

FOURTH EDITION



SMACKDOWN THE SLAVERS



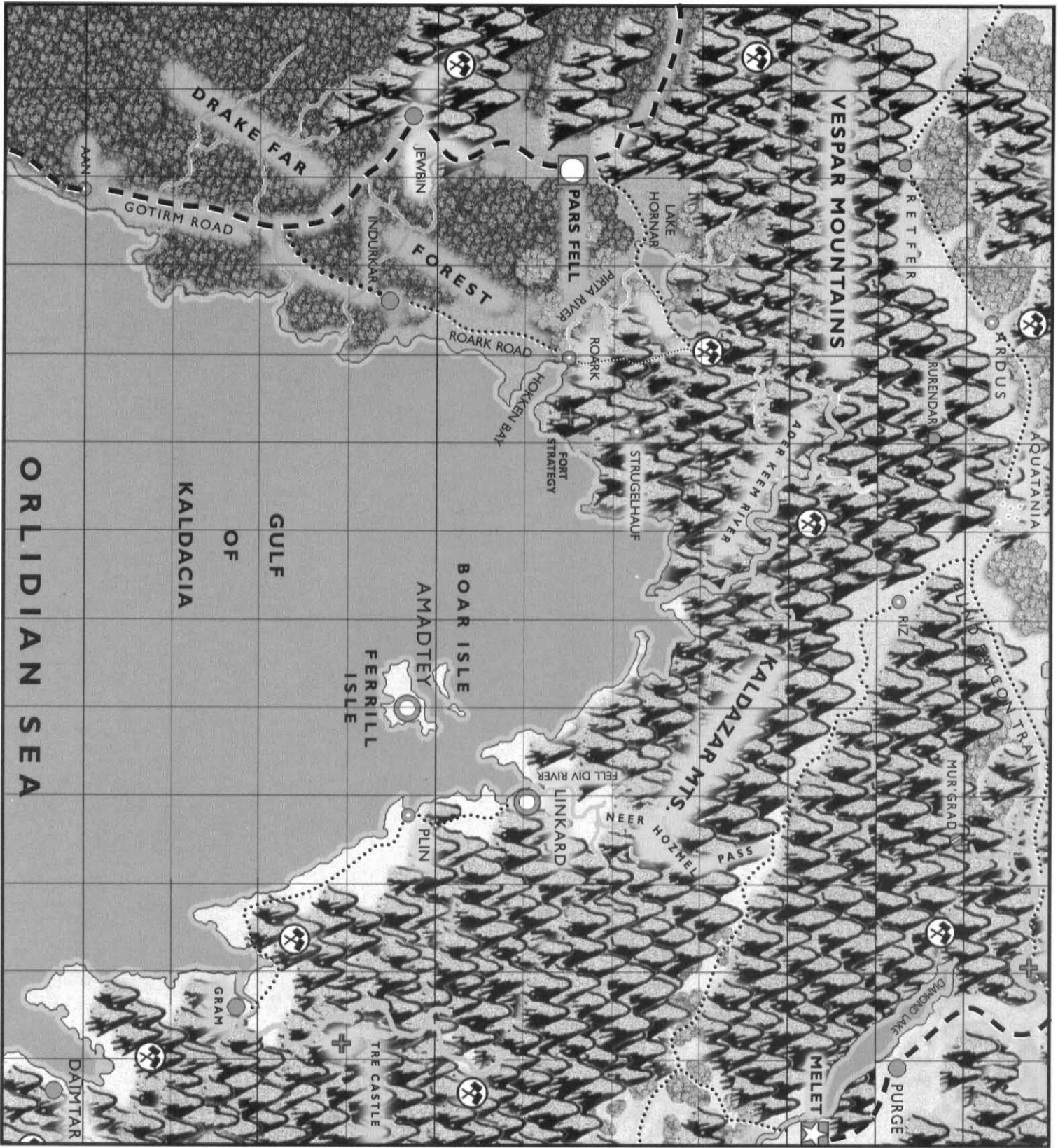
AN ADVENTURE FOR CHARACTERS LEVEL 4-7

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Smackdown the Slavers

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 4-7

*** FOR GAMEMASTER'S EYES ONLY! ***

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Smackdown the Slavers is based on the TSR book *Scourge of the Slavelords* by David Cook, Allen Hammack, Harold Johnson, Tom Moldvay, Lawrence Schick and Ed Carmien.

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

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

Introduction

Prepare yourself my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. The Garweeze World™ campaign setting is a land embroiled in an epic struggle that has raged for countless eons: where the forces of evil war against those of good, where law struggles to keep chaos in check, where adventure and the art of hack are the meat and drink of all who would seek to carve their niche in such a hostile, forbidding and unforgiving environment. This is the realm of the HackMaster™ role-playing game.

A WARNING TO PLAYERS

What the hell do you think you're doing? If you plan to play in this module and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HackMaster modules is strictly for GameMaster's Eyes Only! Attempting to glean clues from this module will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HMA. Be a man (or a woman as the case may be) of honor and put this module down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel — A GM's Curse on your dice!! May they fail you and consign you to an endless cycle of untimely Player Character deaths! May misfortune hound your every step in the game till the end of time.

[Note: In the event you later receive your GM credentials and thereby qualify to possess knowledge contained herein, this curse can be removed by sending a sincere 1,000 word apology along with a photocopy of your HMGMA membership card and a check for \$25.00 processing and handling to the HMA offices. Should the HMA, after reviewing the matter, decide to reject your apology, no refund shall be given and the curse will remain in effect.]

A WARNING TO GMS

Fellow GameMasters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between adventures and share secrets and information. If many copies of this module are available to the players in your local gaming circle you can bet your lucky tender that some of the secrets of this module have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are bellying up to the table with information they shouldn't have, you are strongly encouraged to alter sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as you watch your players grow wide-eyed with terror and squirm as it slowly dawns on them that you are wise to them.

MODULE OVERVIEW

Players should begin the adventure with characters of fourth to fifth level, perhaps characters who have adventured and survived through the dangers of The Little Keep on the Borderlands. Characters of lower levels had best adventure in large groups (very large groups for extremely low levels!). Characters of higher levels may also be used if the group sizes or number of monsters should be adjusted accordingly. Of course, there comes a point where a single character of very high level can deal with the entire adventure and not feel challenged. Such a character simply does not have a place in this adventure. Leave him home, tending the estate or protecting the kingdom from the Orcs at the gates.

This adventure was used for the HackMaster World Championship at GENCON 2002. There are some references to how monsters, damage and traps were handled in the tournament although we have not provided the tournament scoring method as that is not necessary for home play. The adventure puts the PCs in some pretty destitute situations. If your players are the whiney kind, be sure you are ready to handle their protests as you smack them down a few notches during those points in the scenario.

A party attempting this adventure should contain several fighters, one or more clerics and magic-users and at least one thief. At least half of the party should have some sort of magic weapon, and all characters should have some minor magic item like a potion or a scroll.

Smackdown the Slavers is organized into seven main sections:

- 1: Introduction
- 2: Background
- 3: Sewers and Slave Pits
- 4: Facade of the Fortress
- 5: Combat in the Catacombs
- 6: In the Labyrinth of the Slave Lords
- 7: GM's Arsenal (Battlesheets, NPCs, etc)

Throughout this book, encounter areas are listed with a convenient format for the GM. Read aloud text is denoted by the use of a gray box. Creature statistics and other information is included in an abbreviated format including some or all of the following:

Definitions of Abbreviated Terms

- HF = Hackfactor
- EP = Experience Points
- Int = Intelligence
- AL = Alignment
- AC = Armor Class
- MV = Movement Rate
- HD = Hit Dice
- HP = Hit Points
- SZ = Size
- #AT = Number of Attacks per round
- D = Damage
- SA = Special Attacks
- SD = Special Defenses
- Lang. = Languages known
- Hon = Honor value (can be a specific number or a general term like average, dishonorable, great Honor or too much Honor.)
- ML = Morale value of creature
- TOP = Threshold of Pain (see GMG p105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.
- Crit BSL = Critical Hit Base Severity Level (see GMG p110). This is defined in terms of the defender's AC plus or minus an integer.
- FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores.
- HOB = Hacklopedia of Beasts

Certain cities and place names, when mentioned for the first time are followed by a set of brackets containing a series of cryptic looking numbers. For example: Roark [D7.13.205]. These are map coordinates which indicate the place name's precise location on Garweeze World. Refer to page 340 of the HackMaster GameMaster's Guide for details on how they are used.

GETTING STARTED

To play this adventure, it is necessary to have the Player's Handbook, and the GameMaster's Guide or GameMaster's Shield. You will also find a copy of the Hacklopedia of Beasts useful, as the creatures that appear herein are fully described in that reference work.

Since the adventure presented is quite large, one might think it is unreasonable to demand or even ask that you, the referee, read or skim all the material before beginning play. Well, wouldn't it be nice if an actor could only memorize his lines for the first act instead of the whole play? Look, if you want to hold the prestigious title of GM you need to become familiar with the organization and parts of the module. Look at the map booklet, identifying the various maps and when they are needed. Doing this will make it easier for you to quickly find information when you need it. The last thing you want is to become flustered at some strange player question about the adventure. Trust me, if they smell fear, they'll go for the throat.

The module is divided into chapters. Each chapter is a separate stage of the adventure. On the average, you should be able to play one chapter per game session unless you're really a hardcore gamer, then you should be able to plow through the whole thing in one grand marathon event.

REFEREEING THE ADVENTURE

As a campaign adventure set in Garweeze Wurd, Smackdown the Slavers relies on your skills and knowledge to succeed. You are the only person who knows the abilities and temperament of your players and their characters. You are the only person who can provide the richness of background detail peculiar to your campaign. You are the only person on hand to make the on-the-spot judgements that invariably become necessary. You are the most important part of this adventure. If you remember this fact and enjoy your role, this adventure will excite and challenge your players all the more.

Motivation (of both characters and players) is a crucial factor in this adventure. Situations are created to galvanize and energize the player characters. Your participation and judgement concerning such motivation is vital. Some situations in this adventure require your careful judgement. Terrible things will happen to the player characters and the crybaby players may become discouraged, enraged or unduly upset by these events. This is where your skills are most important. You must work to maintain the spirits of your players while retaining the desperateness of the situation. Properly done, they will have a strong desire to fight their way through and track the slave lords down to the end.

In the opening sections of the adventure, you should try to deceive the players as to the true nature of the adventure. You want them to believe that they are going to tackle something other than the slave lords, springing these villains and the problems they make as a surprise.

