, bite) as hybrid, or +8 melee (1d8+5/crit x2, 2 claws) and +6 melee (2d6+2/crit x2, bite) as tiger; Face/Reach 5 ft. by 5 ft./5 ft., 5 ft. by 10 ft./5 ft. as tiger or hybrid; SA Pounce, improved grab, rake 1d8+2, curse of lycanthropy as tiger or hybrid; SQ tiger empathy; plus scent, damage reduction 15/silver as tiger or hybrid; AL NG; SV* Fort +9 (+12), Ref +6 (+8), Will +7; Str 9 (21), Dex 12 (16), Con 14 (20), Int 16, Wis 10, Cha 15.

Skills and Feats: Concentration +11, Control Shape +6, Knowledge (heraldry) +12, Perform (dance) +6, Ride +5, Spellcraft +12, Swim +10; plus as tiger/hybrid Balance +7, Hide (+6 as tiger, +10 as hybrid), Listen +12, Move Silently +10, Spot +12, Swim +10; Alertness, Combat Casting, Expertise, Extend Spell, Scribe Scroll, Spell Penetration; plus Blind Fight, Multiattack, and Power Attack as tiger or hybrid. Languages: Brandobian, Deji, Dwarven, Elven, Kalamaran, Merchant's Tongue.

* Stats in parentheses are applicable when Prince Cardor is in tiger or hybrid form.

Eldane

Male human War1: CR 1/2; Medium humanoid; HD 1d8+2; hp 9; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 [[+2 Dex]]; Atk +2 melee or +3 ranged (by weapon); AL NG; SV Fort +4, Ref +2, Will +0; Str 13, Dex 14, Con 14, Int 9, Wis 10, Cha 11.

Skills and Feats: Handle Animal +4, Ride +6; Blind-fight, Dodge.

Ernid

Male human War1: CR 1/2; HD 1d10; hp 8; Init +3; Spd 20 ft.; AC 17, touch 13, flat-footed 14 [[+4 chain shirt, +3 Dex]]; Atk +1 melee (1d6, crit x2, club); AL N; SV Fort +3, Ref +0, Will +0; Str 17, Dex 16, Con 12, Int 9, Wis 9, Cha 10.

Skills and Feats: Handle Animal +2, Intimidate +6

Possessions: Club, Chain Shirt

Filo Buckbury

Male halfling Rog1: CR 1; Medium Humanoid; HD 1d6; hp 5; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11 [[+3 Dex, +1 size]]; Atk +1 melee (damage by weapon or 1d2/crit x2 subdual, unarmed strike); SA Sneak Attack +1d6; AL CN; SV Fort +1, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 11, Wis 11, Cha 10.

Skills and Feats: Climb +6, Decipher Script +4, Disable Device +3, Hide +11, Move Silently +8, Open Lock +9, Pick Pocket +7, Read Lips +3 Search +3; Skill Focus (Open Lock); Languages: Brandobian, Halfling.

Forsin

Male human Ftr2: CR 2; Medium Humanoid; HD 2d10+2; hp 16; Init +4 [[Improved Initiative]]; Spd 20 ft.; AC 17, touch 10, flat-footed 17 [[+5 chainmail, +2 large steel shield]]; Atk +5 melee (1d8+2/crit 19-20/x2, longsword); AL N; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 13, Int 9, Wis 10, Cha 9.

Skills and Feats: Listen +5, Spot +5; Alertness, Blind Fight, Improved Initiative, Weapon Focus (longsword).

Lema and Voldor

(Brownies): Tiny Fey; HD 1/2 d6; hp 3 (Voldor), 2 (Lema); Init +4 (Dex); Spd 20 ft.; AC 17, touch 16, flat-footed 13 [[+2 size, +4 Dex, +1 natural]]; Atk +6 melee (1d4-3/crit x3, punching dagger); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ spell-like abilities, +4 racial bonus to Hide, Spot, and Listen checks; AL LG; SV Fort +0, Ref +8, Will +7; Str 5, Dex 19, Con 10, Int 14, Wis 16, Cha 14.

Skills and Feats: Craft (leatherworking) +6, Craft (woodworking) +6, Escape Artist +8, Intuit Direction +5, Hide +20, Knowledge (nature) +4 Search +6, Sense Motive +7, Spot +13, Listen +13 Wilderness Lore +7; Alertness, Iron Will, Lightning Reflexes, Weapon Finesse (dagger).

Spell-like abilities: 1/day – *protection from evil, ventriloquism, dancing lights, continual flame, mirror image, confusion, and dimension door.* These abilities are as the spells cast by a 9th-level sorcerer (save DC 12 + spell level).

Maard

Male human Com2: CR 1/4; Medium Humanoid; HD 2d4; hp 7; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (damage by weapon or 1d3/crit x2 subdual, unarmed strike); AL CN; SV Fort +0, Ref +0, Will +0.

Malvus

Male human Expert1: CR 1/2; HD 1d6; hp 4; Init +2; Spd 20 ft.; AC 12, touch 12, flatfooted 10; Atk +0 melee (1d4, crit 19-20, x2, dagger); AL NG; SV Fort +0, Ref +0, Will +2; Str 16, Dex 14, Con 14, Wis 8, Cha 11.

Possessions: dagger, 1 gp, 4sp.

Mordeln Larendin

Male half-elf Rog1/Sor1: Medium Humanoid; HD 1d6+1d4; hp 8; Init +2, Spd 30 ft.; AC 12, touch 12, flat-footed 10 [[+2 Dex]]; Atk +0 melee, +2 ranged (damage by weapon type); SA Sneak Attack +1d6; SQ immune to sleep spells, +2 vs. enchantment spells, low light vision; AL CG; SV Fort +0, Ref +4, Will +2; Str 11, Dex 15, Con 11, Int 16, Wis 10, Cha 18.

Skills and Feats: Climb +4, Concentration +5, Decipher Script +7, Diplomacy +8, Disable Device +7, Hide +6, Listen +5, Move Silently +6, Open Lock +6, Perform (acting) +8, Pick Pocket +6, Search +8; Dodge. Languages: Brandobian, Elven, Gnome, Halfling, Merchant's Tongue.

Spells Known (5/4): 0th – *daze, detect magic, light, read magic*; 1st – *charm person, mage armor, sleep, spiderclimb.*

Sondra

Female werefox Sor3: Medium Shapechanger (Werefox); CR 4; HD 3d4; hp 11 (20 in hybrid form); Init +0 or +3 [[Dex]] as fox or hybrid; Spd 30 ft. or 60 ft. as fox; AC 13, touch 11, flat-footed 13 [[+2 natural, +1 ring of protection]] or 16, touch 14, flat-footed 13 [[+2 natural, +1 ring, +3 Dex]] as hybrid, or 16, touch 14, flat-footed 13 [[+2 natural, +1 size, +3 Dex]] as fox; Atk +0 melee (1d4-1/crit x3, punching dagger) or +4 (1d4+1/crit x2, bite) as hybrid, or +4 (1d4-3/crit x2, bite) as fox; SA Curse of lycanthropy as fox; SQ low light vision, immune to sleep spells, +2 vs. enchantment spells, pass without trace at will, damage reduction 15/silver as fox or hybrid; AL CE; SV Fort +3 (+5 as hybrid), Ref +2 (+5 as hybrid or fox); Will +6; Str 8, Dex 10, Con 11, Int 16, Wis 13, Cha 18 (as elf); Str 4, Dex 16, Con 11, Int 16, Wis 13, Cha 12 (as fox); Str 12, Dex 16, Con 15, Int 16, Wis 13, Cha 12 (as hybrid).

Skills and Feats: Concentration +6, Control Shape +9, Handle Animal +7, Knowledge (local) +5, Perform (dance) +5, Profession (herbalist) +7; Brew Potion, Skill Focus (Control Shape); plus Weapon Finesse (bite) as fox or hybrid. Languages: Brandobian, Elven, Kalamaran, Merchant's Tongue.

Spells Known (6/6): 0th – *arcane mark, daze, detect magic, light, mage hand, read magic*; 1st – *change self, charm person, color spray, hypnotism, message, shocking grasp*.

Possessions: *wand of magic missiles* (18 charges), *+1 ring of protection, dagger, potion of cure light wounds, scroll of mirror image*.

Valesin

Male human Rog2: CR 2; Medium Humanoid; HD 2d6 (+3 Toughness); hp 10; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 [[leather]]; Atk +1 melee (1d6/crit 19-20/x2, shortsword); SA sneak attack 1d6; AL N; SV Fort +0, Ref +2, Will +0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Decipher Script +4, Disable Device +4, Hide +4, Listen +6, Move Silently +4, Open Lock +4, Pick Pocket +4, Search +4, Spot +6; Alertness, Toughness.

Tinda

Female human Clr1: CR 1; Medium humanoid; HD 1d8+2; hp 9; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 [[+5 chain mail, +1 Dex]]; Atk +0 melee (1d8/crit x2, morning star); SQ rebuke undead 2/day, spontaneous casting; AL LE; SV Fort +4, Ref +1, Will +7; Str 11, Dex 12, Con 15, Int 15, Wis 16, Cha 9.

Skills and Feats: Concentration +6, Hide +3, Knowledge (religion) +6, Spellcraft +6, Spot +5; Combat Casting, Iron Will.

Spells prepared (3/3): 0th – *cure minor wounds, detect magic, light*; 1st – *bane, command, endure elements*.*

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Strength (+4 Strength enhancement bonus for one round, 1/day)

Possessions: chainmail, 2 whips, flail, bloodstone (50 gp), white robe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only.

Bulde and Imro

Male humans Com1: CR 0; Medium Humanoids; HD 1d4; hp 4 {dead}; 3; Init +0, Spd 30 ft.; AC 10; Atk -4 ranged (1d2 subdual/crit x2, whip); AL LE; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 8.

Uttan

Male human War2: CR 1; Medium Humanoid; HD 2d8; hp 9; Init +4; Spd 30 ft.; AC 10; Atk +2 melee (1d6/crit x2, club); AL N; SV Fort +3, Ref +0, Will +2, Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Improved Initiative, Iron Will.

Vand, Lieutenant

Male human Ftr2: HD 2d10; hp 18; Init +4; Spd 20 ft.; AC 18, touch 11, flat-footed 18 [[+5 chain mail, +2 large steel shield, +1 ring of protection]]; Atk +4 melee (1d8+1/crit 19-20/x2, longsword); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 9, Wis 11, Cha 9.

Skills and Feats: Ride +5, Spot +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword).

Vreg

Male human Clr1: CR 1; Medium Humanoid; HD 1d8+3; hp 10; Init +3 [[-1Dex, +4 Improved Initiative]]; Spd 20 ft.; AC 14, touch 9, flat-footed 14; [[+5 chainmail, -1 Dex]]; Atk +2 melee (1d6+2/crit x2, light mace); SQ rebuke undead 2/day, spontaneous casting; AL LE; SV Fort +5, Ref -1, Will +4; Str 15, Dex 9, Con 16, Int 14, Wis 15, Cha 8.

Skills and Feats: Concentration +7, Heal +6, Knowledge (religion) +6, Spellcraft +6, Spot +4; Combat Casting, Improved Initiative.

Spells Prepared (3/3): 0th – *cure minor wounds* (x2), *detect magic*; 1st – *cause fear, cure light wounds, protection from good*.*

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Strength (+4 Strength enhancement bonus for one round, 1/day)

Possessions: Chainmail, 2 whips, light mace, bloodstone (50 gp), white robe, brown headband bearing the symbol of the Overlord, gauntlet worn on right hand only.

Welvr, Captain

Male human Ftr6: HD 6d10+6; hp 56; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 16; [[+6 banded mail, +1 Dex]]; Atk +9/+4 melee (1d8+3/crit 19-20/x2, longsword); or +9/+4 melee (1d4+3/crit 19-20/x2, dagger); or +8/+3 ranged (1d8+3/crit x3, range increment 110 ft., mighty composite longbow); AL LN; SV Fort +6, Ref +4, Will +0; Str 17, Dex 15, Con 13, Int 13, Wis 10, Cha 13.

Skills and Feats: Climb +9, Jump +9, Bluff +3, Ride +3; Ambidexterity, Cleave, Dodge, Leadership, Point Blank Shot, Power Attack, Precise Shot, Quickdraw.

Possessions: +3 mighty composite longbow, 20 arrows, signet ring, banded mail, dagger, longsword.

Zlory, the Dog Trainer

Male human Expert5 (dogtrainer): HD 5d6; hp 23; Init +2; Spd 20 ft.; AC 14, touch 12, flat-footed 12 [[+2 leather, +2 Dex]]; Atk +4 melee (1d6/crit x2, light mace); AL N; SV Fort +1, Ref +1, Will +4; Str 13, Dex 15, Con 10, Int 11, Wis 9, Cha 8.

Skills and Feats: Animal Empathy +9, Handle Animal +9, Intimidate +6, Move Silently +6, Sense Motive +2, Wilderness Lore +8; Alertness, Skill Focus, Handle Animal, Track.

APPENDIX B: CREATURES AND MONSTERS

All Creatures and Monsters in this appendix are listed in alphabetical order.

Astral Monster (1): CR 1

Medium Outsider; HD 1d8+1; hp 8; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 [[+2 Dex, +2 natural]]; Atk+2 melee (1d6+1/crit x2, bite), +2 melee (1d4/crit x2, 2 claws); SQ outsider, astral projection; AL NE; SV Fort +3, Ref +4, Will +2; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Multiattack.

Brigands, human Rog1 (3): CR 1

Medium Humanoids; HD 1d6; hp 5, 5, 5; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 [[+1 Dex, +2 leather]]; Atk +2 ranged (1d4+1/crit 19-20/x2, dagger) or +2 ranged (1d6+1/crit x3, shortbow); SA Sneak Attack +1d6; AL NE; SV Fort +0; Ref +3, Will +0; Str 10, Dex 13, Con 10, Int 11, Wis 11, Cha 11.

Skills and Feats: Climb +4, Decipher Script +4, Disable Device +4, Hide +5, Move Silently +5, Open Locks +5, Pick Pocket +5, Ride +5 Search +4; Dodge, Point Blank Shot.

Brigand, male human Ftr1: CR 1

Medium humanoid; HD 1d10; hp 9; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 [[chainmail]]; Atk +3 melee (1d8+1/crit 19-20/x3, longsword); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +5, Jump +5; Cleave, Power Attack, Weapon Focus (longsword).

Brigand, male human Ftr1: CR 1

Medium Humanoid; HD 1d10; hp 9; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 [[chain shirt]]; Atk +3 melee (1d6+1/crit 18-20/x2, scimitar); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +5, Jump +5; Cleave, Power Attack, Weapon Focus (scimitar).

Brolonese Troops, human War1

Medium Humanoids; CR 1/2; HD 1d8 (+Toughness); Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 13 [[+3 studded leather, +1 small shield]]; Atk +2 melee (1d6/crit 18-20/x2, scimitar); AL LE; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +4, Spot +2; Toughness, Weapon Focus (scimitar).

Brolonese Troop Leader (male human Ftr1): CR 1

Medium Humanoid; HD 1d10 (+Toughness); hp 12; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16 [[+5 chain mail, +1 small shield]]; Atk +2 melee (1d6/crit 18-20/x2, scimitar); AL LE; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +4, Spot +2; Blind-fight, Toughness, Weapon Focus (scimitar).

Brolonese Troop Leader (female human Clr1): CR 1

Medium Humanoid; HD 1d8; hp 7; Init +4 (Improved Initiative); Spd 30 ft.; AC 10; Atk +0 melee (1d8/crit x2, heavy

mace); SQ spontaneous casting, rebuke undead 4/day; AL LE; SV Fort +2, Ref +0, Will +3, Str 10, Dex 11, Con 11, Int 11, Wis 13, Cha 13.

Skills and Feats: Concentration +4, Knowledge (religion) +4, Spot +3; Combat Casting, Improved Initiative.

Spells Prepared (3/3): 0th – *cure minor wounds, detect magic, light*; 1st – *cure light wounds, endure elements**, *summon monster I*.

***Domain Spell.** Domains: Evil (cast Evil spells at +1 caster level); Strength (+1 enhancement bonus to Strength for one round, 1/day).

Coyotes (2): CR 1/2

Medium Animals; HD 1d8; hp 3, 4; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 [[+1 Dex, +2 natural]]; Atk +0 melee (1d4, bite); AL N; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 1; Wis 10; Cha 5.

Dire Foxes (4): CR 1

Medium Animals; HD 3d8; 14 hp; Init +0; Spd 40 ft.; AC 9 [-2 size, +1 Dex]; touch 7, flat-footed 8 [[+1 Dex, +2 natural]]; Atk claws +2 melee (1d4), bite -3 melee (1d6); AL N; SV Fort +4, Ref +6, Will +1; Str 13, Dex 12, Con 14, Int 3, Wis 13, Cha 10.

Skills and Feats: Balance +2, Climb +1*, Hide +5**, Listen +5, Move Silently +2, Spot +4; Weapon Finesse (claw, bite).

*Dire foxes use their Dex modifier to Climb.

**In areas of thick brush and heavy undergrowth, add another +5 to the Hide skill.

Drunken Guard (male human War1): CR 1/2

Medium Humanoid; HD 1d8; hp 7; Init -2; Spd 20 ft.; AC 13, touch 8, flat-footed 13 [[chainmail, intoxicated]] Atk +0 melee (1d8-2/crit 19-20/x2, longsword); AL N; SV Fort +0, Ref -2, Will -2; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 9.

Skills and Feats: Run, Weapon Focus (longsword). *He has -2 to initiative, attack rolls, weapon damage rolls, AC, and saving throws due to intoxication.

Evil Spirit (Undead, Incorporeal): CR 3

Medium Undead; HD 2d12; hp 13; Init +0; Spd fly 30 ft. (perfect); AC 11 (+1 deflection); Atk +0 melee touch attack (1d6 temporary Wisdom damage); SA Manifestation, possession; SQ Undead, incorporeal; AL NE; SV Fort +0, Ref +0, Will +3; Str -, Dex 10, Con -, Int 11, Wis 11, Cha 11.

Manifestation (Su): As an ethereal creature, the spirit cannot affect or be affected by anything in the material world. When it manifests, it becomes visible but remains incorporeal. However, it can attack with its touch attack. It remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes.

Possession (Su): The spirit can automatically possess unconscious victims. This ability is otherwise the same as the malevolence ability of a ghost (MM 212).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass

through solid objects at will, and own attacks pass through armor. Always moves silently.

Foxes (12): CR 1/2

Tiny Animals; HD 1d8-1; 4 hp; Init +3 [Dex]; Spd 30 ft.; AC 15 [+2 size, +3 Dex]; touch 9, flat-footed 10 [[+3 Dex, +2 natural]]; Atk claws +4 melee (1d4-2), bite -1 melee (1d4); AL N; SV Fort +3, Ref +5, Will +1; Str 5, Dex 16, Con 12, Int 3, Wis 13, Cha 8.

Skills and Feats: Balance +3, Climb +3*, Hide +9**, Listen +5, Move Silently +4, Spot +3; Weapon Finesse (claw, bite).

*Foxes use their Dex modifier to Climb.

**In areas of thick brush and heavy undergrowth, add another +5 bonus to the Hide skill.

Goblin Elite Guards (male goblins War2): CR 1/2

Small Humanoids; HD 2d8; hp 12, 12; Init +1; Spd 20 ft.; AC 16, touch 12, flat-footed 15 [[+1 size, +1 Dex, +4 scale mail]]; Atk +3 melee (1d6/crit x3, halfspear) or +4 ranged (1d6/crit x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +4; Alertness.

Goblin Leader (male goblin Ftr2): CR 1

Small Humanoid; HD 2d10; hp 13; Init +5 [[+1 Dex, +4 Improved Initiative]]; Spd 20 ft.; AC 18, touch 12, flat-footed 17 [[+5 chainmail, +1 shield, +1 Dex, +1 size]]; Atk +5 melee (1d6+1/crit x2, light mace); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 11, Int 11, Wis 11, Cha 9.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +4; Alertness, Improved Initiative, Weapon Focus (light mace).

Goblin Lieutenant (male goblin Ftr1): CR 1/2

Small Humanoid; HD 1d10; hp 9; Init +1, Spd 30 ft.; AC 16, touch 12, flat-footed 15 [[+1 size, +1 Dex, +3 studded leather, +1 small shield]]; Atk +3 melee (1d6/crit x2, light mace); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen 3, Move Silently +4, Spot +3; Alertness, Weapon Focus (light mace).

Goblin Sergeant (male goblin Ftr1): CR 1/2

Small humanoid; HD 1d10; hp 9; Init +1, Spd 20 ft.; AC 17, touch 12, flat-footed 16 [[+1 size, +1 Dex, +4 scale mail, +1 small shield]]; Atk +3 melee (1d6/crit 19-20/x2, shortsword); SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness, Weapon Focus (shortsword).

Guard (male human War1): CR 1/2

Medium Humanoid; HD 1d8; hp 7; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 [[+5 chainmail]]; Atk +2 melee (1d8/crit 19-20/x2, longsword); AL N; SV Fort +2, Ref +2, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Lightning Reflexes, Weapon Focus (longsword).

Leprechauns (3)

Tiny Fey; HD 1/2 d6+1; hp 2, 3, 4; Init +2; Spd 20 ft.; AC 14, touch 14, flat-footed 12 [[+2 size, +2 Dex]]; Atk -1 melee, +4 ranged (damage by weapon); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ spell-like abilities, SR 16, +8 racial bonus to Pick Pocket and Listen checks; AL NG; SV Fort +1, Ref +6, Will +2; Str 5, Dex 14, Con 12, Int 16, Wis 11, Cha 16.

Skills and Feats: Bluff +7, Concentration +5, Escape Artist +6, Heal +4, Hide +10, Knowledge (nature) +7, Listen +14, Move Silently +6, Pick Pocket +16, Spot +6, Search +7, Wilderness Lore +4; Alertness, Dodge, Lightning Reflexes, Skill Focus (Pick Pocket).

Spell-like abilities: At will- *ventriloquism*, *invisibility*, *polymorph any object* (non-living material only), and *major image*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 13+ spell level).

Mendarn Troops, human War1: CR1/2

Medium Humanoids; HD 1d8 (+Toughness); hp 9, 8, 8, 6, 5; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 [[+4 chain shirt, +1 small shield]]; Atk +2 melee (1d8/crit 19-20/x2, longsword); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +4, Spot +2; Toughness, Weapon Focus (longsword).

Mendarn Troop Leader (male human Ftr1): CR 1

Medium Humanoid; HD 1d10 (+ Toughness); hp 12; Init +4; [[+4 Improved Initiative]]; Spd 20 ft.; AC 16, touch 10, flat-footed 16 [[+5 chainmail, +1 small shield]]; Atk +2 melee (1d8/crit 19-20/x2, longsword); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 11, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +4, Spot +2; Improved Initiative, Toughness, Weapon Focus (longsword).

Men-at-arms, Human War1 (9): CR 1/2

Medium Humanoids; HD 1d8; hp 7 {2}, 7 {dead}, 6 {4}, 6, 5 {1}, 5 {dead}, 5, 4 {dead}, 4; Init +4 [[+4 Improved Initiative]]; Spd 30 ft.; AC 14, touch 10, flat-footed 14 [[+3 studded leather and +1 small wooden shield]]; Atk +1 melee (1d8/crit 19-20/x2, longsword); AL NE; SV Fort +4, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 9, Wis 10, Cha 9.

Skills and Feats: Climb +4, Jump +4; Great Fortitude, Improved Initiative.

Mercenaries, human War1: CR 1/2

Medium Humanoid; HD 1d8; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14 [[+4 scale mail]]; Atk +2 melee (1d6/crit 19-20/x2, shortsword); AL N; SV Fort +2, Ref +2, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Jump +4, Ride +4; Lightning Reflexes, Weapon Focus (shortsword).

Monstrous Leech (1): CR 1/4

Tiny Vermin; HD 1/2 d8+2; hp 6; Init +0; Spd 15 ft.; AC: 12, touch 12, flat-footed 12 [[+2 size]]; Atk +2 melee (1d4 -4/crit x2, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Improved Grab, Squeeze; SQ Vermin; AL N; SV Fort +4, Ref +0, Will +0; Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Weapon Finesse (bite).