The slave lords themselves are a cunning and dangerous group. Not only are they powerful in terms of experience levels and magic, they are also accustomed to working as team. They have worked together for many years and have become aware of each other's strengths and weaknesses. Time has allowed them to assemble a highly efficient organization. They make few mistakes, for mistakes are too costly in their business. They possess neither pity nor mercy. Although they can be extremely subtle, they also appreciate the effectiveness of brute force and overwhelming might. Finally, they are indescribably cruel. Bear these factors in mind when refereeing the slave lords. This is not an adventure for the wuss of heart!

Information is normally presented in the module in one of two ways. Areas of boxed text indicate descriptive passages that should be read aloud to the players unless special circumstances prevent their knowing the information given there. The information not boxed is material for the GM only, so that he can properly referee the encounter.

Background

For almost a decade, an organized band of slavers known as the Brotherhood of the Bloody Whip have made a good living raiding the coastal towns on the Gulf of Kaldacia (Sector D-7.13) in the northern reaches of the Goremunyan Empire and the Kingdom of Hazaar. From the village of Aan to the town of Gram and beyond, this marauding band descends quickly upon the sleepy towns and villages, carrying off any citizen upon whom they can lay their hands. Beggars and ladies of the night are easy targets, but the Brotherhood's reach occasionally extends even to the noble's bedroom.

The "relationship" between the slavers and the local villages and townships started nearly a decade ago when the half-ogre pirate Pa-choo discovered that a local baron named Jesper Fendlewood was engaged in an illicit romantic relationship with his own 15 year old stepdaughter Cassidy. Naturally, Pa-choo threatened Baron Fendlewood with the release of that information if his demands weren't met. This led to Fendlewood hiring some spies to gather information on Pa-choo, which revealed that Pa-choo was secretly withholding large amounts of stolen booty from his fellow pirates. Pa-choo continued his own investigation and sent even more spies in to Fendlewood's barony. He soon discovered that Fendlewood was hiring brigands to torch local fields so he could raise more tax money to increase the size of his army. This tit-

for-tat spying went back and forth for weeks, with each party gaining more and more dirty laundry on the other, until they both decided to strike a bargain. Pa-choo's pirate's would be allowed to occasionally sweep down the coastline to harvest slaves and in return he would give Baron Fendlewood one silver piece of every gold he made from selling the slaves.

This mutually beneficial relationship worked wonderfully for a few years until Fendlewood died from a lung disease and his son (who may or may not have also been his step-grandson) took over the barony. At that point, Pa-choo considered himself to be free from his bargain and his pirates began to maraud at will. This led to the current chaotic state of affairs.

Most village leaders only concern themselves with the slavers when a person of importance has been kidnapped, feeling that their tiny towns are better off without the dregs of society always hanging around, begging for hand-outs and looking generally scruffy. Recently, however, the slavers have become much more savage (and their attacks much more frequent). The village leaders' lack of, well, anything very much, emboldened the slavers to the point where they now loot, pillage, ravish and destroy entire settlements, stealing away the entire population to be sold into slavery.

Finally, the lords of the area lost patience with the slavers (after all, without villagers, who's going to pay those taxes?). Putting aside their rivalries with each other, the lords have taken action. Using their network of spies and other agents, the local lords have determined that the Brotherhood of the Bloody Whip is operating from the ruined village of Roark. Several nobles immediately suggested raising a fleet and crushing the slavers' base, but other heads (either cooler or "on the take") prevailed. Stating that such a base would undoubtedly be well-defended, and that the slavers would surely kill the captured villagers in retaliation. These lords recommended sending a band of adventurers to infiltrate the base and eliminate its leaders.

Once a human village, Roark was long ago overrun by marauding humanoids from the Vesper Mountains to the north – Orcs, Goblins, Kobolds, Ogres and Gnolls. Now sacked, burned and almost completely run down, Roark has become a haven for both human outcasts and their disgusting humanoid allies (the membership of the Brotherhood of the Bloody Whip includes both). The only honest humanoids to visit Roark are the dwarves who pass through on their way to and from the mines of the Vesper Mountains.

The adventure begins with the PCs in a generic village that is assumed to be a resting point from their previous adventures. If the PCs previously played in the Little Keep on the Borderlands, this village could be the village of Farzey on the Melet Way (Sector D-7.10). Use this beginning to draw them to the City of Linnard so that they can learn about the problems with the slavers in that region. For their parts, the Lords and Ladies of the Gulf of Kaldacia are sending out numerous invitations to every adventuring group they can get in touch with. So although the invitation to Linnard described in the following section is meant to make the PCs feel special, it is really just one small part of the Garweeze Wurd equivalent of a mass mailing.

Note that not all the lords of the Gulf of Kaldacia know that the slavers operate out of Roark. For example, Dame Silver, who the PCs will meet, does not know this information. However, all of the nobles who are threatened by the slavers are working together to attract adventurers to their region in the hopes that they will stem the tide of slavery among the local populace.

Prelude

THE INVITATION

The winter snows are finally receding. Here, in your village, crocuses crack through the crust of old snow. Pale pink and white blossoms push up at the bases of bare-branched trees. In the warm sun, sap creeps through the oaks and elms. Birds sing in the morning and the forlorn calls of owls fill the night.

Since your stay here, you have seen the villagers change. While most of the villagers were fine companions over the winter nights and you tipped many a flagon in their fine company, no one seems to go out with you as much as they used to. Booleo the Innkeeper plays a fine game of dice, but he and the others are tired of losing their money to your con games. That fine-looking spinster woman from the farm by the pond has paid you little attention since you got drunk at her birthday party and vomited all over her nice white dress. You've even managed to get a few civil charges dropped before the local magistrate was about to throw away the key.

As you stretch out on the bench before the inn to warm your self in the sun, you spot a stranger striding down the lane. Booleo, leaning out his front door, nods in that direction and says, "Now, what d'ye make o' that, me scalawags? 'Tis a man wrapped in the colors o' some laird, strolling through our ham let, bustlin' like he's driven on some grand business. Mayhaps I'll have me some laird's party stayin' for the night." With a shrug he goes inside, calling to his family.

Looking closely, you can make out the glint of flaxen hair tumbling out from beneath the liveried cape. From the way this stranger moves, you'd safely guess him to be a her. Now, what business would a woman have in such a sleepy little village, a lord's woman at that?

As she approaches you she speaks. "Good sirs," she says with a graceful curtsy, "I bear a message from Most Worthy Dame Silver of Linnard." She is, as you guessed, a young woman, endowed with a dignified and subdued beauty. She thrusts a heavy, buff envelope into your startled hands. "To The [insert name of the player's adventuring group]" is written across the front in a spidery script. The back is closed with a large blob of wax pressed with a seal. She turns and walks away.

The invitation reads:

To those Brave and Worthy;

May it never be said that the courageous undertake valor for the hope of reward nor the righteous seek purity and thus may aspersions of evil never fall upon thy name. But, as ye know too well, the rewards of virtue are painful and cold.

Our advisors, through wisdom and sagacity, have proclaimed thy actions brave and virtuous. Those so bold as yourselves will grace and ornament the presence of any gathering. We beseech you to kindly honor us with your presence during the Feasts of Erdinborg at Windy Vale in the city of Linnard.

Dame Silver

The messenger, named Freesha, in the service of Dame Silver, is the proud handler of a Pegasus. The beast is currently waiting on the edge of the nearby woods. If requested, she will take the characters' reply. She is friendly and not secretive, and thus will answer general questions about her mistress.

She does not care whether the player characters attend or not, but does give a glowing report on the previous balls given by her mistress. If the characters are suspicious and check up on The Most Worthy Dame Silver, they learn that the invitation is genuine. If the characters still hesitate, you may wish to point out that many persons of influence usually attend such a feast. Characters with possible futures in politics (religious, temporal or guild) could well profit from such a gathering. Possible methods to further sway the

party include emphasizing the constant dullness of daily life in their current village or suggesting that some minor monetary benefit might be available should they undertake the trip. If that doesn't work, have the villagers run their no good, free-loading butts out of town.

THE TINKER

In no time at all it seems that everyone in town knows of your message. Of course, trying to keep such an event secret in such a small town is almost impossible. By the next morning, you are the objects of local curiosity. As you sit in the inn, a weather-beaten halfling approaches you.

"Greetings to you all," says the halfling. "My name is Revv Air." The small form in a tidy leather smock pauses for a moment as if expecting recognition. "Ahem, oh well. It is said you are traveling toward the coast, to attend the feasts of Dame Silver. Don't look surprised, it is so hard to keep such secrets in a village this size. It is useful for a tinker to keep his ears open. But, about Dame Silver's party. I wish to bring some small samples of my work. You see, my family once worked for Dame Silver, and it was she that prevailed upon a local smith to take me as apprentice when I was in my tweens ... but the cart and road is such that I hesitate to travel without escort."

He sighs. "Would you, could you travel with me? I set a fine table and am a willing cook. Gladly I would split the cost of all provisions for you."

Revv Air is just what he claims to be, a humble tinker with no thought of treachery or malice. His small cart is laden with copperwork for Dame Silver's household. Also piled within are wineskins, a large cured ham, bags of apples, flour sacks, rings of salt and pots of honey. Perched precariously atop everything are several cages of geese and hens. Two stout ponies pull the little cart. Revv Air has no intention of traveling alone on the road. If the characters refuse to accompany him, he will try again, after first fixing a sumptuous meal for them. By offering an example of his culinary skill (95%), he hopes to convince them to come along. Furthermore, several of the most reliable villagers will provide good reports of the little halfling.

THE ROAD TO LINNARD

The season is late spring and the weather looks to be fine for traveling. The trip can be estimated to take seven to eight days by horse or twice that for a horse-drawn cart. There are good roads to Linnard and the area around the City of Melet, capital of the Meletian Kingdom is generally considered safe. The Kaldazar Mountains are often fraught with danger, however, and it is this area that seems to cause the halfling the most trepidation.

All encounter descriptions assume that the characters agreed to escort Revv Air and his cart to Dame Silver's manor. If they choose not to do so, adjust the encounters appropriately. Revv Air brings along a helper, a young halfling named Bellod (his nephew). If a fight develops, both do their best to avoid being placed in danger or harmed in any way. If possible, Revv Air attempts to save his cart in the process. He does little to help the party in combat (except what he might be able to accomplish through his wit). He is not disloyal or cowardly but, knowing there is little he can do, he is not particularly brave, either.