Orc Sub-chief: CR 1/2

Medium Humanoid; HD 1d8+1; hp 8; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 15 [[+5 chain mail, +2 large wooden shield]]; Atk +3 melee (1d8+2/crit 19-20/x2, longsword); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -1; Str 15, Dex 10, Con 13, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness.

Piercer: CR 1/4

Small Aberration; HD 1d8; Init -5; Spd: 1 ft; AC 12, touch 6, flat-footed 12 [[+6 natural, +1 size, -5 Dex]]; Atk -3 ranged (1d6/crit x2 +1d6 per 20 ft. fallen, gore); AL N; SV Fort +0, Ref -5, Will +0. Str -, Dex 1, Con 10, Int 1, Wis 6, Cha 1.

Skills and Feats: Weapon Focus (gore).

With their thin bodies and stone-like casing, piercers resemble small stalactites. They hang from the ceilings of caves, caverns, and other damp, dark areas. When a living creature passes under them, the piercer drops down, attracted by body heat or any light source the creature might be carrying.

Poltergeist (1): CR 2

Medium Undead; HD 2d12; hp 20, Init +2 (Dex); Spd: 30 ft.; AC: 14, touch 12, flat-footed 12 [[+2 Dex, +2 natural]]; Atk +5 melee (Damage by weapon or item); SQ Undead, invisibility, fear, damage reduction 10/silver; AL LE; SV Fort +0, Ref +2, Will +2; Str 10, Dex 15, Con -, Int 10, Wis 10, Cha 14.

Fear (Su): Anyone struck by an item the poltergeist wields must make a Will save (DC 15) or flee in terror for 2d12 rounds, with a 50% chance of dropping held items. Those that cannot flee, cower.

Invisibility (Su): Poltergeists are partially intangible as well as invisible, so they do not make any noise when they move.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

Skunk: CR 1/4

Small Animal; HD 1/4 d8; hp 1; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11 [[+1 size, +1 Dex]]; Atk -2 (1d4-2, bite); SA musk (victims automatically fail all Hide checks until they bathe); AL N; SV Fort +2, Ref +1, Will +0; Str 6, Dex 13, Con 10, Int 1, Wis 10, Cha 7.

APPENDIX C: INDEX/GLOSSARY

Ahznomahn – A confederacy on the island of Svimohzia, see Kingdoms of Kalamar sourcebook, p 144.

Aldorn III, King – Ruler of the Kingdom of Mendarn, see Kingdoms of Kalamar sourcebook, p 23. In text, p 16.

Aldrel – slaver priest, p 28.

Aldriv I – Husband of Sondra, grandfather of Prince Cardor, p 2.

Aldriv II – Father of Prince Cardor, p 2.

Aldriv III – Duke of Etwerl, elder brother of Prince Cardor, p 2.

Alissa – Daughter of Duke Aldriv III, p 3.

Ariel Larendin – Mother of Mordeln, p 2.

Assembly of the Four Corners, The – Church of the Mother of the Elements, god of the elements, see Kingdoms of Kalamar sourcebook, p 205.

Bet Kasel – Capital city of the Kingdom of Ek'Kasel, see Kingdoms of Kalamar sourcebook, p 79.

Blorin – Priest of the Emperor of Scorn, p 6.

Brand – Friend of Mordeln captured and jailed by the Mendarn border patrol, p 4, 7, 11, 32.

Brandobia – The large coastal region west of the Elenon Mountains of Tellene, named for the people who live there, see Kingdoms of Kalamar sourcebook, p 13.

Bren – Brother of Duke Aldriv II, p 3.

Bringers of the New Order – Priesthood of the Overlord, god of oppression and slavery, see Kingdoms of Kalamar sourcebook, p 214.

Brodeln, House of – Ruling family of the Duchy of Etwerl in the Kingdom of Mendarn, p 2.

Brotherhood of the Bear – Priesthood of the Conventicle of the Great Tree, see Kingdoms of Kalamar sourcebook, p 207.

Bulde – slaver, p 28.

Castle Brodeln – Home of the House of Brodeln, p 17.

Celno – Slave trader from Pel Brolenon, p28.

Chandel – Wife of Duke Aldriv III, p 17.

Church of Everlasting Hope – Church of the Caregiver, god of mercy, hope and healing, see Kingdoms of Kalamar sourcebook, p 196.

Church of the Life's Fire – Temple of the Raiser, god of harvest, life, fertility and agriculture, see Kingdoms of Kalamar sourcebook, p 194.

Clemp – The jail cook, p 10.

Comfortist – Mid-level priest of the House of Solace, see Kingdoms of Kalamar sourcebook, p 195.

Conventicle of Affliction – Temple of the Rotlord, god of disease, plague and vermin, see Kingdoms of Kalamar sourcebook, p 221.

Conventicle of the Great Tree – Church of the Bear, god of nature, see Kingdoms of Kalamar sourcebook, p 207.

Cosmol's – An upper class Yelden Inn, p 6.

Crondor Woods – Large forest located northeast of the Village of Yelden, see Kingdoms of Kalamar sourcebook, p 30.

Dalen – Capital city of the Kingdom of Eldor, see Kingdoms of Kalamar sourcebook, p 18.

Dayolen – City located to the west of the Village of Yelden, along the coast, see Kingdoms of Kalamar sourcebook, p 25.

Declarations – Name of a month of the year, see Kingdoms of Kalamar sourcebook, p 233.

Deyil – The servant who raised Mordeln in his youth at the Castle Brodeln, p 4.

Diaday – The first day of the week (Merchant's Tongue), see Kingdoms of Kalamar, p 233.

Diadolai – Smallest of Tellene's three moons, see Kingdoms of Kalamar sourcebook, p 230.

Disciple of the New Order – A low level priest of the Overlord, see Kingdoms of Kalamar sourcebook, pXX.

Dopromond Hills – Hill range flanking the Yan Elenon Mountains in southeastern Mendarn, see Kingdoms of Kalamar sourcebook, p 32.

Dopven – City located to the north of the Village of Yelden, see Kingdoms of Kalamar sourcebook, p 240.

Dragon's Teeth – Rock formations protruding from the Straits of Svimohzia, see Kingdoms of Kalamar sourcebook, p 167.

- Dremin** – platinum coin, p 5.
- Dresen** – prisoner in the Remote Prison, p11.
- Drunken Dwarf Inn, The** – Popular Yelden Inn, p 5.
- Duchy of Etwerl** – Lands ruled by the House of Brodeln, p 2.
- Eldane** – slave, p 29.
- Eldor** – Brandobian kingdom neighboring Mendarn to the north, see Kingdoms of Kalamar sourcebook, p 17.
- Elenon Mountains** – Large mountain range located east of Yelden, stretching north and east, see Kingdoms of Kalamar sourcebook, p 32.
- Ernid** – Doorman at Cosmols, p 6.
- Feldeb Bay** – A small bay on the southern coast of Mendarn, p 4.
- Buckbury, Filo** – Rogue prisoner in the Remote Prison, p 10.
- Fireday** – The fourth day of the week, see Kingdoms of Kalamar sourcebook, p 233.
- Forsin** – a fighter charmed to fight for Sondra, p 30.
- Frinta, the Vengeful One** – Brandobian name for the Unseen One, god of murder and revenge, see Kingdoms of Kalamar sourcebook, p 220.
- Gent** – Silver coin, p 5.
- Godday** – The sixth day of the week, see Kingdoms of Kalamar sourcebook, p 233.
- Grand Oak** – A high level priest in the Conventicle of the Great Tree, see Kingdoms of Kalamar sourcebook, p 207.
- Homeday** – The fifth day of the week, see Kingdoms of Kalamar sourcebook, p 233.
- Hope Healer** – High level priest of the Church of Everlasting Hope, see Kingdoms of Kalamar sourcebook, p 195.
- House of Brodeln** – Ruling family of the Duchy of Etwerl, p 2.
- House of Scorn, The** – Church of the Emperor of Scorn, god of hate and bigotry, see Kingdoms of Kalamar sourcebook, p 219.
- House of Shackles, The** – Church of the Overlord, god of oppression and slavery, see Kingdoms of Kalamar sourcebook, p 215.
- House of Solace, The** – Temple of the Lord of Tranquility, god of peace and comfort, see Kingdoms of Kalamar sourcebook, p 195.
- I. R.** – Abbreviation for Imperial Reckoning, the Kalamaran calendar, see Kingdoms of Kalamar sourcebook, p 235.
- Katarday** – The third day of the week, see Kingdoms of Kalamar sourcebook, p 233.
- Lema** – A brownie living in the Narond Forest, p 21.
- Lesden** – A forgotten prisoner in Castle Brodeln, p 16.
- Lord** – Gold coin, p 5.
- Lord of Tranquility** – God of peace and comfort, see Kingdoms of Kalamar sourcebook, p 194.
- McCullin** – Leader of the Rascal Gang, p 21.
- Maard** – insane man held in the Remote Prison, p 10.
- Mendarn** – The southernmost Brandobian kingdom, see Kingdoms of Kalamar sourcebook, p 23.
- Mirle, Lady** – woman who frequents Cosmol's in search of a wealthy husband, p 6.
- Mordeln** – Son of Prince Cardor, p 2.
- Mosdod** – The vegetable peddler, p 7.
- Mustering** – Name of a month of the year, see Kingdoms of Kalamar sourcebook, p 233.
- Narond Woods** – Small sparse forest located in the Duchy of Etwerl, p 19.
- Neld** – man in the stocks at Yelden; convicted of theft, p 7.
- Nufields** – The area of Yelden to the west and south of the village walls, p 5.
- Old Yelden** – The older, wealthier area of Yelden, p 5.
- Orcs of the Severed Leg** – Tribe of orcs that purchased Prince Cardor from the Shano-Kyr goblins, p 4.
- Ospolen** – The capital city of the Kingdom of Mendarn, see Kingdoms of Kalamar sourcebook, p 24.
- Overlord, The** – God of oppression and slavery, see Kingdoms of Kalamar sourcebook, p 214.
- P'Bapar** – City-state located on the east side of the Elenon Mountain range, see Kingdoms of Kalamar sourcebook, p 86.
- Pel Brolenon** – Theocracy located between the Yan Elenon and Sliv Elenon mountain ranges, see Kingdoms of Kalamar sourcebook, p 27.
- Pelsday** – The second day of the week, see Kingdoms of Kalamar sourcebook, p 233.
- Pelselond** – One of Tellene's three moons, see Kingdoms of Kalamar sourcebook, p 230.
- Pewter Cup, The** – Inn located in the Tannerville section of the Village of Yelden, p 6.
- Pribo** – An orphaned homeless boy, p 9.
- Prince Cardor** – a weretiger, father of Mordeln and brother of Duke Aldriv III, p 2.
- Rascal Gang** – Band of pixie and leprechaun ruffians, p 20.
- Reanaarian** – People that live in and around Reanaaria Bay, and the language they speak, see Kingdoms of Kalamar sourcebook, p 127.
- Remote Prison** – Prison in the Village of Yelden, p 4.
- Rube** – Copper coin, p 5.
- Sapling** – A mid-level priest of the Conventicle of the Great Tree, see Kingdoms of Kalamar sourcebook, p 207.
- Shano-Kyr goblins** – Tribe of goblins that capture Prince Cardor, p 22.
- Shyta-na-Dobyo** – City-state located in the Young Kingdoms on the Shadesh Bay, see Kingdoms of Kalamar sourcebook, p 90.
- Sliv Elenon Mountains** – The southeastern fork of the Elenon Mountains, see Kingdoms of Kalamar sourcebook, p 98.
- Sondra** – Wife of Duke Aldriv I, the Duchess of Etwerl, a werefox, and mother to Duke Aldriv II (Lirel), Bren and Vrand, grandmother to Prince Cardor, p 2.
- Sowing** – Name of a month of the year, see Kingdoms of Kalamar sourcebook, p 233.
- Tannerville** – The outer borough of Yelden, p 5.
- Temple of Armed Conflict** – Church of the Old Man, god of war, tactics and strategy, see Kingdoms of Kalamar sourcebook, p 204.
- Temple of the Stars, The** – Church of the Traveler, god of travel and the stars, see Kingdoms of Kalamar sourcebook, p 197.
- Theater of the Arts, The** – Church of the Raconteur, god of art, poetry, music and humor, see Kingdoms of Kalamar sourcebook, p 198.
- Theilia the Nymph** – A nymph, priest of the Conventicle of the Great Tree, living in the Narond Woods, p 20.
- Veshemo** – The largest of the three moons of Tellene, see Kingdoms of Kalamar sourcebook, p 230.
- Vand, Lieutenant** – Commander of the Remote Prison, p 12.
- Veshday** – The seventh day of the week, see Kingdoms of Kalamar sourcebook, p 233.
- Voldor** – A brownie living in the Narond Forest, p 21.
- Vrand** – Brother of Duke Aldriv II, p 2.
- Welvr, Captain** – Commander of the guard at Castle Brodeln, p 17.