Revv Air, male halfling (hairfoot)

(HF 1, EP 35, AL LG, AC 9, MV 6", HD 1, hp 26, SZ S, #AT 1, D 1d6-1 (sling or dagger, +1 to-hit), SA Surprise bonus, SD +2 to save vs. magic and poison, Lang: common, halfling, orcish, Hon: Ave, TOP 13, Crit BSL Def AC-3 (missile), Def AC-4 (melee), FF 5, Age 54, Height 3' 6", Weight 129 lbs., Quirks and Flaws: none, Talents: none, Skills: cooking 95, metalworking 52)

HPs
 Garments: AC 9

Bellod, male halfling (hairfoot) laborer

(HF 1, EP 35, AL LG, AC 9, MV 6", HD 1, hp 23, SZ S, #AT 1, D 1d6-1 (sling or dagger, +1 to-hit), SA Nil, SD +2 to save vs. magic and poison, Lang: common, halfling, orcish, Hon: Ave, TOP 11, Crit BSL Def AC-3 (missile), Def AC-4 (melee), FF 5, Age 23, Height 3' 4", Weight 115 lbs., Quirks and Flaws: none, Talents: none, Skills: laborer 45)

HPs
 Garments: AC 9

THE CON MEN**Encounter:** 2 con men**Potential Yield:**

- Slaying Bersilus (1 human bard) (EPV = 137)
- Slaying Dorn (1 human thief) (EPV = 76)
- Slaying 100 or more dwarves (EPV = 175 each, 17,500 or more)
- 100 gp in a small sack (GPV = 100 gp, 5 cp)
- dagger (GPV = 2)
- backpack (GPV = 2)
- broad sword (GPV = 10)
- waterskin (GPV = 8 sp)
- 3 days standard rations (GPV = 3 sp)
- 50 short swords (GPV = 10 each, 500 or more)
- 50 clubs (GPV = 0)
- 100 suits chain mail (dwarf-sized) (GPV = 350 each, 35,000 or more)
- 100 bucklers (GPV = 5 each, 500 or more)

Use this encounter when the player characters are traveling through the pass between the Kaldazar Mountains and the Southern Frandor Mountains or that vicinity.

As you wind along the road, you spot a pair of men slogging along slowly in your direction. They appear to be recent victims of an attack; scratched, bruised, clothing slashed, and one sports a black eye. Glancing up as you approach, the closer man feebly raises a hand in greeting and seems anxious to speak.

The two men have just escaped a group of irate dwarves whom they successfully bilked out of a small amount of cash. Armed with cunning, insight and nerve, these men make a living off unsuspecting passers-by who take them at their word. The two are average humans. If the characters stop and talk, the men keep their distance, ready to escape if necessary. They try to leave immediately if they observe spell casting.

The two men attempt to convince the party that they are members of a local noble family who have just been robbed of all their money and valuable possessions. Apparently quite panicked, they hint vaguely at an ambush down the road, mentioning magic and hideous events. They then ask for a small amount of generosity to tide them through the rest of their journey.

To all questions they answer with lies or tell half-truths: false names, false businesses, and false tales as necessary. They are clever enough to know when to use the truth, or at least parts of it. If the player characters give them any money, they accept with obsequious gratitude and many promises to repay the loan at some future date. Then, they spin a fantastic tale of ambush just down the road. Central to their tale is a vivid description of a band of corrupt and evil dwarves who have come out of the hills and are ravaging the countryside. They hint that the behavior of these dwarves is odd, that they may be possessed.

They persist in their begging until they are paid or it is obvious they will receive nothing.

Later in the day, just before the party makes camp for the evening, they spot a group of dwarves; any number from 100 to 300 appears.

The crowd is quite angry and upset, armed with short swords and clubs. The dwarves at first think the party might be protecting or hiding the con men. Coming upon the PCs, they surround the cart (or camp). Give the characters an opportunity to panic and do something foolish before the dwarves act.

After this, if the characters keep their wits, the dwarves explain angrily that they are looking for a pair of "sharppers and deceits" for the express purpose of "delivering to them the justice they deserve." With these words the player characters notice several of the dwarves brandishing hangman's ropes.

The dwarves have no interest in the player characters, although if they learn later that the characters deceived them, the dwarves will be quite angry.

Bersilus, male human bard

(HF 1, EP 137, Bd2, S 12/43, D 13/75, C 11/31, I 14/57, W 9/56, Cha 16/32, Com 13/93, AL NE, AC 8 (garments, Dex), MV 12", HD 2, hp 29 (19), SZ M, #AT 1, D 1d6-1 (dagger), SA Influence, performance, countersong, identify magic items 10%, know trivia 10%, SD Nil, Lang: Common, Hon: 20 (ave), TOP 14, Crit BSL Def AC-4, FF 5, Age 25, Height 5' 6", Weight 155 lbs., Quirks and Flaws: none, Talents: none, Skills: climb walls 60, detect noise 20, pick pockets 30, read languages 25, singing 32, wind instrument proficiency, liar: skilled 84)

Spells Known: Aura of Innocence, Befriend, Charm Person, Read Magic, Shift Blame.

Spells Memorized: none.

Possessions: 100 gp in a small sack and a dagger. Bersilus keeps his spell book in his home in the City of Melet.

HPs
 Garments: AC 9

Dorn, male human thief

(HF 1, EP 76, TI, S 10/87, D 16/85, C 9/93, I 11/28, W 10/85, Cha 12/03, Com 12/24, AL NE, AC 6 (garments, Dex), MV 12", HD 1, hp 24 (15), SZ M, #AT 1, D 2d8 (broad sword), SA Backstab, SD Nil, Lang: common, thieves' cant, Hon: 15 (ave), TOP 12, Crit BSL Def AC-5, FF 5, Age 20, Height 5' 8", Weight 170 lbs., Quirks and Flaws: Enmity towards illusionists, Talents: sibling empathy, Skills: climb walls 70, detect noise 20, find traps 5, hide in shadows 30, pick pockets 35, move silently 30, open locks 15, read languages 25, remove traps 5, eye gouge 40, feign toughness 19, liar: skilled 59)

Possessions: backpack, broad sword, waterskin, 3 days standard rations.

Note that if Dorn is seriously injured or killed, his sibling empathy reveals his distress and likely sends members of his family hunting for clues as to what happened. If the clues are sufficient, it is possible that the PCs might earn the enmity of his family if the party played a significant role in his death.

HPs
 Garments: AC 9

100 Dwarves

(HF 1, EP 175, Int Ave (8-10), AL LG to N, AC 4 (chain mail and buckler), MV 6", HD 1, hp 25, SZ M, #AT 1, D 1d6 (short sword or club), SA Nil, SD magic and poison save bonus, Lang: Common, Dwarf, Hon: Ave, TOP 12, Crit BSL Def AC-2, FF 5, Quirks and Flaws: variable, Talents: variable, Skills: variable)

RAIDERS**Encounter:** Raiding party**Potential Yield:**

- Slaying Dergrenche (1 half-orc cleric) (EPV = 405)
- Slaying 4 Ettin bodyguards (EPV = 5,600)
- Slaying attack group 1 (24 Goblins) (EPV = 360)
- Slaying attack groups 2 & 3 (3 Bugbears and 3 war dawgs each) (EPV = 720 each)
- Slaying attack groups 4 & 5 (3 Orgs and 12 Orcs each) (EPV = 540 each)

- Various coins: 2,000 cp; 1,830 sp; 1,057 gp, 120 hsp; 50 pp (GPV = 1,750) (nearly 506 pounds weight)
- Three weeks iron rations (GPV = 15)
- maps of the Neer Hozmel Pass region and environs (GPV = 50)
- a giant sized sun-umbrella (GPV = 10)
- small pamphlet on battle tactics written in the common tongue (GPV = 25).
- six 50 gp pearls in Dergrenche's pouches (GPV = 300)
- 100 gp hidden in Dergrenche's bedroll (GPV = 100)

This encounter occurs somewhere in the Neer Hozmel Pass area.

You have traveled for some time without incident, meeting only occasional travelers on the road. Since entering Neer Hozmel Pass, you have traveled under a vast canopy of leaves, enjoying the occasional pools of sunlight. Late in the day, the road passes along banks of a pond overlooked by a grassy meadow. It seems like a good place to camp.

Unfortunately for everyone concerned, a raiding party has also found the meadow and has deemed it a convenient place to wait out the daylight hours. They are sheltered from the party by a low, grassy ridge. If the player characters think to reconnoiter the area, they have no difficulty finding the raiders. They are just breaking camp, preparing to move by night. The player characters can either retreat quietly (avoiding the encounter) or prepare an ambush.

For an ambush, the players must explain the positions and plans of their characters to you. Any balanced combination of caution and boldness should succeed. Any ambush must do the following to have a decent chance of working:

1. Achieve surprise.
2. Make the raiders fear they are being attacked by a powerful force.
3. Hurt the raiders visibly in the first wave of the attack.

If these goals are achieved, the raiders break and scatter. They have no desire to fight battles for no gain (and perhaps much loss)!

However, if the player characters make foolish mistakes in the ambush, the raiders stand and fight. These mistakes include charging into the middle of the camp, surrounding the camp (thus ending any hope of escape), or generally revealing the weakness of the players' party.

If the player characters do not bother to check the area, the raiding party is discovered when Revv Air comes rushing up from the pond without his water bucket. "An ord" he screams hoarsely. "An ord Gettin' water just like I was!" Panicked, he runs through the camp, waving and pointing back toward the pond. Across the pond you can hear grunting and shouting.

Use the Raiders Map in the map section. The raiders' camp is to the south of the characters'. As soon as the alarm is raised, the troops begin moving through the woods to outflank the player characters. Fearing their raiding party has been discovered by soldiers, the commander (Dergrenche) splits his force into five different groups. Each is ordered to a different position as indicated on the map. The number in parentheses is the number of rounds required for the group to get into position. As the units reach their positions, Dergrenche's strategy unfolds.

The Goblins should reach their position first. As soon as they are in position, they begin firing arrows at the party. They are to pin the enemy down, preventing them from advancing or retreating.

The Bugbears should be the second to reach their positions. They are ordered to remain hidden until Dergrenche gives two blasts on the war horn.

The Orcs and Orgs, should be the last group in position. They are to attack when Dergrenche gives a single blast on the war horn.

Troops in bushes or woods gain +4 to their Armor Class due to cover gained through concealment (90% hidden). The sun is low in the west and the wall of trees around the meadow creates a great deal of shadow. Thus, neither the Goblins nor the Orcs suffer from exposure to bright sunlight.

Once he gives his orders, both Dergrenche and his Ettin bodyguard move carefully to a position where he can watch and command the battle. He will not risk himself unduly; he has ample troops available to fight for him. Three rounds after giving his orders, he gives a single blast on his war horn. On the fifth round he gives two blasts, ordering the Bugbears into action.