Wendolin – Daughter of Duke Aldriv III, p 3.

Xanthamonas – Pseudo-dragon living in the Narond Woods, p 19.
Y. K. – Abbreviation for Year of the King, the Brandobian calendar, see Kingdoms of Kalamar sourcebook, p 235.

Yan Elenon Mountains – The southwestern fork of the Elenon Mountains, see Kingdoms of Kalamar sourcebook, p 32.

Yelden, Village of – A village located on the northern part of Feldeb Bay in the Kingdom of Mendarn, p 4.

Zlory – Animal trainer to the House of Brodeln, p 7.

APPENDIX D: RANDOM ENCOUNTERS

As the party travels, the DM should roll for random encounters. The frequency of the checks and the chance of encounter vary by terrain type. The chance of encounter is listed at the top of each table.

Forest Encounters d100

(check 3 times per day at a 20% chance)

1-2 Abandoned cabin - This crude wooden structure appears untended but sturdy. There are several oak trees in the area and acorns periodically fall on the roof to the surprise of those inside.

3-5 Beehive - A large teeming beehive droops precariously from a low branch in the party's path.

6-7 Campsite - This trampled area contains a small spot of scorched soil and charred wood. The embers are still warm.

8 Centaur - This lone male traveler, Rovinian, will use his superior movement and agility to avoid encounters unless the party contains an elf. If so, he will approach and inquire as to the general conditions in this locale; Rovinian is traveling north and would like to avoid any further encounters with humanoid. He will caution friendly adventurers about roving humanoid brigands (see Mountain Encounters).

9-11 Dogs (EL 2) - A pack of four hungry dogs cautiously approach while sniffing for the scent of food within the PCs gear. Dogs (5): hp 6 each; (MM 195).

12-13 Elves - This troop of seven sylvan elves (all Ftr1 except for the leader, Ftr2) are traveling back to the Crondor Woods from a scouting patrol to Pel Brolenon. They will seek to conceal themselves from view unless the party contains elven characters or they are in the company of Voldor the brownie. In the latter case, they will cautiously seek to engage the party in conversation since they are eager to gather any information regarding the activities of Pel Brolenon. They will, however, be succinct about their own mission. They are led by a 2nd-level fighter named Erenhan.

14-15 Fire beetles (EL 2) - A faint red glow emanates from a thicket of nearby bushes. If the PCs investigate too closely, they will be attacked by five fire beetles. Giant fire beetles (5); hp 6 each; (MM 206).

16-20 Giant ants (EL 3) - A small group of three giant ants scurry within view of the party. One of them drags a dirty old backpack (which contains a gem worth 20 gp). Giant worker ants (3): hp 9, 6, 5; (MM 205).

21-22 Gnomes - This group of four gnomes (Ftr1) are traveling to Yelden from the Yan Elenon Mountains to purchase supplies. When they spot the PCs, they will attempt to keep a wide path. If spoken to, they will be very short and display suspicion toward the PCs. Their leader is named Grodin.

23-24 Grove of tasty fruit trees - The trees are at the peak of ripeness.

25-29 Large flock of birds - The birds become spooked by the PCs and fly about wildly.

30-34 Monstrous Spider (EL 1) - Unless the PCs are looking upwards, they will be pounced upon by two poisonous spiders from their web in the trees above. The webs contain the remains of former victims with 24 cp, 18 sp, 8 gp and 6 pp. Small monstrous spiders (2) hp 7, 3; (MM 210).

35 Lema and Voldor - See previously described Planned Encounter if the PCs have not met Voldor the brownie yet. Otherwise, Voldor appears to the party just to check on them.

36-37 Natural spring - Clean cool water gently issues forth from a small rock formation forming a small pool and stream.

38-62 Normal benevolent animal(s) - deer, geese, rabbits, squirrel, raccoon, fox, etc.

63-65 Ogre (EL 2) - A lone behemoth wanders aimlessly, apparently lost. When he spots the PCs, he advances threateningly raising a crude club in one hand while holding an outstretched palm forward (looking for money or food). Ogre: hp 26; (MM 144).

66-68 Patch of pretty wild flowers - Lema the brownie will like these!

69 Pegasus - A brilliantly white winged horse descends through a clearing in the sparse trees landing just 30 yards from the PCs. It stares inquisitively for a few moments and bolts into the air in a flurry of feathers just as suddenly as it arrived.

70 Pixie - A six foot tall, muscle-bound pixie (polymorphed) approaches the PCs. He is from the Crondor Woods and wants to join the Rascal Gang. He will aggressively question the PCs about whether they have seen any fairies around. Pixie: hp 6; (MM 172).

71 Rascal Gang - See previous description in Planned Encounters - The PCs come upon the entire Rascal Gang surrounding and in the process of bullying two disheveled and frightened humans. A leprechaun (McCollin) is

punching one of the men while they are being held by several pixies. When the gang discovers that they are being watched, they will all look to McCollin for guidance. With a wave of his hand he commands them to disperse and they disappear into the woods.

72-74 Skunk (EL 1/4)- The party has stumbled upon a skunk. If it is surprised or threatened, it will spray the characters. The characters so affected will, in addition to reeking horribly until such a time as they can bathe, forfeit any hope of surprising any creatures with olfactory senses. Skunk: hp 1.

75-79 Snake (EL 1/2)- One of the PCs steps on a well camouflaged poisonous snake. The snake lashes out with a bite before attempting to slither away. Small viper: hp 8; (MM 202).

80-81 Spooky carcass - A large buck carcass lies mauled and rotting. It must have been a skilled predator to take this one down.

82-85 Sprites - This posse of ten diminutive fairy lawmen will appear to the party seemingly out of thin air. Their leader, Sedgewick, will immediately question the PCs regarding any information on the Rascal Gang.

86 Stirges (EL 2) - Three of these pointy-beaked blood suckers will swoop down upon the PCs from the dense branches above. Stirges (3): hp 4, 6, 8; (MM 173).

87 Theilia the Nymph - See previous description in Planned Encounters. Theilia will be following the party in the form of a bird by using her druidic ability to shapechange. She will then appear to the players in Nymph form to inquire why the players are traveling in the forest.

88 Treant(illusion)/Leprechaun - This lone member of the Rascal Gang will stop the players with an illusion of a large tree in their path. The tree will appear to transform with a knot of wood becoming a human face and branches becoming arms. Just after it places an arm out and shouts "Halt!", the leprechaun will appear and pilfer something from a PC. He then dashes away laughing. Leprechaun: hp 5.

89-99 Woodsmen - Two dim-witted human brothers named Prelo and Murd (human Com1) are out bow hunting. They will generally be friendly towards the PCs and can offer the following information:

- The location of the goblin lair
- The PCs should seek the wisdom of "Thella the Nif" for other questions.

00 Xan the Pseudo-dragon - See previously described Planned Encounter if the PCs have not met Xan yet. Otherwise, Xan appears to the party just to check up on their progress.

Plains Encounters d100

(check 3 times per day at a 10% chance)

1-7 Brolesene troops (EL 4)- This group of six men-at-arms are outfitted with studded leather armor, small wooden shields and

scimitars. The leader is a 1st-level fighter clad in chainmail. Their mission is to raid Mendarn and capture as many citizens as possible.

Men-at-arms (human War1): hp 9, 7, 7, 6, 6.

Leader (human Ftr1): hp 12.

8-9 Brolesene troops (EL 4) This group of six men-at-arms are outfitted with studded leather armor, small wooden shields and scimitars. They are led by a Disciple of the New Order, priest of the Overlord. She is clad in plain white robes. Their mission is to raid Mendarn and capture as many citizens as possible.

Men-at-arms (human War1): hp 10, 8, 7, 7, 5.

Leader (female human Clr1): hp 7.

10 Coyotes (EL 1) - A mated pair of coyotes will trail the PCs in search of food. Coyotes: hp 4, 3; (MM 195, Dog).

11-12 Fire beetles - See Forest Encounter.

13 Ghoul (EL 1) - Encountered only at night, this lone ghoul savagely attacks the PCs. It wears a gold necklace worth 25 gp. Ghoul: hp 13; (MM 97)

14 Giant ants - See Forest Encounter.

15-16 Monstrous centipedes (EL 1)- Five of these creepy crawlers will attack the PCs. Tiny Monstrous Centipedes (5): hp 1, 1, 1, 2, 2; (MM 207).

17-21 Grove of tasty berry bushes - The berries are at the peak of ripeness.

22-41 Herd animals - cattle, antelope, sheep, deer.

42-43 Horses - This pack of ten wild horses will calmly stray near the PCs unless startled by noise or sudden movements.

44 Jackals (EL 2)- This timid pack of six scavengers will trail the PCs in search of food. Jackals (6): hp 7, 6, 5, 5, 4, 4 (MM 195, Dog).

45-57 Mendarn troops (EL 4)- This group of six men-at-arms are outfitted with chain shirts, small shields, and longswords. The leader is a mounted 1st-level fighter in chainmail. Their mission is to destroy the Brolesene raiders roaming the area.

Men-at-arms (human War1): hp 5, 6, 8, 8, 9.

Leader (human Ftr1): hp 12.

58-59 Merchant - This lone Mendarn man leads a mule burdened with various arms. He is lost and trying to find Yelden so that he can sell his goods. He has two silvered weapons (shortsword and mace) that he will gladly sell to the PCs for five times the price of a normal weapon. He wears chainmail and knows how to use a longsword.

Merchant, male human Ari1: hp 3.

60-64 Natural spring - See Forest Encounter.

65 Patch of pretty wildflowers - See Forest Encounter.

66-75 Rats (EL 1)- The PCs stumble upon 12 rats feeding on a carcass. Rats (12): hp 1 (x8), 2 (x4); (MM 201).

76-80 Shepherd - This lone frightened man (human Com1) will attempt to steer his flock of sheep clear of the PCs as soon as he notices them.

81-85 Snake - See Forest Encounter.

86-90 Spider (EL 1)- This poisonous spider is concealed in a small hole under a well-camouflaged thicket of branches. It leaps out to attack the PCs, attempting to surprise them. The hole contains the remains of some victims with a small gem (20 gp) 24 cp, and 9 sp. Medium-sized Monstrous Spider: hp 11; (MM 210).

91-96 Spooky carcass - See Forest Encounter.

97 Weasels (EL 2) - Eight of these frisky critters will scurry around the PCs as they sniff for food. Weasels (8): hp 2; (MM 203).

98 Wild Boar (EL 2)- This hungry and easily irritated pig-like creature will attack the PCs. Wild Boar: hp 22; (MM 194).

99-00 Wolves (EL 3)- This small but hungry pack of three wolves will follow the PCs waiting for an opportunity to attack. Wolves (3): hp 11, 14, 16; (MM 204).

Mountain and Hill Encounters d100
(check 3 times per day at a 10% chance)

1-2 Bats - Encountered at night only, the bats become spooked by the PCs and fly about wildly.

3-7 Black Bear (EL 2)- This chubby bear rests near a small creek. It just stuffed itself on fish. The bear will not bother the PCs unless they approach threateningly. Black Bear: hp 23; (MM 193).

8-13 Brigands (EL 5)- This group of two fighters and three rogues (all 1st-level) are camping out in the mountains. They try to use surprise and intimidation to rob vulnerable travelers in the area. The rogues all wear leather and use missile weapons. The fighters (clad in chainmail, and chain shirt) will rush up to PCs to demand valuables. The group's treasure consists of 49 gp, 190 sp, and 330 cp in addition to standard adventuring/camping equipment.

Rogues (3): hp 5, 5, 5.

Fighters (2): hp 9, 9.

14-18 Campsite - See description in Forest Encounters.

19-22 Dogs - See Forest Encounters.

23-24 Fire beetles - See Forest Encounters.

25-29 Giant ants - See Forest Encounters.

30-32 Giant centipedes - See Plains Encounters.

33-37 Goblins (EL 4)- This group of seven Shano-Kyr goblins is traveling to the Narond Forest to find the new outpost. They

will attempt to avoid the PCs if possible but will fight if necessary. They fight with short swords. They also control a worg. Their treasure consists of 3-18 sp each, plus the leader has a small gem (10 gp value).

Goblins (6): hp 3, 4, 4, 4, 5, 5; (MM 107)

Worg: hp 30; (MM 184)

38-41 Herd animals - sheep, goats.

42-54 Mendarn troops - See Plains Encounter.

55-56 Mountain lion (EL 2)- This large predator cautiously studies the PCs from a distance. Although it is hunting, it will not attack unless the group consists of three or less. Mountain Lion: hp 19; (MM 198; leopard)

57-60 Natural spring - See Forest Encounter.

61-66 Ogre - See Forest Encounter.

67-74 Orcs (EL 2)- A band of four orcs from the Severed Leg tribe will attack the PCs upon sighting them. They are aware of the acquisition of the slave Cardor by their fellow tribesmen and might release his location if forced. They use longswords. Their treasure consists of 13 gp, 63 sp and 59 cp. Orcs (4): hp 4, 5, 6, 8; scale mail, longswords; (MM 146).

75-78 Patch of pretty wildflowers - See Forest Encounters.

79 Scorpion (EL 1/4)- One of the PCs steps too near to a scorpion. It strikes with its tail before attempting to scurry away. Tiny Monstrous Scorpion: hp 4; (MM 208).

80-83 Snake - See Forest Encounter.

84-85 Spider (EL 1) This huge poisonous spider is naturally concealed by blending into its rocky surroundings. Medium-size Monstrous Spider: hp 11; (MM210).

86-94 Spooky carcass - A large goat carcass lies mauled and rotting.

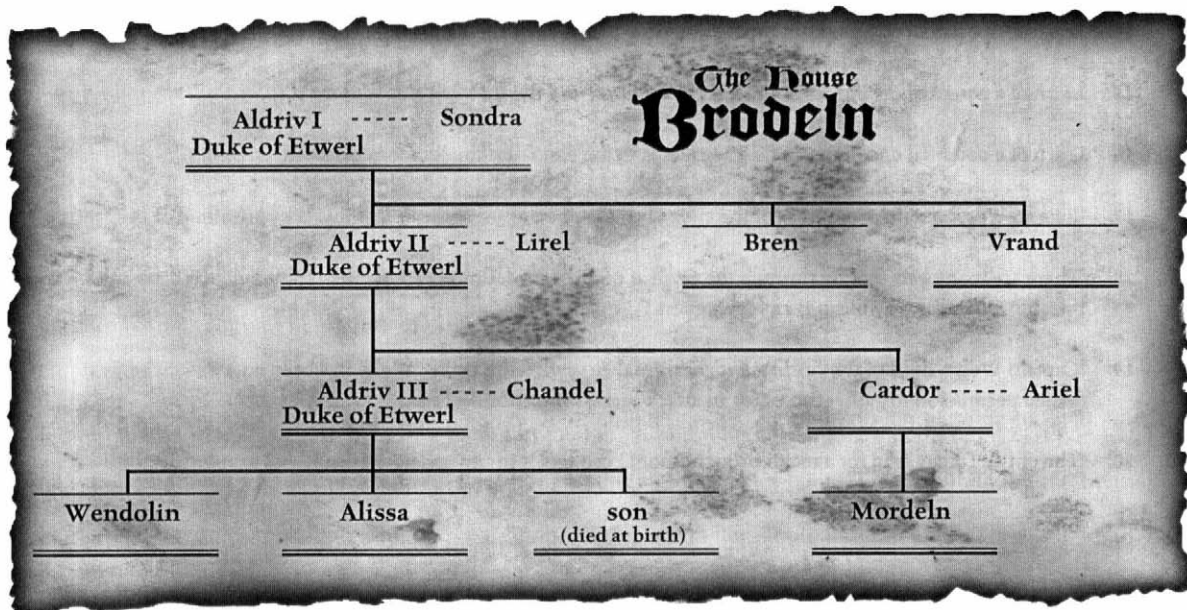
95-98 Wild boar - See Plains Encounter.

99-00 Wolves - See Forest Encounter.

Appendix E: Timeline of Significant Events

Month	Day of the Week						
	Diaday	Pelsday	Katarday	Fireday	Homeday	Godday	Veshday
Sowing	8 Prince Cardor is infected with lycanthropy	9	10	11	12	13 full moon (Veshemo)	14 full moon (Veshemo)
Sowing	15 full moon (Veshemo), Cardor kills man	16 Cardor begins research	17	18	19	20	21
Sowing	22 full moon (Pelselond)	23 full moon (Pelselond)	24 full moon (Pelselond)	25	26 Mordeln last saw Cardor	27 Mordeln leaves town, heads southeast	28 Mordeln is attacked by orcs
Mustering	1	2	3 Mordeln is attacked by orcs	4	5	6	7
Mustering	8	9	10 Cardor leaves town, heads southeast	11 Cardor is attacked by the Rascal Gang	12 Battle – Brand captured by Mendarn border patrol	13 full moon (Veshemo)	14 full moon (Veshemo)
Mustering	15 full moon (Veshemo), Cardor kills Duke	16 Cardor leaves town – Brand jailed	17	18 Duke Aldriv II is buried	19	20	21 PCs are jailed
Mustering	22 PCs are released	23 Mordeln hires the PCs	24	25 Cardor finds and eats belladonna	26	27 Cardor is captured by goblins	28 Goblins sell Cardor to orcs
Declarations	1	2 full moon (Pelselond)	3 full moon (Pelselond)	4 full moon (Pelselond)	5	6	7
Declarations	8	9	10	11	12	13 full moon (Veshemo)	14 full moon (Veshemo)
Declarations	15 full moon (Veshemo)	16	17 full moon (Diadolai)	18 full moon (Diadolai)	19 full moon (Diadolai)	20 full moon (Diadolai)	21 full moon (Diadolai)

Appendix F/Player Aid I: A Portion of the Brodeln Family Tree



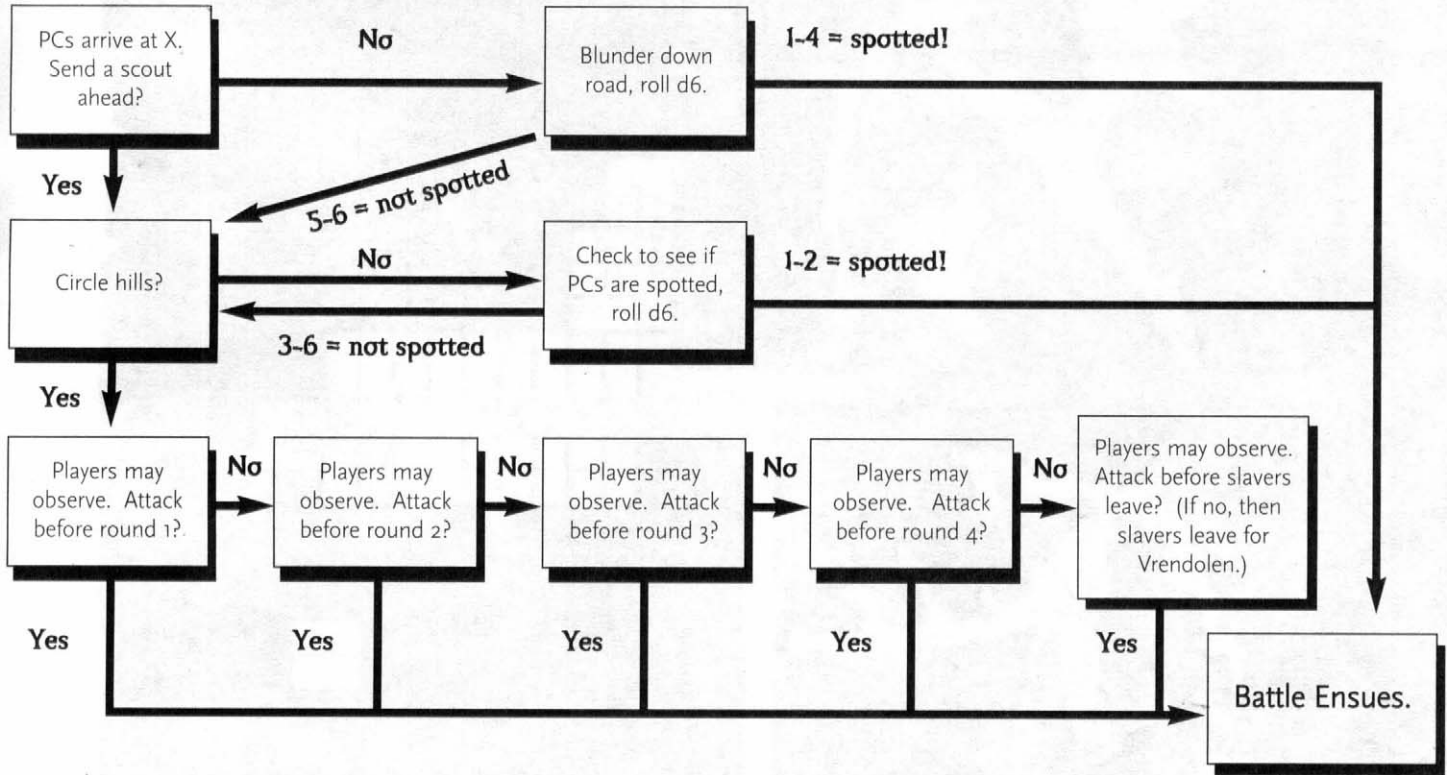
APPENDIX G: RUMOR TABLE

The DM may choose to play out some of the following rumors whenever the PCs are exploring the Village of Yelden or interacting with any of the NPCs they may encounter. There are verbal rumors as well as a chance (d20) for several random encounters if the PCs are in the appropriate location (hills, plains, forest, etc.).

1. "Be careful at the docks. If you must go, travel in groups or you'll soon be wearing an earring."
(This is true, lone wanderers at the docks are often pressed into service on ships.)
2. "Have you heard? Prince Cardor is missing." (True.)
3. "Mordeln is the bastard son of Prince Cardor, y'know." (True.)
4. "Tensions are high between Mendarn and Pel Brolenon these days." (True.)
5. "Tiny men walk the road to the south of the village." (True, when they wish to be seen.)
6. "It is dangerous near the graveyard, people have been disappearing there at night!" (False, it is no more dangerous than any other part of the village.)
7. "Watch out for the rats down by Lewp Creek!" (True.)
8. "The Duke was recently assassinated within his own castle by a traitor who was in league with Pel Brolenon!" (Partially true. The Duke was killed in his own castle by his brother, Cardor, who was in werewolf form at the time.)
9. "The House of Brodeln has been under a mysterious curse ever since Duke Aldriv I was murdered by his wife, Sondra. That was over two generations ago!" (True.)
10. "The Duke has two daughters and a young son." (False, he only has one daughter. His son died at birth and his youngest daughter was murdered by Sondra.)
11. "The Duke was killed by an undead monster sent personally by Felmn, the Overlord. He will become undead himself in one month's time if proper measures are not taken. He will return to kill us all! We must exhume the body and perform the proper rituals ourselves." (False.)
12. "The Duke has faked his own death so he may go on a secret quest." (False.)
13. Learn of a potential encounter in the nearby forest – use the Random Encounters, p38.
14. Learn of a potential encounter in the surrounding plains – use the Random Encounters, p39.
15. Learn of a potential encounter in the hills to the east – use the Random Encounters, p 40.
16. Learn of a potential encounter in the mountains to the east – use the Random Encounters, p 40.
17. "Rats are a problem in some areas of the city. If you happen to see some, remember they are afraid of fire." (True.)
18. "There are many bats that fly through the town at night. It is definitely an ill omen for us all!" (It is true there are bats, but what this may mean is anyone's guess.)
19. "Captain Welvr, head of the castle guard, bears malice toward the Duke. Welvr has been angry since he was denied permission to gather forces for an attack against Brolenon." (True.)
20. "The entire Duchy is in for a major drought soon, I can feel it in my bones." (False.)