Unfortunately, battles do not always go as planned. Timing and morale are two factors Dergrenche cannot always control. Use Table 8Z on page 106 of the GMG to determine when to make morale checks.

The movements Dergrenche has planned may go wrong. When the first blast sounds, roll 1d20 for each Orc/Org group. If the die roll is 12 or less, the group attacks. If not, the group is not yet in position. Roll 1d6 to find the number of rounds that must pass before the group arrives on the battlefield. Repeat the same procedure for the Bugbears when they are signaled to attack.

In any event, Dergrenche seeks to keep his force intact and calls for a retreat if things go badly. He prefers to lead from behind unless success is at hand.

If, during the course of the battle, any spell casters use fire-based spells, there is a chance that they may start a mildly damaging blaze in the forest. A Fireball automatically starts a small fire that will burn for 20 to 30 minutes before sputtering out. Lightning Bolts may do the same if they strike a tree or are cast low to the ground. If a fire does begin, it consumes several trees and scorches the meadow. The player characters can limit but not prevent the damage by dousing the blaze with water.

Four druids arrive within two hours of the start of any blaze. They march into the meadow and grimly survey the scene. Approaching the characters in peace, they firmly request details on what happened. If the player characters admit they started the fire, the druids chastise and admonish them. Fortunately, circumstances weigh in the party's favor. See page 83 of the Player's Handbook for rules regarding admonishment, Honor and apologies. Whatever the result, the druids do insist the characters extinguish the remaining fires, bury the dead, and tidy up the area.

Dergrenche, male half-orc cleric of Franco'Dieus

(HF 11, EP 405, C4/F9, S 15/75 I 8/01 W 16/20 D 11/45 C 14/30, Cha 10/92 Com 8/14, AL LE, AC 4 (Chain Mail+1), MV 12", HD 4, hp 48, SZ M, #AT 3/2, D 1d8+4 (long sword + Strength + magic, +2 to-hit due to Strength and magic), SA Spells, SD Spells, +2 save vs. mind affecting spells, Lang: common, orcish, Hon: 42 (Great: +1 to ALL die rolls), TOP 24, Crit BSL Def AC-0, FF 7, Age 29, Height 5'9", Weight 181 lbs., Quirks and Flaws: flatulent, allergic to cats, Talents: none, Skills: jugular swipe 50) Spells: 1st (7) Command, Cure Light Wounds (x3), Light, Cause Fear, Protection from Good, 2nd (4) Heal Light Wounds, Hold Person, Diminished Rite, Silence 15' Radius.

Possessions: Dergrenche owns a **Long sword +1** and wears **Chain Mail + 1**. In a pouch at his belt he carries a **Potion of Super-Heroism** and a **Potion of Extra Healing**. In a life or death situation, he may risk potion miscibility as a last option (See GMG page 221).

HPs

Chain Mail +1

AC	4	5	6	7	8	9
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Dergrenche's bodyguard (4 male Ettins)

(HF 12, EP 1,400 each, Int 5, AL CE, AC 3, MV 12", HD 10, hp 65 each, SZ H, #AT 2 or 2, D 2-16/3-18 (melee) or 2-12 (thrown rocks), SA Nil, SD Surprised only on a 1, ML 15, Lang: ettin, orcish, Hon: Ave, TOP 32 each, Crit BSL Def AC+8, FF 6, Reference HOB 3 p24)

HPs

- 1)
- 2)
- 3)
- 4)

Attack Group 1

24 male Goblins (HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor and small wooden shield), MV 6", HD 1-I, hp 24 each, SZ S, #AT 1, D 1d6-I (dagger) or 1d6 (short bow), SA Nil, SD Nil, ML 10, Lang: goblin, orcish, Hon: Ave, TOP 12 each, Crit BSL Def AC-3, FF 6, Reference HOB 3 p81)

1) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

2) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

3) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

4) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

5) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

6) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

7) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

8) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

9) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

10) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

11) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

12) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

13) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

14) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

15) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

16) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

17) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

18) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

19) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

20) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

21) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

22) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

23) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

24) HPs

Leather Armor: AC		8	9
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Small Shield	+2	+1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	

ATTACK GROUPS 2 & 3 (3 BUGBEARS AND 3 WAR DAWGS EACH)

3 male Bugbears

(HF 2, EP 175, Int 6, AL CE, AC 4 (hide armor and small shield), MV 9", HD 3+1, hp 38, 36 34, SZ L, #AT 1, D 2d8+2 (two-handed sword), SA Surprise 5 in 10, +2 damage, SD Nil, ML 12, Lang: bugbear, orcish, Hon: Ave, TOP 14, 13, 12 each, Crit BSL Def AC+1, FF 8, Reference HOB 1 p96)

3 War Dawgs

(HF 0, EP 65, Int 3, AL N, AC 6, MV 12", HD 2+2, hp 31, 29 27, SZ M, #AT 1, D 2d4 (bite), SA Nil, SD Nil, ML 9, Lang: none, Hon: Ave, TOP 15, 14, 13 each, Crit BSL Def AC+0, FF 8, Reference HOB 2 p51)

GROUP 2:

Bugbears

1) HPs [grid]

Hide Armor: AC 6 7 8 9 [grid]

Small Shield +2 +1 (AC bonus) [grid]

2) HPs [grid]

Hide Armor: AC 6 7 8 9 [grid]

Small Shield +2 +1 (AC bonus) [grid]

3) HPs [grid]

Hide Armor: AC 6 7 8 9 [grid]

Small Shield +2 +1 (AC bonus) [grid]

War Dawgs

1) HPs [grid]
2) HPs [grid]
3) HPs [grid]

GROUP 3:

Bugbears

1) HPs [grid]

Hide Armor: AC 6 7 8 9 [grid]

Small Shield +2 +1 (AC bonus) [grid]

2) HPs [grid]

Hide Armor: AC 6 7 8 9 [grid]

Small Shield +2 +1 (AC bonus) [grid]

3) HPs [grid]

Hide Armor: AC 6 7 8 9 [grid]

Small Shield +2 +1 (AC bonus) [grid]

War Dawgs

1) HPs [grid]
2) HPs [grid]
3) HPs [grid]

ATTACK GROUPS 4 & 5 (3 ORGS AND 12 ORCS EACH)

3 male Orgs

(HF 1, EP 120, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 34 each, SZ M, #AT 1, D 1d8+4 (large club, +2 to hit due to Strength), SA Nil, SD Nil, Lang: orcish, Hon: Ave, ML 15, TOP 17, Crit BSL: Def AC+4 (club), FF 6, Reference: HoB 6 p43)

12 male Orcs

(Bottomland) (HF 0, EP 15, Int 8, AL LE, AC 6 (hide armor), MV 9", HD 1+1, HP 25 each, SZ M, #AT 1, D 1d6 (spear), SA Nil, SD Nil, Lang: orcish, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1 (spear), FF 6, Reference: HoB 6 p33)

Possessions: Each Orc carries two spears. The first is thrown in a mass volley. The second is kept for melee combat. Each Bottomland Orc is also equipped with flint and tinder and a flask of oil. After a battle, they believe in burning their fallen Bottomland Orc brethren at the site of their deaths.

GROUP 4

Orgs

1) HPs [grid]

2) HPs [grid]

3) HPs [grid]

Orcs

1) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

2) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

3) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

4) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

5) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

6) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

7) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

8) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

9) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

10) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

11) HPs [grid]
Hide Armor: AC 6 7 8 9 [grid]

12) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

GROUP 5

Orgs

1) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████
 2) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████
 3) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████

Orcs

1) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

2) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

3) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

4) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

5) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

6) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

7) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

8) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

9) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

10) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

11) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

12) HPs ██████████ ██████████ ██████████ ██████████ ██████████
 Hide Armor: AC 6 7 8 9
 ██████████ ██████████ ██████████

If they can take the raiders' camp and thoroughly search it, the party can find a combined total of 1,750 gp in coins of various types (2,000 cp; 1,830 sp; 1,057 gp, 120 hsp; 50 pp; 505.7 pounds weight), along with a fair amount of iron rations, a few maps of the Neer Hozmel Pass region and environs, a giant sized sun-umbrella, and a small pamphlet on battle tactics written in the common tongue. Dergrenche also has six 50 gp gems (pearls) and 100 gp hidden in his bedroll.

Once past this encounter, all things go smoothly on the road unless additional random encounters occur. Eventually, the manor home of Dame Silver comes into view.

THE FEAST AT DAME SILVER'S

Eventually, the manor home of Dame Silver comes into view. It is a grand-looking home situated right on the banks of the Fell Div River that you have been following through Neer Hozmel Pass. Unlike the steep rapids you encountered earlier in your journey, this section of river is navigable. When you reach the manor, servants meet you at the entrance to take your horses. In the doorway appears the Most Worthy Dame Silver herself! She is a tall, well dressed woman of middling age. As she speaks to you, it is easy to see that she is a gracious lady.

"Greetings wayfarers! Welcome to my hearth and home. Most guests will not arrive for another day, but some have come before you. I am Dame Silver, and I welcome you warmly to Windy Vale. Would you be weary of road and riding, and wish a hot bath? Of course!" She claps her hands and more servants appear. "Our heroes have two rooms among you – Windy Vale will be crowded this week – these servants can show you the way. Be well!" Dame Silver then turns and bustles away, busy with preparations.

The feast of Erdinborg is a week-long event. Many things could (and may) happen during this time. Key personalities are listed below. After this are the major events of the feast. Of course, you may alter personalities and events to fit the atmosphere of your campaign.

The sections below provide the basis of a different type of role-playing experience. All that is required is a knack for role-playing, a willingness to spend one or two hours without combat, and a small bit of paperwork on your part. Before the party starts, jot down the name of an NPC guest, the type of interaction, and the player character you wish to involve. Try to have one interaction for each of the characters in the party. If you have players who seldom become involved in the game, now is a good time to draw them out.

As the feast progresses, use the activities listed under Daily Events. Allow each character to pursue his particular interest, using the Daily Events as background and scenery. Play out any scenes that develop into interesting situations, but avoid going into too much detail unless your group enjoys lengthy role-playing sessions. The purpose of this party is to create ties between characters and guests and hence provide motivation for their future adventures.

Toward the end of the feast, begin the mission scenario, involving as many player characters as possible. You want the player characters to accept this task so they will be unprepared for later events. Should any of the PCs leave the manor during the feast and proceed to the nearby City of Linnard, skip ahead to the Entering the Port City of Linnard Section.