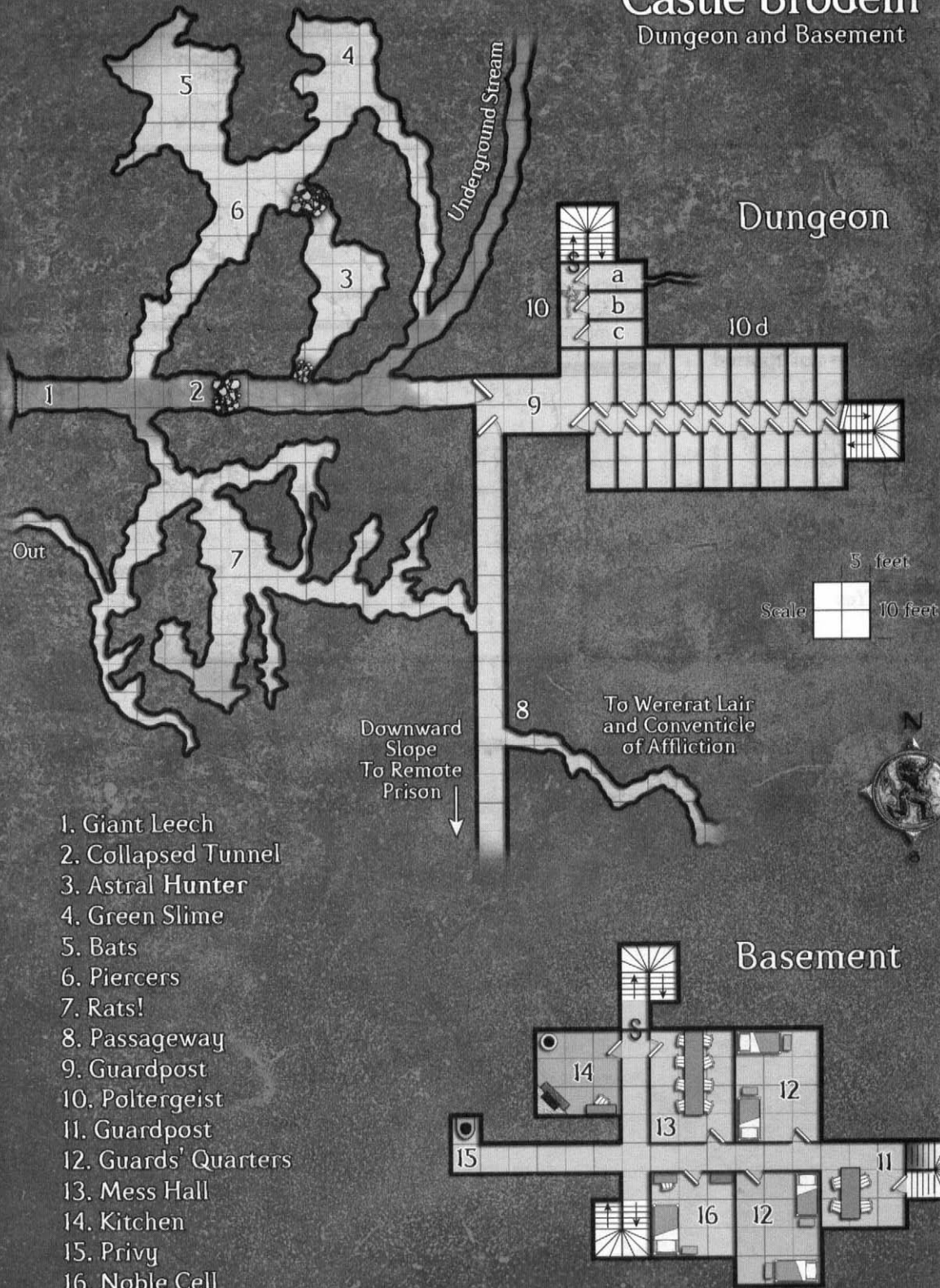
APPENDIX H: FLOW CHART FOR ACT III, SCENE III

Use this flow chart as an aid in tracking the choices the players make during this scenario.



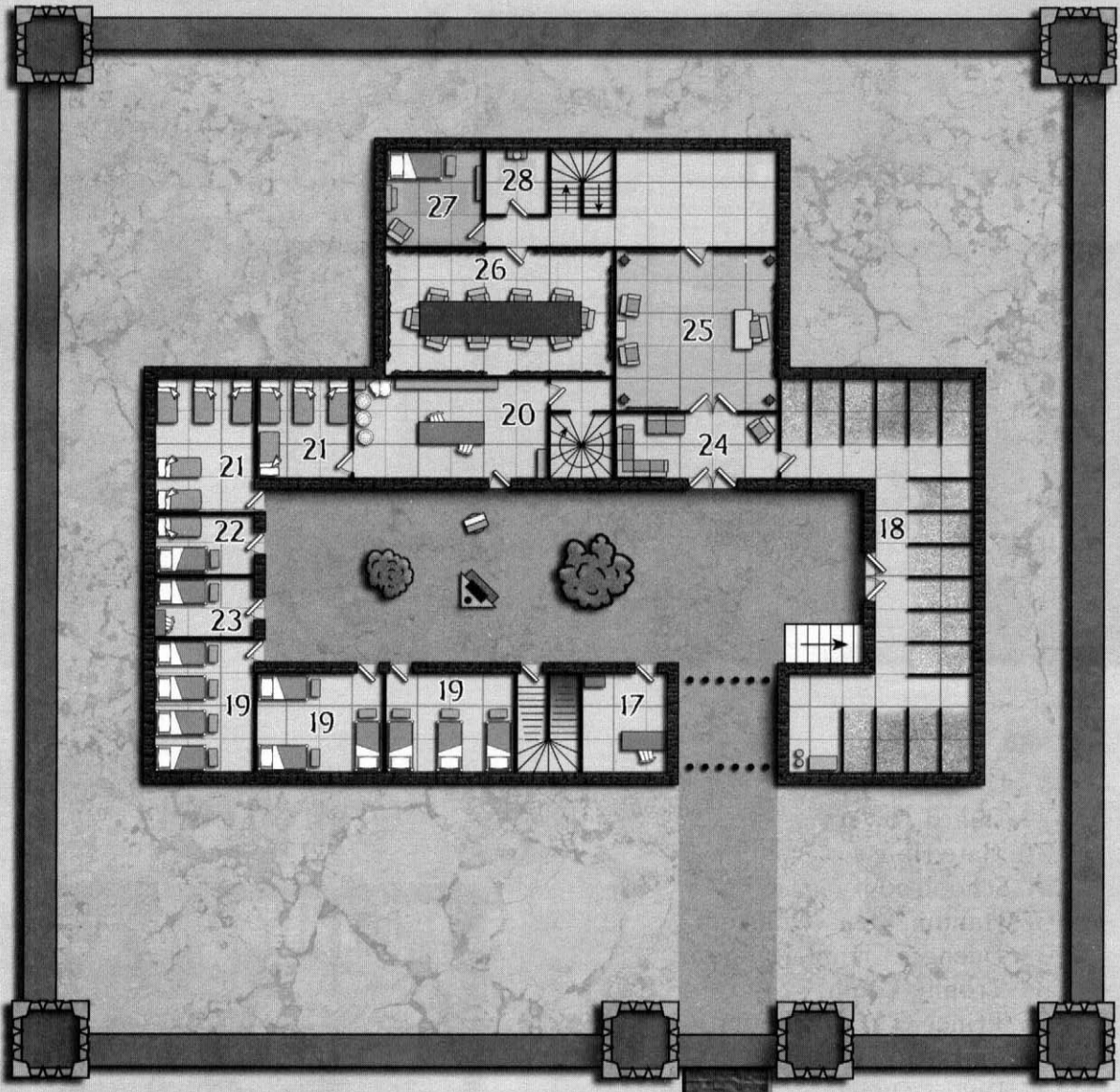
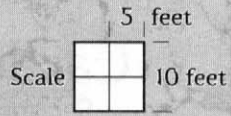
Castle Brodeln

Dungeon and Basement



Castle Brodeln

Courtyard/Main Level

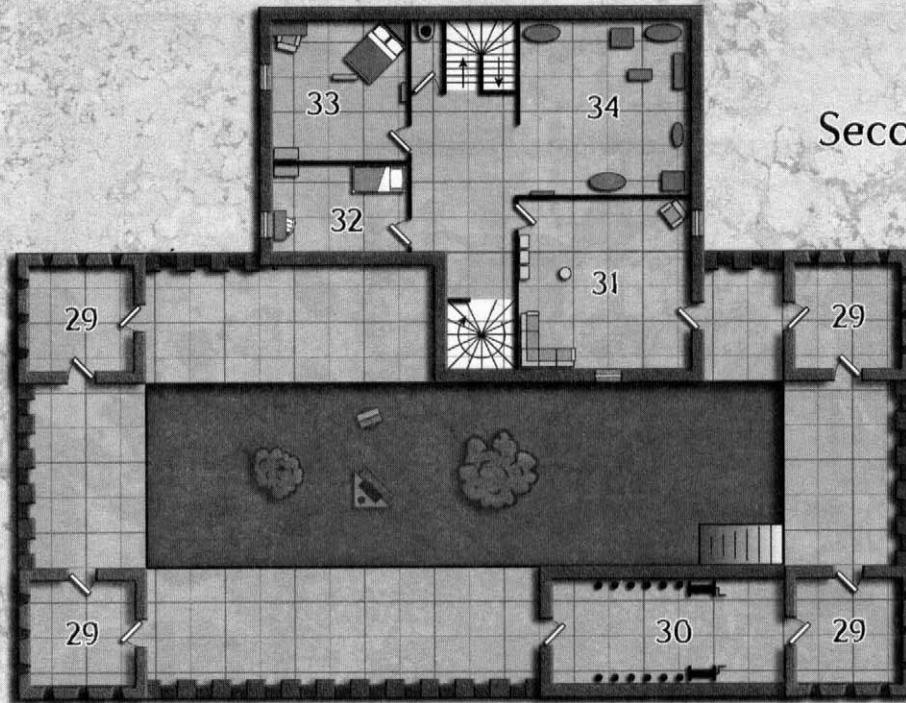


- | | |
|------------------------|----------------------------|
| 17. Guard Duty House | 23. Captain of the Guard |
| 18. Stable | 24. Waiting Room |
| 19. Guard Barracks | 25. Main Hall |
| 20. Kitchen | 26. Main Dining Room |
| 21. Servants' Quarters | 27. Priest's Quarters |
| 22. Cook's Quarters | 28. House of Solace Chapel |



Castle Brodeln

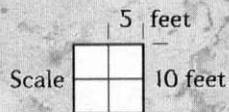
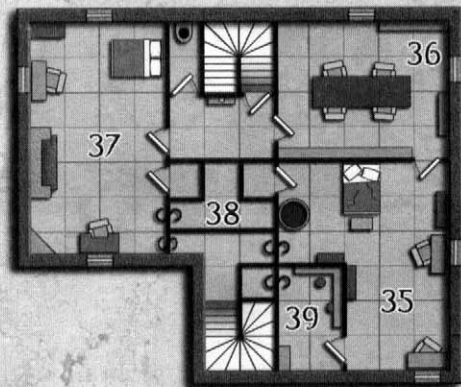
Second & Third Level



Second Level

- 29. Guard Towers
- 30. Gate House
- 31. Schoolroom
- 32. Handmaidens' Quarters
- 33. Duchess Chandel's Room
- 34. Trophy Room
- 35. Prince Cardor's Room
- 36. Library
- 37. Duke's Quarters
- 38. Treasury
- 39. Laboratory


Third Level





- 1. Entrance
- 2. Bear!
- 3. Bored Guards
- 4. Second Guard Room
- 5. New Tunnel
- 6. Garbage Dump
- 7. Unstable Ceiling
- 8. Off-duty Guardroom
- 9. Prison Guard
- 10. Jail Cell
- 11. Sealed Wall
- 12. Store Room
- 13. Great Hall
- 14. Sleeping Area
- 15. Armory
- 16. Dead End
- 17. Riding Equipment
- 18. Barn
- 19. Locked Door
- 20. Elite Guard
- 21. Meeting Room
- 22. Leader's room
- 23. Lieutenant's Room
- 24. Treasure Chamber

Shano-Kyr Goblin Caves

3 feet
Scale  10 feet



1. Wolvesbane
2. Cure Disease- 3 days, no good
3. Remove Curse- 3+ days hope healer

†. Belladonna!

He would never understand!

Blue lives in desert

Green

Bloodlust!!
Can I ever be FORGIVEN?

FOV
TEMPRESS

WHY?

Go this way

pass

Telepathy
poison
likes shiny objects

Check the lake
DO NOT look
without asking!
She may be able
to cure blindness

Eats
fish
rodents
fruits
berries

Control is by
Experience
Only

This is only a
last resort

Wolvesbane is only
useful in the ritual
cure and might only
work on werewolves.

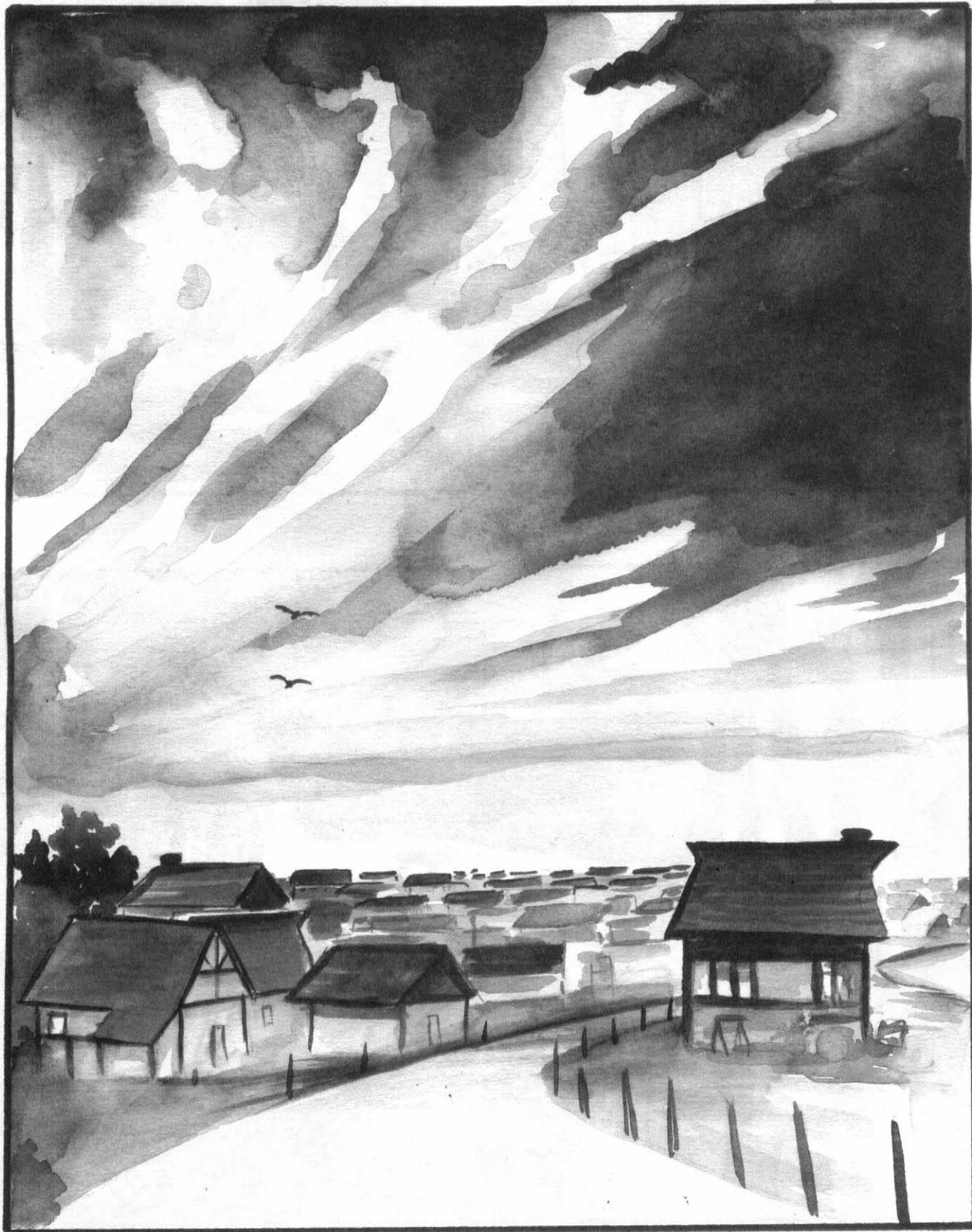


Red?

Copper and Brass
are good

The **ImageQuest**™ Adventure Illustrator is designed for use by the DM during play. The DM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the DM as to the precise time that each picture should be displayed. The DM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. DMs should also fold the booklet so that only one image is visible when showing the players. The maps at the end of the section are for DM use **ONLY**, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.