The Servants

- Aefird:** Chamberlain
- Alexander Wolffson:** Herald
- Duroc & David:** Pageboys
- Jayl of the Melet:** bard
- Kale:** Chief Cook
- Shane and Meara Bannan, Ludwig, Amelia, and Wolfgang:** Household Servants
- Ernst Carpenter:** Master of the Stables
- Christopher of the Wood:** Forester
- Wilheirn and Wilhelmsson (his son):** Gardeners
- Maida, Natale, Yvonne:** Scullery Maids
- Vinzio, Laramas, and Terrence:** Grooms
- Cup:** Spitboy

In addition to these servants, Dame Silver is making use of a large number of serfs to accommodate her guests. These serfs know nothing of import and must generally be carefully instructed.

The Guests (A Partial List)

Listed here are the principal guests attending the feast for the entire seven days. On the day of the grand ball more guests arrive, but remain only for the night. These additional guests, like those listed here, are quite famous people – lords and ladies, political figures, religious leaders and powerful mystics. You may wish to include famous or noteworthy figures from your own campaign (perhaps a retired player character or two).

In addition to his name, each guest listing includes a short description. No statistics are given for these guests, since characters are not expected to attack or otherwise molest these people. If statistics are needed, then guests of a stated class (magic-user, paladin, etc.) are 2-8 levels above name level. Guests not of a stated class (alchemist, merchant) are either retired adventurers with 1d4 levels (50% chance) in a related class (or fighter levels) or normal humans and demi-humans. All possess knowledge appropriate to their position, and have at least a polite interest in the player characters.

Most of the guests present are extraordinary in at least one attribute, usually applicable to their specialty or class.

Bernaldo Bravos: A famous but aged paladin.

Hammish of Pars Fell: A sage, specializing in ancient lore, given to pessimistic musings.

“Burly” Katrina: A rough-speaking but nobly born fighter of great repute and local importance, all the more unique since she looks like a quite matronly woman.

Randallson the Neat: A thin man, evidently a magic-user, prone to the nervous consumption of sweets.

Thaddeus: A person with a dangerous reputation as a thief, never proven. Invited for his charm and wit.

His Excellency, Derish of Linnard: Preacher of Luvia in Linnard, somewhat parochial and rural in outlook.

Bruthas Badennson: A merchant of some repute.

Black Kerr: An alchemist from the southern lands renowned for her experiments, but notoriously eccentric. Aside from the fact that she rarely speaks, dresses only in black and red, and continually gathers bizarre ingredients, her habit of conversing with unseen speakers (plainly heard by all around her) is quite unsettling. She has little use for the clergy and can sometimes be found in heated arguments with His Excellency, Derish of Linnard or Joseph of the Light.

Jack Knob: A dwarf who specializes in crafting locks and safeboxes for the rich.

Arianrhod de Turiss: A person of noble blood, quite pretty and charming. Invited not only for her own charms, but also because her father is an influential baron of the Goremunyan Empire.

Ko: A monk of high rank and influence. The more gossipy guests of the feast are abuzz with speculation as to how Dame Silver managed this coup, as monks usually shun parties and frivolous socializing.

Joseph of the Light: A self-proclaimed prophet (of the Feeble Gawd, lawful neutral gawd of mysteries) who has recently appeared out of the wilds of Kal'dez. He is earnest in his mission, considering those who mock him to be deluded and trapped by evil powers. He has a reputation as one touched by the gawds, able to work wonders beyond those of the clerical cloth. He arrived uninvited, claiming to have been called to this place. Dame Silver allowed him to remain out of curiosity, reverence and fear.

Mitgan: An artist of wide repute. Dame Silver is currently his patron. He has done many works for her in stone, metal and wood. The main hall of the manor is decorated with frescoes he painted.

Most of the listed guests have one or more retainers who attend to them and are ready to protect them if need be.

sensitivity and wit. This is a real chance for those PCs who may have taken some time to study the social interaction skills to shine. Again, you can expand and tailor these events to your specific campaign as desired.

Romance: If you use this event, decide which player character and NPC will be involved. At first, the NPC does no more than pay watchful attention to the actions of the player character. As each day goes by the NPC makes greater efforts to be in the company of the player character, perhaps asking to dance or walk together. Other guests notice this affection, commenting on it between themselves. Remember that the NPC involved is a complete character and has a full range of emotions. Thus, he may become depressed, angry, jealous, vengeful, etc., if his advances are mocked, slighted or betrayed. Any PCs who effectively use social interaction skills such as diplomacy, graceful entrance/exit, joke telling, knowledge of courtly affairs, mingling or social etiquette will become likely targets of romantic involvement.

Conflict: In a converse to romance, some NPCs may take a strong dislike to a character. The NPC does not need a good reason. Of course, characters who make slighting comments within hearing will surely incur the wrath of the NPC. Reactions can vary with the position and temperament of the NPC. Some engage in petty backbiting and cruel gossip. Others do everything possible to socially humiliate or discredit the player character, making him a laughing stock. At the extreme, the situation may come to blows. The NPC may demand the satisfaction of a duel if he can show he has been insulted. A few will become truly vicious, engaging in long-term efforts to destroy the reputation and career of the player character. Such moves are subtle and may take months to develop. A word dropped here that the character is untrustworthy, a scandalous lie circulated about his moral character, a few favors used to prevent the character from getting a good contract, etc. Once an NPC dislikes a character, there is little one can do to change the situation. PCs who casually throw around social interaction skills such as berate, calling dibs, feign toughness, flex muscle, intimidation, taunting or threat gesture may become embroiled in a conflict with one or more NPCs.

Jealousy: Jealousy sometimes accompanies romance, particularly if the NPC in love is particularly charming and enchanting. Other suitors, real or fancied, are likely to take offense. Of course, the jealous NPC will have a strong and active dislike for the character.

Friendship: Avoiding the extremes of love, characters should find it useful to create simple friendships. Friendships (so often ignored by player characters) can be both pleasant and useful – giving the character contacts, resources and leads from time to time. Of course, true friends do not use each other callously. The feelings of a friend should always be considered.

Financial Interest: A character may find an investment opportunity through a guest. Property, a magical item, a share in a business, etc., may be offered to the character. Remember that the person making the offer is a businessman, also. Nothing is gained for free and there is no such thing as a free lunch. The NPC will always seek the best terms for himself. This is not greed or venality, this is business. Furthermore, the scheme may be honest or dishonest at your choice.

Information: At an event such as this, gossip and news are two things guaranteed to be topics of conversation. As referee, you can use the feast as an opportunity to introduce information. Perhaps an NPC talks about a grave injustice perpetrated in the land, or rumors of some fabulous terror in his homeland. Storytelling is a popular entertainment and many facts can be gleaned from these stories. Examine events in your campaign and introduce tidbits you think would tweak the interest of your player characters, or just drop hints for potential future adventures. Some guests may even whisper fearful tales of pirate raids along the coast. However, they probably make excuses and exit such conversations quickly if a PC shows a suspicious amount of interest.

SUGGESTED INTERACTIONS

As the week passes, the characters (assuming they wish to enjoy themselves) can meet most of the other guests. Most of these interactions are quite ordinary, even boring. Below are some suggestions for events that may occur during the course of the feast. Note that none of these directly involve violence or battle. Instead, they require players to deal with social situations requiring

THE FEAST OF ERDINBORG

The Feast of Erdinborg is a week-long affair, celebrating a religious unifier of ancient times. Erdinborg is supposed to have achieved the unification of several religions, such that those of good alignment can now generally work

and live in harmony. He is honored and revered by many temples and churches, although the exact practices celebrating his achievements vary. Dame Silver has chosen to honor him by holding an elaborate series of banquets and entertainments. In this case, the feast of Erdinborg is less a religious event and more an excuse for a holiday.

The following list gives the activities scheduled for the feast.

Day One

In the morning, His Excellency, Derish of Linnard holds service to invoke the blessing of Erdinborg upon the assembly. The service, which is quite solemn, lasts four hours. After this guests retire for the afternoon to engage in private services, each according to his religion. In the evening, there is dancing followed by a grand banquet.

Day Two

In the morning, Mitgan appears before the court to present his latest commission, a statue of Erdinborg for the Temple of Linnard. Before dinner, the bard begins an epic poem that will last several nights. This is followed by a small banquet. After the meal, a moon-rise party is organized by Randallson, while Katrina and Jack Knob engage in a boisterous drinking contest.

Day Three

Dame Silver has organized an extravaganza – a mock sea battle in Linnard harbor. The guests depart on barges from Dame Silver's manor and watch from the decks as galleys pretend to ram each other and spells flash through the sky. There is much cheering and some betting. A meal of exotic seafood is served on the barges while the guests watch the sunset. Returning to the manor house, the bard continues his epic tale while the guests drink.

Day Four

A morning service of prayers is held by His Excellency. Bernaldo Bravos spends the morning teaching other guests a foreign entertainment he learned, using something he calls a deck of cards. There is no betting. The noontime meal is taken under the shade trees of the garden and a troupe of traveling acrobats provides entertainment. The afternoon is spent in private activities. In the evening, another dance is held, to allow everyone ample practice for the Grand Feast.

Day Five

Thaddeus arranges a morning of simple games (hide-and-peek, etc.) in the garden, mostly attended by the younger guests. The event is quite successful, especially for those romantically inclined. The elders sit in the chapel and listen to a stern discourse on the follies of life from Joseph of the Light. That evening just before dinner, he enters the main hall and announces a vision. In thunderous terms he proclaims that righteous wrath shall descend upon the foolish and weak present. For the rest of the week he broods over the assembly, scowling and uttering short declarations of doom. He quite ruins the mood for the evening. Still, after dinner, there is a full moon rising early, all very romantic.

Day Six

There is a bustling, quick breakfast – the cooks are too busy readying the night's coming feast to putter around with complicated morning dishes. Lunch is much the same, with many guests arriving. A small city of brightly colored tents grows outside the manor house.

The afternoon is spent in devout services celebrating the height of the feast. His Excellency, Derish of Linnard leads the service, dressed in his finest robes. Across from the chapel, Joseph of the Light harangues onlookers to forswear their foolish and wicked ways. He offers them the chance

to achieve redemption. He is quite serious and very compelling. Again, a feeling of unease settles about the feasters.

That night the grand feast is served outdoors. It is a lavish affair, with spitted oxen and boar, pies of stewed eels, squabs baked in clay, roasted pumpkins stuffed with onions and sausage, honey-soaked sweetmeats, stews of fresh and dried fish and fruits. The feast lasts well into the night.

Day Seven

The guests now begin to depart. Begin the Mission scenario.

THE MISSION

Late in the evening, after most of the other guests have retired, the Most Worthy Dame Silver comes to your table. "May I sit with you?" she wearily asks. Certainly having more manners than to so blatantly offend your hostess, you assent. Gratefully she sits, obviously drained by the effort of coordinating the house hold.

After a restful silence, she turns to you. "Brave adventurers, perhaps you wonder what prompted your invitation. You seem unused to these functions and I would not do my duty as a hostess if I did not explain. All that was said in your invitation was true. I do deem it wise and just to reward the valiant and true. Often have I invited those so worthy to my manor.

"But this time, I am ashamed to admit, I have another motive. I have need of brave souls such as yours. If you would hear me, then come to my chambers just afore dawn. Now, you must excuse me, my other guests need attending."

If the player characters do not meet with Dame Silver, she says no more of the matter. However, perceptive characters will notice that from that point on she views your party with a hidden, resigned sorrow. Her treatment is no less cordial, but a gloom slowly settles upon her.

If one or more characters meet with Dame Silver, they find her awake and dressed, pacing the sitting room of her chambers. She heaves a great sigh of relief when the characters arrive. She then turns to the holiest or most trustworthy of the group (a cleric or paladin) and demands of him a gawd oath (see PHB page 87). This is no light matter, for a gawd oath is utterly binding. Her oath, demanded of all who are present, is "...that you shall not speak to any soul, write down in any ledger or journal, or in any form communicate to any other creature these things I shall say unto you. This you shall swear before your most holy gawd." Unless all present so swear, she will not proceed. If there are those among the group who profess no faith, then she will accept a blood oath in place of a gawd oath. She then tells the characters the story of her brother.

"My brother Willard was once lord of this manor. Many years ago he dropped from sight and was presumed dead by all who knew him. He had always been a wild and adventurous man, given to dark studies and feats of derring-do. Thus, when he failed to return from a voyage to the south, all agreed he had met his death in some dark, fearsome jungle. Accordingly, all lands and title passed into my hands. So it has been for many years.

"Now after all this time I have received a communication from him, much to my joy. This occurred many months ago, and fearing the note was a fraud, I painstakingly confirmed his identity through all available resources. There is no doubt it is him, that he is alive and wishes to return home. But, he is ill, and gravely so. My agents learned he has contracted a horrible affliction, not unlike lycanthropy I am told. Slowly and gradually it seizes his mind, stealing his senses away until he changes, becoming dangerous and raving. Each fit is longer and more violent, and we fear that eventually he will be totally lost. There is little time left. My advisors have discovered a formula of great rarity that they believe will cure him. Its compounds are mixed in a delicate magical balance, allowing it to remain potent for only 40 days.

"Alas, the speediest methods of delivery cannot be used – the energies of a Teleport spell may disrupt the balance. There is only one vial of this formula to be had. In a short time, my friend Black Kerr will be finished with the distillation."

Carefully, she sketches out where her brother may be found – about 1,000 miles due south in a small village on the Or Laien Islands (in sector E-7.13). If the characters accept this task, she will gladly pay them each 5,000 gp upon their return. She possesses no sea vessel capable of such a trip, so the characters will have to hire one. If they bring the contract to her upon their return, she will gladly reimburse them their expenses. Note that the journey itself will likely take about 33 days, assuming all goes smoothly.

Just before departing the feast, Dame Silver has a second meeting with the characters to give them the potion. It is in a small lead bottle, tightly stopped and sealed with wire and wax. She explains carefully that the formula is very sensitive. The lead bottle should protect it from most magical energies, but powerful spells (Teleport and the like) may leak through the protection, damaging the potion. No one knows the effect of this, but no one wants to take the chance. From this day, the player characters have 40 days to deliver the potion, and not one day more. The time limit of 40 days is absolute. As referee, you know that the heart of this adventure is not to deliver this potion to Dame Silver's brother. However, it adds greatly to the game if the player characters believe this. You want them to feel they are under time pressure, especially when they are running out of time.

ENTERING THE PORT CITY OF LINNARD

Welcome to the Demesne of Linnard: Use No Magic Here!

So reads a sign on the outskirts of this walled city of 10,000 inhabitants. The watch seems active on the walls and towers surrounding the town, but the gate stands open. A sea breeze freshens the air with a sting of salt. There is an open friendliness about the town, making it seem a good and cheerful place to live.

As you enter the town, the guardsmen give a cursory inspection and charge you each a silver piece to enter (a tax for the guilds of Linnard). A tough, bearded old fellow looks you over more carefully than the others. "There be law in this town – good law made by good people. Remember that, boyos, and thou shalt profit from good advice. Mock my words and thou shalt see what a cold, wet gaol we can fix for thee. Aye, these whelps look troublesome to mine eyes." These last words are spoken to the other guardsmen.

Linnard is a quiet and settled town. It has gained its name, and its reputation, from its emphasis on law and order within its walls. It generally har-

bors a wide variety of races and alignments, driving off only those races known for their bad blood (most half-orcs and the like) and those individuals known by evil reputation. Thus, there is a higher than-normal percentage of demi-humans in the town. Likewise, although there are few wholly evil people within the walls, there are many with shadowy and dubious reputations. Most of these folk are in transit between other points along the coast and the more civilized lands to the north.

Linnard and its sister city Amadtey on nearby Ferill Isle are very important commerce ports that link the Goremunyan Empire and lands beyond to the nations of the Eder Soult region. Because Amadtey has a larger harbor and goods can conveniently be quarantined there (it is an island, after all) most foreign commerce goes there first. Local merchants then generally transport these items to the mainland in the City of Linnard.

The first time the player characters enter the town, they most likely are on their way from Dame Silver's manor to hire a boat for their long journey south. Later events may require the player characters to return to Linnard. Their welcome depends on how they act during this first visit.

It is quite likely that the player characters will want to hire a ship as one of their first activities in Linnard. The town is a trading port, so this is not too difficult. Unfortunately, most are too slow for the player characters' purpose, being ungainly scows, barges or shallow water galleys primarily suited for the short trip (1-2 days) between Amadtey and Linnard. There is one other ship available, however: the Ewe, captained by Jurgen Wolffe. It is a fast (about 30 miles per day on average), ocean-going ship that can be chartered for five to ten times the normal rate (whatever that may be in your campaign), or 200 gp a day. The captain demands full payment in advance to cover the expected duration of the voyage (at least one month). The price includes all lading, provisions and dock costs.

Outfitting: If the characters would like to outfit themselves for a sea voyage or overland trek, any of the general shopkeepers in Linnard can accommodate them and you may add 10% to the base availability of any item in the Player's Handbook. If the merchants hear of the destination, a few of the more charitable shopkeepers urge the player characters to abandon their plans and save their money, for their journey can only come to disaster. Others simply raise their prices 10 to 30% in an effort to bilk what they view as a dying man out of his last few pennies.

While the player characters are in Linnard, they encounter the Mad One several times. For a description of his activities, see The Spy of Linnard section following.

THE SPY OF LINNARD

The Brotherhood of the Bloody Whip keeps a careful eye on the towns of the Gulf of Kaldacia, maintaining a network of spies and informers. Linnard and the surrounding area (including Dame Silver's manor) is under the careful watch of a renegade grell generally known as "the Mad One". Although he affects a gibbering madness to move about unmolested, collecting gossip and information, he is truly mad, though not in the ways he pretends. He is maniacal and obsessive, given to hallucinations both audible and visual. He believes himself part of a greater, more cosmic scheme. The populace regards him with feelings of dread mixed with pity. He dresses well, but speaks common exclusively (and with comical accent). He intentionally makes his conversations decidedly nonsensical, feeling this is an important part of his cover.

When playing him in an encounter, simply say the first thing that comes into your head. He keeps his hair well-groomed and trimmed; he is obsessive about his appearance.

While the party is in Linnard, the Mad One makes a point of accosting a character at random, spouting poetry, limericks and random nouns while employing an **Amulet of ESP**. His gibberish includes key words such as "pirate", "ocean", "master" and "fire." With luck (and even a single whispered rumor from any source), these elicit surface thoughts in the character relating to the slavers and/or their raids.

The Mad One is a careful agent, carrying no other magic on his person. His main aim is to survive and to investigate; he holds the information he gathers until his contact (a traveling peddler) arrives at the end of each week. Any information gleaned by the Mad One is not acted on for at least two

weeks. However, take note of what he learns, since it may influence the actions of the various slave lords in future encounters.

In the unlikely event the Mad One is detected, captured and interrogated, he is quite willing to trade information in exchange for his life. Although he reveals what he knows, it is no more comprehensible than his normal conversation. Furthermore, his statements are filled with hyperbolic clues about the importance of his duties, his place in the scheme of things, and the import of future and past events.

If the characters decide to take a ship from Linnard, the Mad One slips an agent into the crew of the vessel and communicates the information to his masters. If the Mad One learns that the PC intend to travel overland out of Linnard, he tries to identify their likely route to enable an interception by other agents of the slavers.

The Mad One, male grel

(HF 6, EP 942, MU4/T6, S 11/91, D 14/47, C 10/34, I 15/22, W 12/64, Cha 9/91, Com 14/12, AL CN, AC 8 (garments, Dex), MV 12", HD 4/6, hp 36, SZ M, #AT 1, D 1d6-1 (dagger), SA spells, grel battle cry (save against fear (vs. spell) a -5 or lose first attack) +1 to-hit with spear or bow, backstab (+2 damage dice), SD spells, infravision 75 feet, 90% resistance to Sleep and charm-related spells, only surprised 1 in 10, opponents suffer a -4 penalty to surprise rolls (-2 if he must open a door or screen to attack), detect secret doors 1 on 1d6 on just passing by, detect secret doors 1-2 in 6 when searching, detect concealed doors 1-3 on 1d6, move through undergrowth as if in open terrain, Lang: common, grel, Hon: 41 (ave), TOP 18, Crit BSL: Def AC+0 (melee dagger), Def AC+3 (missile dagger), FF 5, Age 143, Height 5'2", Weight 110 lbs., Quirks and Flaws: tone deaf, delusional (minor – believes he is a child of destiny), Talents: keen sight, dagger bonus, less sleep,

Skills: shaving/grooming 95, street cred 71, tracking 59. Thief abilities: pick pockets 45 (+5 in no armor), open locks 5, find traps 10, remove traps 5, move silently 65 (+10 in no armor), hide in shadows 65 (+5 in no armor), detect noise 75, climb walls 75 (+10 in no armor), read languages 10.

Spells known: (1st) Alarm, Aura of Innocence, Charm Person, Copy, Detect Illusion, Detect Magic, Message, Push, Read Magic, Sleep, Write, (2nd) Dancing Shadows, Fire Telekinesis, Invisibility, Spy of Derijnah.