I

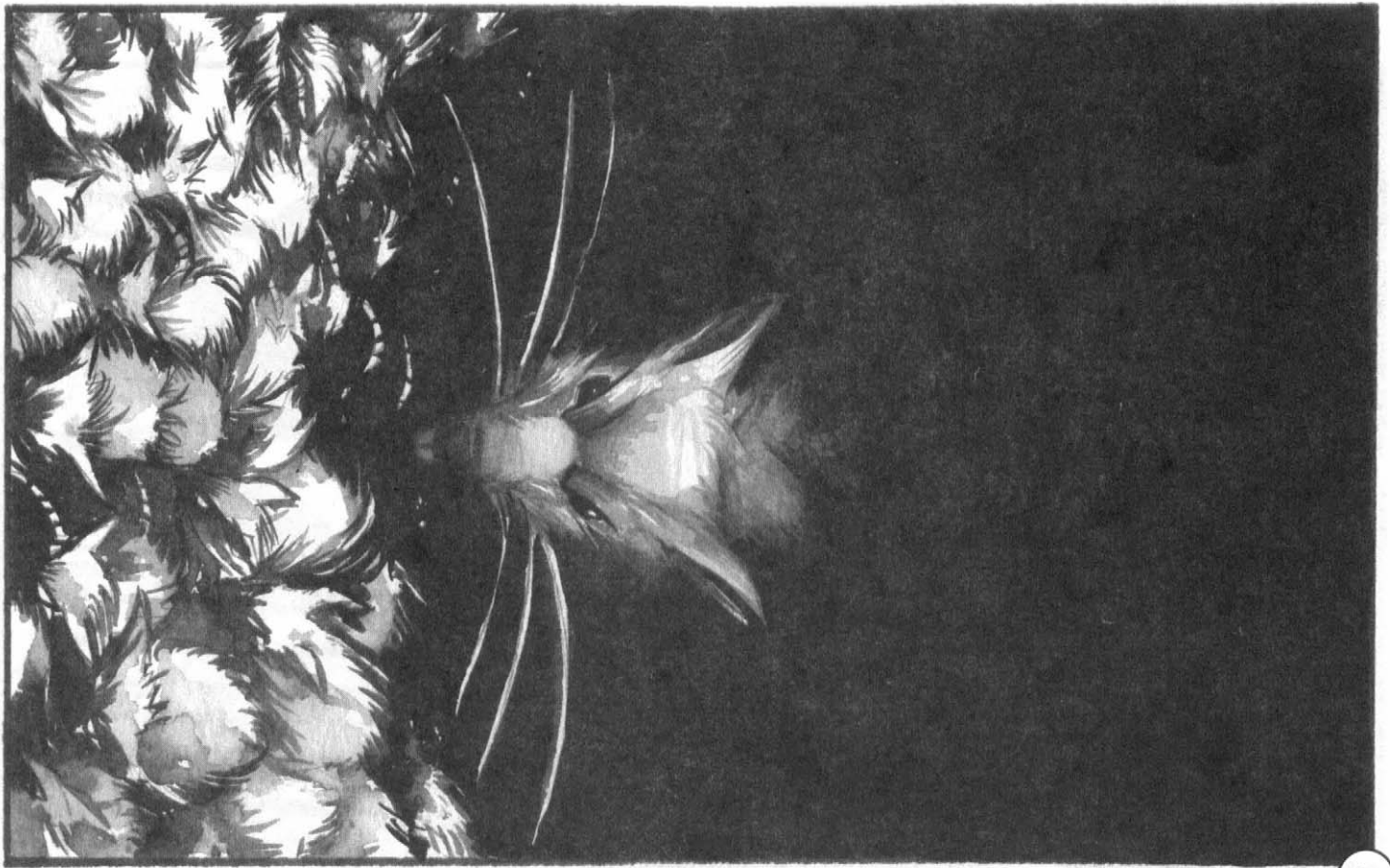








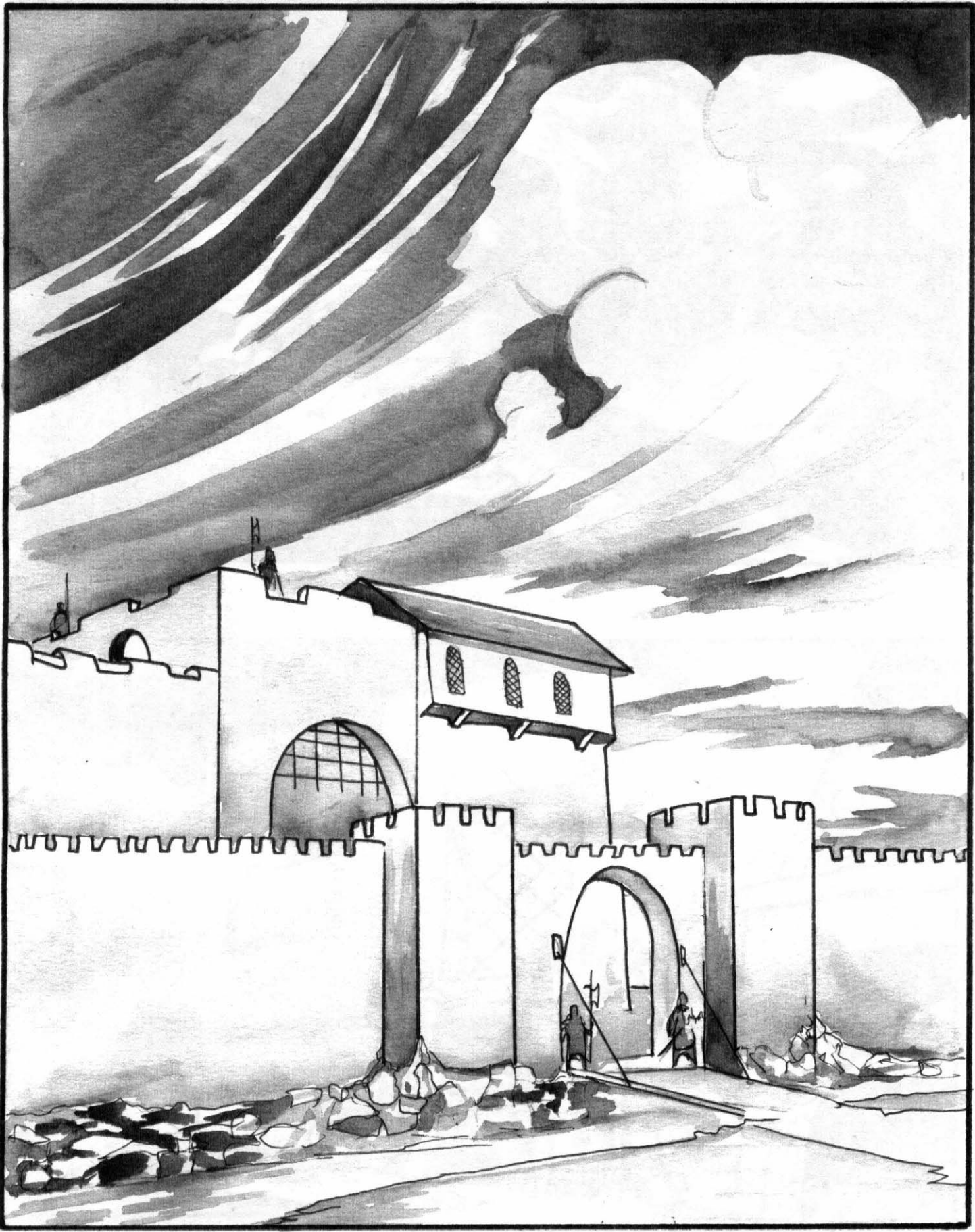




8



9





11

12





Tommy
Castillo

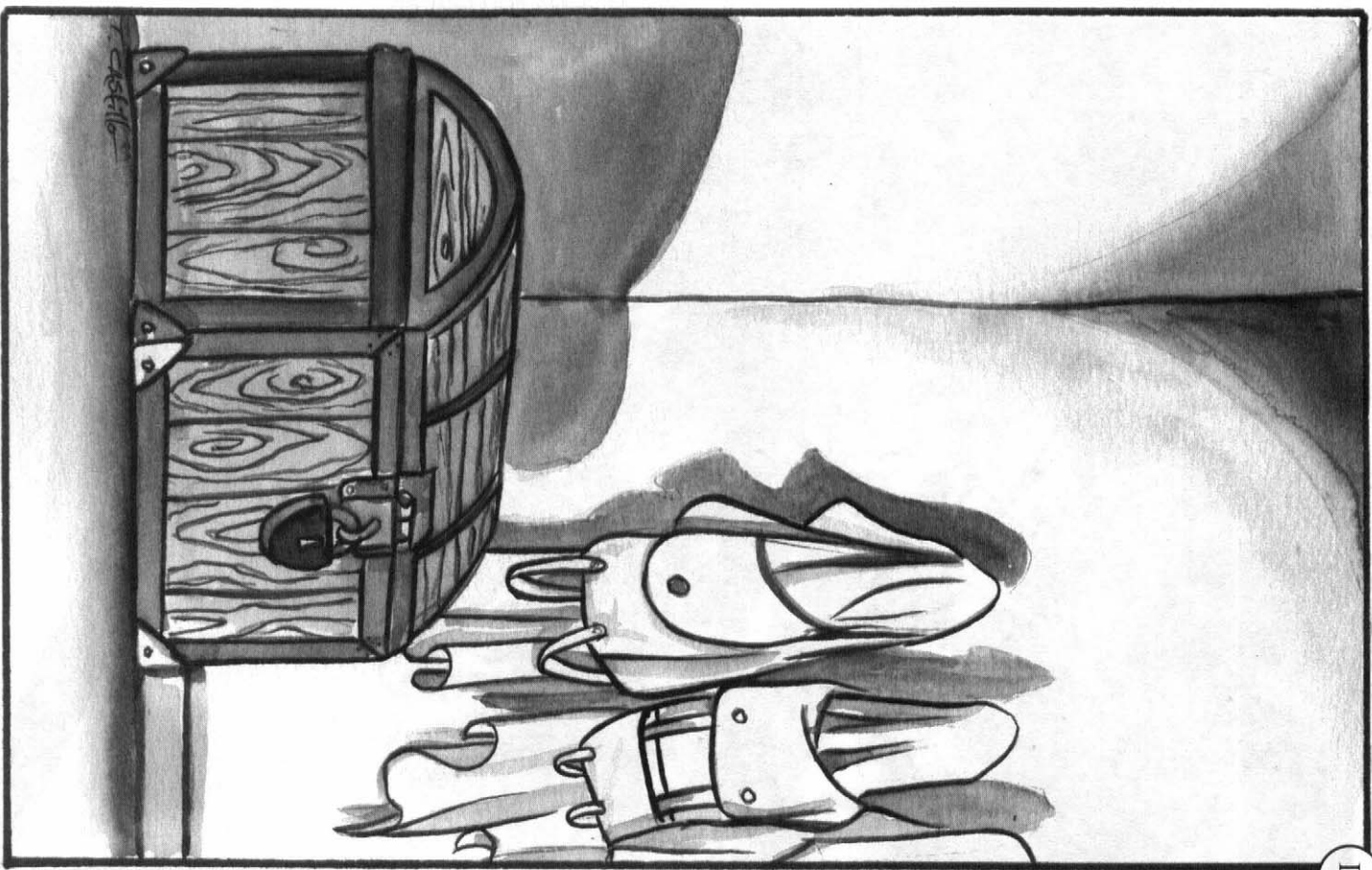


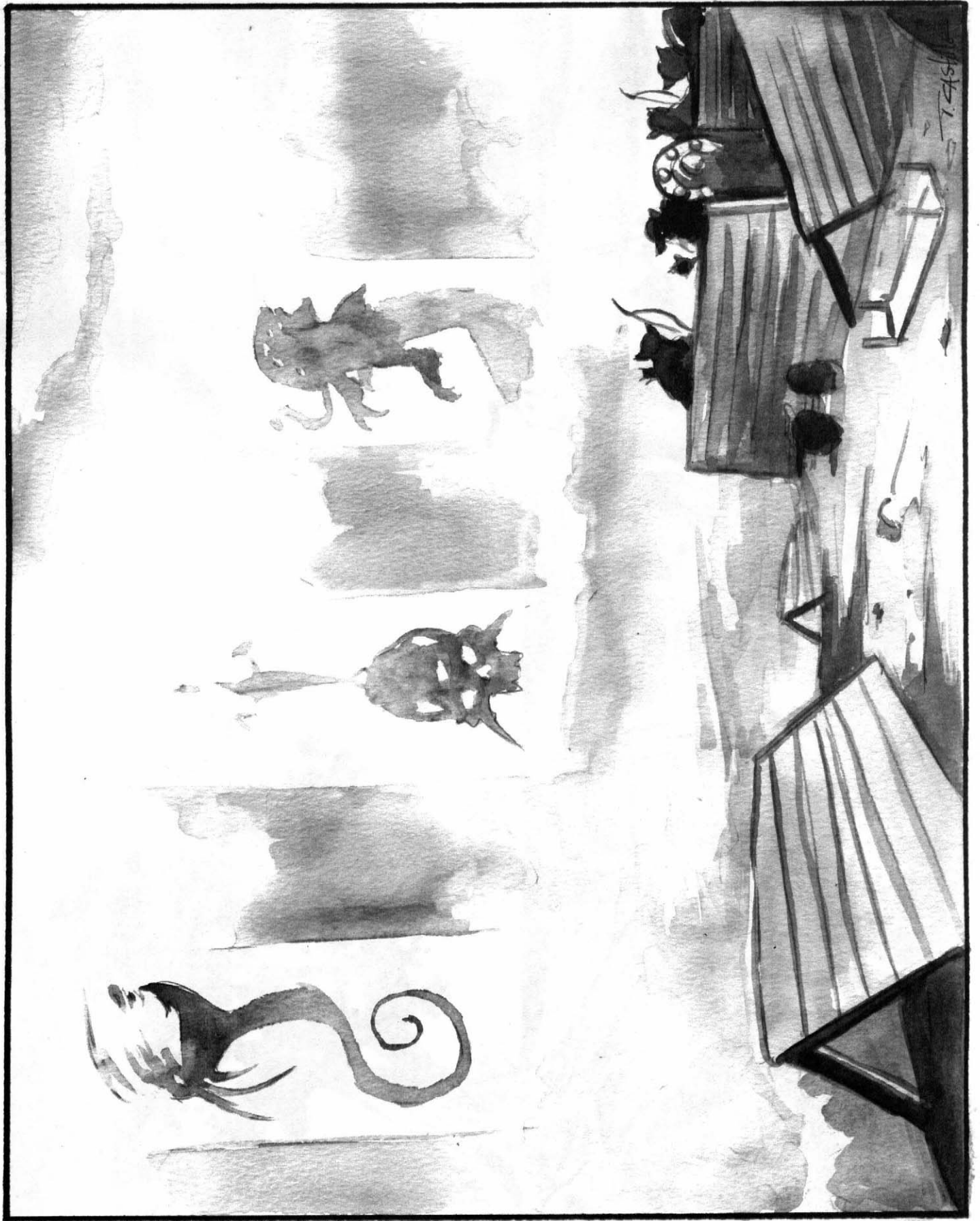
14

15















Narond Woods





Yelden Castle Brodeln

To Dayolen

Feldeb Bay

Duchy of Etwerl

Lake Ast

- Beach 
- Bridge 
- Cave 
- Escarpment 
- Forest 
- Grassland 
- Hills 
- Lake 
- Mountains 
- Path 
- Quicksand 
- Ravine 
- River 
- Road 
- Wetland 

10 miles
1 inch

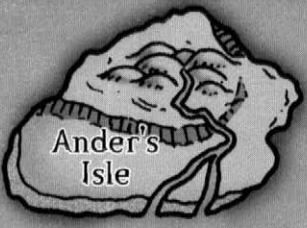
Brandobian Ocean

Narond Woods

Yan Elenon Mountains

To Vrendolen

Pel Brolenon



- A. Xanthamonas' Tree
- B. Theilia's Home
- C. The Rascal Gang's Hideout
- D. Ma & Pa Brownie's Home
- E. Goblin Scouts
(not shown—can encounter anywhere)

- F. Old Dwarven Mine (Shano-Kyr Goblin Lair)
- G. Orc Camp
- H. Orc/Slaver Meeting Point (Slaver Camp)
- I. Sondra's Ambush Site
- J. Sondra's Cottage

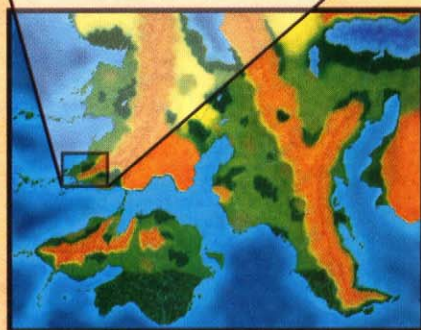
ALDRIV'S REVENGE

Tragedy strikes the family Brodeln!

Duke Aldriv III has been brutally murdered. His brother, Prince Cardor, disappeared under mysterious circumstances. Mordeln, the bastard son of the Prince, is under suspicion. But Mordeln claims to be innocent, and fears he will be the assassins' next target. Let your player characters' personalities come alive as they join forces with Mordeln in his desperate race to find his missing father. Will the players find the Prince before the assassins' do? Or will they too fall victim to the mysterious figure manipulating the events from behind the scenes?

This accessory provides characters with a chance for every type of adventure: town, wilderness, and dungeon. You will take your player characters through southern Mendarn, to the Duchy of Etwerl, within the village of Yelden, into the dungeons of Castle Brodeln, deep in the Narond Forest, and up the Yan Elenon Mountains. What will be more perilous, running from the law in the village of Yelden, crossing the path of the mysterious Rascal Gang that preys upon unsuspecting innocents in the Narond Forest, entering the lair of the Shano-Kyr goblins, meeting the orcs of the Severed Leg tribe, dealing with the slaver clerics of Pel Brolenon or actually getting to the bottom of the mystery and fighting the person or persons responsible for the crimes? Only time will tell as events come to a head in southern Mendarn with your players intricately woven into the middle.

The Aldriv's Revenge fantasy game supplement and adventure is set in the popular Kingdoms of Kalamar fantasy campaign setting. This work is an official 3rd Edition translation of the adventure supplement previously published as *Tragedy in the House of Brodeln* in July 1995.



Like all Kenzer & Company products, this adventure was designed with the Dungeon Master in mind. We prepare all the details so you can spend less time flipping pages and more time gaming. Being a DM has never been so easy, or so much fun! Here's some of what you get:



ImageQUEST™ Adventure Illustrator

"Because a picture is worth 1000 words."

ImageQUEST is the picture book that gamers love. Now DMs can not only read the boxed text, they can actually show it to the players.

- 64 pages of useful background, NPC profiles and portraits, maps, encounter tables, a full glossary, artwork and adventure details, no fluff!
- Player aids and handouts that your group is sure to enjoy.
- Details on the history and areas of southern Brandobia where the players will be exploring and more.

All done in the quality you've come to expect from Kenzer & Company.

To use this adventure, a Dungeon Master also needs the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also recommend the use of the *KINGDOMS OF KALAMAR Campaign Setting Sourcebook*.

For 1st-level Characters



Visit our website at www.kenzerco.com/dnd

U.S. \$12.99 CAN \$19.50
Printed in U.S.A. K&C1105