Spells prepared (default): 5/2 (1st) Aura of Innocence, Charm Person, Copy, Detect Magic, Sleep, (2nd) Fire Telekinesis, Invisibility.

Possessions: The Mad One carries two hidden daggers on his person and wears an **Amulet of ESP**. He keeps his spell book and other belongings very well hidden.

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □

Garments: AC 9
□

ALAS, DISASTER, ALAS!

Before the party has left Linnard, you notice a mounted figure on the road behind you. One of Dame Silver's servants approaches at a tired gallop, gesturing frantically. Suddenly the horse falters and falls, pitching the rider to the ground. Scrambling to his feet, he begins sprinting toward the party, gasping out cries for help. You realize it is the spitboy from the manor.

"Sirs! Sirs! Disaster, oh alas! Disaster! Me mistress, me workmates, all gone, all gone! Taken! Burned! Me beautiful house, pulled down ... disaster, sirs, disaster!" Stumbling into your group, he gasps for breath and continues. "Men came ... in ships ... they came in ships. Burned everything ... stole ... disaster, alas oh!"

The spitboy, though saddlesore, sweat-soaked and bruised, is uninjured. Calming him, the characters quickly glean that raiders landed on the river and sacked Windy Vale, taking prisoners with them as they departed. Dame

Silver and many of the late-departing guests were among them. The spitboy managed to escape by taking to a horse immediately, and has been riding at full gallop ever since. His horse, improperly ridden and not cooled down, has just collapsed and died.

The characters now face a decision: to return to Windy Vale and search out the identity of the raiders, or to continue on their way, carrying out the mission Dame Silver gave them. There is no obvious heroic choice here. Both deeds are valiant and important. Those of lawful good alignment will be sullied if they ignore either task and can only act within their alignment by doing both – returning to investigate and then continuing in their mission. However, do not force players to make this decision. It is a problem for them to solve. Simply note their choice. The following consequences should be assessed for the different choices:

Return to Investigate:

No consequence.

Continue With the Mission:

Good player characters sleep uneasily from this point on. Lawful good characters are troubled by dreams accusing them of evil. They suffer a -1 penalty on all saving throws and "to-hit" rolls. This can be removed by doing penance prescribed by the character's religion (see Table 5D in the PHB for suggested atonement activities).

If the PCs try to continue on their appointed mission without returning to the manor to investigate, skip ahead to the Fates Worse Than Death section.

Return to the Manor

The manor where you so recently stayed is now a blackened ruin. The stone walls stand, though badly cracked by the raging fire. Tendrils of smoke drift upward from still smoldering piles of coals. The roof is collapsed and the building is little more than a hollow shell. You are horrified to see a few bodies scattered about carelessly, as if they were a giant's forgotten toys.

The dead are those few who resisted the onslaught; here and there one grips a bloodstained sword or spear. The player characters may be able to identify some of the guests (you should decide who these are). No bodies of any enemies can be easily found. If the party thoroughly examines the ruins, a body, obviously a raider, can be found pinned beneath a fallen beam. Nearby lies a charred sack of loot. Thus perished the evil soul, by the cupid-ity of his own greed. This corpse was once a common sailor. He bears a tattoo on his right forearm – a brilliantly colored blue and orange fish. Close to his breast is a small journal. Some of the book has been burned, but a few pages remain. The pages that remain are as follows:

- A date six days previous reading, "lv. pt. good wynds".
- A date two days previous with an entry reading, "storm, bid at Bor, must stay abd."
- Today's date with an entry reading, "rd. tewday, cpt. say for day tew water, won tew port, the back ta R'orc. Say few swords."

The three entries in the journal properly read:

- "Leave port, good winds."
- "Storm, bed down at Boar Island, must stay aboard."
- "Raid today. Captain says four days to water, one day to port, then back to Roark. Says there are few swords."

The player characters must puzzle these meanings out on their own. The journal notes the movement of the sailor's ship from Roark to Linnard. The last entry describes the return route with some vague destination about 10 days away and then back to Roark. If the player characters ask about R'orc, you can either let them puzzle it out for themselves or have one of the characters remember the name Roark as a town on the coast of Goremunya. It is recommended that you only use the first choice if the player characters have a map of the area they can consult or have previously been to Roark. PCs

with any of the skills history: local (Goremunya), current affairs or poetry comprehension may make a skill check with a difficulty modifier of easy (see GMG page 71) to recall that Roark is a town on the east coast of Goremunya that has been overrun by humanoids. It was mentioned in the epic poem they heard at Dame Silver's feast.

Roark is about 125 miles distant from Linnard by land and just slightly under that amount by sea. However, as the northern shore of the Gulf of Kaldacia between Linnard and Roark is virtually impassible, a voyage by ship is much faster than an overland trek. Taking the road that circumvents the Vespar Mountains would result in a journey of approximately 500 miles. If the player characters travel by land either along the coast or circumventing the rugged mountains to the north, they arrive in Roark after the raiders leave. Travel by ship allows them to arrive in time.

The servant, by this time, is beginning to come out of his shock; if interrogated further, he can reveal that two ships participated in the raid, "Twas a big ship and a little ship with purple sails." As concerns numbers of men, he is equally vague, "many" and "lots" being his most descriptive terms. Now, with the manor destroyed, all he wants is to go home to his native village but a few miles away.

If the PCs return to Linnard to investigate the manor raid they can learn little of value from the people there. A few of the old-timers hazard a guess that it sounds like the work of pirates or slavers, but "not to worry, cause they don't come to a city this big." If the player characters mention the purple sails, the old-timers instantly know this was the work of the Brotherhood of the Bloody Whip. Naturally, they only speak of this powerful organization with great fear and awe.

THE ROAD TO ROARK

The road to Roark runs through the dwarven kingdom of Praxter, through the western Vespar Mountains and into Goremunya. A shortcut (as far as distance goes) is possible if one attempts to travel along the coast, but the terrain is so treacherous that the journey may even take longer by that route. Rumor calls the northern coast of the Gulf of Kaldacia chancy at best, downright deadly at worst.

For the trek south to Roark, brief encounters are listed. These do not relate to the main story of the adventure. These encounters can be used in whatever order you feel is best and not all of them need be used. The trip should be an arduous one, and it is unlikely that it can be completed on horse or on foot in ten days. In addition to using these planned encounters, remember to roll for random encounters for the journey.

ROAD ENCOUNTERS

The Thief in the Hamlet:

A brave but inexperienced thief tries to pilfer some small change from one of the characters in the dead of night.

Stirgo, male human thief

(HF 1, EP 192, T3, S 9/52, D 16/72, C 9/89, I 11/22, W 10/36, Cha 12/83, Com 12/20, AL N, AC 5 (garments, Dex, acrobatic skill suite), MV 12", HD 3, hp 33, SZ M, #AT 1, D 1d6 (**Dagger +1**), SA backstab (+1 damage die), SD Nil, Lang: common, Hon: 20 (ave), TOP 16, Crit BSL: Def AC-2 (melee dagger), Def AC+2 (missile dagger), FF 4, Age 24, Height 5'7", Weight 154 lbs., Quirks and Flaws: color blind, Talents: acrobatic skill suite, hit point bonus, Skills: botany 39, eye gouge 22, swimming 20, tumbling 41. Thief abilities: pick pockets 40 (+5 in no armor), open locks 25, find traps 22, remove traps 16, move silently 27 (+10 in no armor), hide in shadows 35 (+5 in no armor), detect noise 35, climb walls 80 (+10 in no armor), read languages 5.); Possessions: **Dagger +1**.

HPs
 Garments: AC 9

Roving Orc War-Band:

This encounter occurs at night, as the player characters camp alongside the road. In the dark the player characters notice five Orcs moving cautiously down the road. They are the advance scouts for a raiding party moving in column under the cover of night. One mile behind them is the main column of 100 Orcs. The player characters can hide from the scouts or attack them. If the scouts are attacked, they try to assess the strength of the opposition and then flee. If any escape, they warn the advancing column. If the fight causes undue noise, the column hears it and is warned. If the Orcs are defeated quietly, the column continues its march unaware.

If the column is warned, the Orcs divide into squads of 10 each and advance cautiously along the road, sweeping the woods to either side. The squads converge on any point of resistance, attempting to surround it. If the column is not warned, it continues its march along the road and does not investigate the woods to either side. In this case, the advance of the column can be easily detected.

100 male Orcs (Bottomland)

(HF 0, EP 15, Int 8, AL LE, AC 6 (hide armor), MV 9", HD 1+1, hp 25 each, SZ M, #AT 1, D 1d6 (spear), SA Nil, SD Nil, Lang: orcish, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-1 (spear), FF 6, Reference: HoB 6 p33)
 Possessions: Each Orc carries two spears. The first is thrown in a volley. The second is kept for melee combat. All Bottomland Orcs are also equipped with flint and tinder and a flask of oil. After a battle, they believe in burning their fallen Bottomland Orc brethren at the site of their death.

Orc Scouts

1) HPs
 Hide Armor: AC 6 7 8 9

2) HPs
 Hide Armor: AC 6 7 8 9

3) HPs
 Hide Armor: AC 6 7 8 9

4) HPs
 Hide Armor: AC 6 7 8 9

5) HPs
 Hide Armor: AC 6 7 8 9

Skirmish Squad

1) HPs
 Hide Armor: AC 6 7 8 9

2) HPs
 Hide Armor: AC 6 7 8 9

3) HPs
 Hide Armor: AC 6 7 8 9

4) HPs
 Hide Armor: AC 6 7 8 9

5) HPs
 Hide Armor: AC 6 7 8 9

6) HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]

Hide Armor: AC 6 7 8 9
[empty] [empty] [empty] [empty]

7) HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]

Hide Armor: AC 6 7 8 9
[empty] [empty] [empty] [empty]

8) HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]

Hide Armor: AC 6 7 8 9
[empty] [empty] [empty] [empty]

9) HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]

Hide Armor: AC 6 7 8 9
[empty] [empty] [empty] [empty]

10) HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]

Hide Armor: AC 6 7 8 9
[empty] [empty] [empty] [empty]

Burned Hamlet:

Just off the road is a small village, burned to the ground. Investigation reveals the skeletons of several humans and Orcs. Evidence points to the fire having happened some weeks ago. There is no sign of any survivors.

Companions!

The party meets a group of three travelers along the road. They are Agnar Ruvik, a dwarf; Targil the Red, a human; and Bornthien, a halfling.

They tell a tale of being retired adventurers who lived in a nearby hamlet. Too much of the quiet life, they say, led them into laxness. Raiders struck, sacked and burned the village, then retreated, taking many villagers with them. Their abilities and good fortune saved them from that fate, but alas, members of their families were taken captive. Now they seek revenge, and are traveling south to investigate rumors of a slaver headquarters there.

In truth, two of the trio, Agnar and Targil, are willing slaver agents, ordered to spy on the roads of the area. However, Bornthien of the Hoetoe family was a simple farmer until he and his family were captured by slavers during a raid last year. Threatened with the death of his entire family unless he cooperates, Bornthien has worked for the slavers ever since, providing them with a legitimate front and contacts in the area. He was told that he would be scried upon at random intervals, and thus has obeyed orders to the letter. The evil he is forced into is beginning to make him despair and lose hope.

The three have been stationed by the slave lords in this area as part of their spy network. They receive reports from the Mad One of Linnard and pass information along to contacts in Roark. They make a point of meeting travelers on the road, questioning them and sometimes feeding them false information. If the characters somehow avoided detection by the Mad One in Linnard, the trio do not have specific information about the party. Thus, they do not consider them a great threat. They present their standard story of being local travelers, going in whatever direction the player characters are traveling. They ask questions and generally remain sociable. If they learn the intentions of the player characters or can reasonably deduce them, they feed the characters a story about how their own families were taken by raiders. Although they do not suggest it, they will gladly accompany the player characters if invited.

If Bornthien learns of the player character's plans, he finally sees an opportunity to rebel against his captors. He makes every effort possible to secretly talk to the player characters or slip them a message, telling them of his plight. He reveals the intentions of their traveling companions, but asks that the player characters take no action immediately. He does not want his role as informant discovered. If the player characters promise to free his family, he will try to arrange aid for them in the days ahead. There are those within the slave lords' network who may be willing to aid the player characters.

If the player characters attack, Agnar and Targil fight to the best of their ability, but retreat when necessary. It is more important that they report their information than defeat the player characters.

Agnar Ruvik, male dwarf

(HF 18, EP 2,510, F10, S 18/59, D 11/97, C 18/07, I 9/28, W 8/64, Cha 6/95, Com 8/33, AL LE, AC -2 (Plate Mail +1, Medium Shield +1), MV 5", HD 10, hp 115, SZ M, #AT 2, D 2d4 +8 (Broad Sword +2, +3 to-hit due to strength), SA +1 to-hit Orcs, half-orcs, Goblins, and Hobgoblins, SD infravision 60 feet, only surprised 1 in 10, Lang: common, Hon: 72 (ave), TOP 57, Crit BSL: Def AC+11 (Broad Sword +2), FF 9, Age 127, Height 4', Weight 160 lbs., Quirks and Flaws: loss of (left) ear, superstitious (believes orange is an unlucky color), temper tantrum, Talents: acute alertness, detect grade or slope 1-5 on 1d6, detect new tunnel/passage construction 1-5 on 1d6, detect sliding/shifting walls or rooms 1-4 on 1d6, detect stonework traps/pits/deadfalls 1-3 on 1d6, determine approximate depth underground 1-3 on 1d6, resistance (30% resist Sleep and charm-related spells), +5 on saves against magic and poison, Skills: armor maintenance, art of beating 52, attitude adjustment 49, kidney bruise 60, weapon maintenance; Possessions: Plate Mail +1, Medium Shield +1, Broad Sword +2, Karnac's Ointment (2 uses), 25 gp on his person.

HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]
[empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]
[empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]
[empty] [empty]

Plate Mail +1

AC 2 3
[empty] [empty] [empty] [empty]

AC 4 5 6 7 8 9
[empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]

Medium Shield +1

(AC bonus) +4 +3 +2 +1
[empty] [empty] [empty] [empty]

Agnar is not an overly clever fellow, relying on his animal instincts to see him through most situations. He has a natural savagery that comes to the forefront in combat, seeing him through many deadly encounters. In other situations, he lets Targil do the thinking.

Targil the Red, male human

(HF 5, EP 1,176, T8, S 10/62, D 16/76, C 11/24, I 14/73, W 12/53, Cha 11/47, Com 10/16, AL N, AC 1, MV 12", HD 8, hp 48, SZ M, #AT 1, D 1d6+1 (Dagger +2), SA backstab +2 dice, SD, Lang: common, Hon: 53 (ave), TOP 24, Crit BSL: Def AC+2 (melee Dagger +2), Def AC+5 (missile Dagger +2), FF 5, Age 32, Height 5'9", Weight 171 lbs., Quirks and Flaws: male pattern baldness, Talents: none, Skills: arcane lore 51, current affairs 45, glean information 51, secret persona 49, skilled liar 66, spellcraft 23, ulterior motive 34. Thief abilities: pick pockets 65 (+5 in no armor), open locks 55, find traps 40, remove traps 45, move silently 50 (+10 in no armor), hide in shadows 50 (+5 in no armor), detect noise 30, climb walls 65 (+10 in no armor), read languages 30; Possessions: Wand of Magic Missiles (1d4 charges), Dagger +2, Bracers of Defense AC 5, Ring of Protection +1, robes, wand-like stick, 12 gp on his person. Note: Although his robes do not convey an AC bonus owing to the superior defensive capability of his bracers, they will still absorb 1 hp of damage.

HPs [empty] [empty] [empty] [empty] [empty] [empty] [empty] [empty]
[empty] [empty] [empty] [empty]

Robes: AC 9
[empty]

Targil often poses as a magic-user, wearing robes and carrying a wand-sized stick. He is a political radical of sorts, working for the slavers since they are hastening the collapse of the current rulers of the area.

Bornthien, male halfling (hairfoot)

(HF 1, EP 128, F2, S 15/55, D 18/10, C 13/20, I 12/48, W 15/71, Cha 9/93, Com 13/86, AL LG, AC 5 (garments, Dex), MV 6", HD 2, hp 31, SZ S, #AT 1, D 1d6+2, SA others at -4 on surprise (-2 if he must open door or move screen to attack), +2 to-hit with any thrown weapon and slings, SD +3 on saves against magic and poison, Lang: common, halfling, Hon: 13 (ave), TOP 15, Crit BSL: Def AC-1 (melee dagger), Def AC+3 (missile dagger), FF 6, Age 49, Height 3'5", Weight 80 lbs., Quirks and Flaws:

depression (minor), Talents: detect evil, hide, sling bonus, Skills: cooking 27, cricket-in-the-peapod 39, forestry 23, identify animal by tracks 13; Possessions: dagger, 1 sp on his person.

HPs
Garments: AC 9

RANGERS!

You are plodding through the cool morning fog, hoping to make good time before the sun burns away the mist and begins another boiling, humid day. Suddenly, out of the misty brush, come silent shadows, tall figures armed with bows and spears! Half swallowed in the fog, they line the road to either side. As you move forward, arrows are nocked and spears readied.

The player characters face a band of eight suspicious rangers. Recently the area has been overrun several times by bands of humanoids, so much so that these watchful rangers have gathered in these woods. Here they aid those they consider good and do what harm they can to the evil creatures.

They are not sure of the party's allegiance and so will not approach them. Instead, after announcing their presence, they withdraw and trail the party, always keeping the characters under careful scrutiny. They do not volunteer conversation.

If the player characters approach them, the rangers will converse, but remain silent and moody. They say little or next to nothing. Unless the characters react with violence, the rangers eventually melt away into the woods. However, there will always be one nearby, observing the player characters.

The presence of the rangers provokes a reaction from the trio of traveling companions, if they are present. Targil the Red, upon first meeting the rangers, is shocked, but instantly conceals it. Anyone close to him may catch a vicious oath muttered under his breath (characters within five feet may be allowed a chance to detect noise). After this, he reacts along the same lines as the player characters, having regained his composure. Agnar Ruvik lets a fleeting grimace cross his face. For the rest of the encounter, he nervously fingers his weapons and says nothing, never taking his eyes from the rangers. The halfling goes tense and starts sweating visibly. Part of him seems drawn to the rangers and another part repelled. He glances at Targil and Agnar fearfully.

There are two rangers of every level from 5th to 8th.

Alfar and Borris, male humans

(HF 3, EP 486 and 504, R5, S 16/86, D 14/53, C 15/12, I 9/59, W 14/91, Cha 6/64, Com 5/37, AL CG, AC 6 (studded leather, Dex), MV 12", HD 6, hp 53, 56, SZ M, #AT 1, D 1d8 +5 (**Long Sword +1**), +2 to-hit due to strength) or 1d8 (**Long Bow +1**), SA hated enemy Orcs (+4 to-hit), SD nil, Lang: common, Hon: 25 (ave), TOP 26, 28, Crit BSL Def AC +4 (**Long Sword +1**), Def AC +4 (**Long Bow +1**), FF 7, Quirks and Flaws: none, Talents: none, Skills: tracking 54; move silently 40, hide in shadows 31, Possessions: studded leather armor, short sword, dagger, **Long Sword +1**, **Spear +1**, **Long Bow +1**, 20 sheaf arrows, 2-12 gp on his person.)

Alfar

HPs
Studded Leather Armor: AC 7 8 9

Borris

HPs
Studded Leather Armor: AC 7 8 9

Only the statistics that vary significantly from those above are listed for the 6th-8th level rangers:

Cletis and Daffyd

(HF 4, EP 713 and 737, R6, Cha 10/11, Com 11/15, HD 7, hp 61, 64, Hon: 30 (ave), TOP 30, 32, Crit BSL Def AC +5 (**Long Sword +1**), Def AC +5 (**Long Bow +1**), Skills; tracking 59, move silently 47, hide in shadows 37)

Cletis

HPs
Studded Leather Armor: AC 7 8 9

Daffyd

HPs
Studded Leather Armor: AC 7 8 9

Edkart and Fratrik

(HF 4, EP 687 and 717, R7, HD 8, hp 65, 68, Hon: 35 (ave), TOP 32, 34, Crit BSL Def AC +6 (**Long Sword +1**), Def AC +6 (**Long Bow +1**), Skills: tracking 67, move silently 55, hide in shadows 43)

Edkart

HPs
Studded Leather Armor: AC 7 8 9

Fratrik

HPs
Studded Leather Armor: AC 7 8 9

Garhardt and Herbie

(HF 6, EP 1,440 and 1,452, R8, HD 9, hp 70, 71, #AT 3/2, Hon: 40 (ave), TOP 35, 35, Crit BSL Def AC +7 (**Long Sword +1**), Def AC +7 (**Long Bow +1**), Skills: tracking 76, move silently 62, hide in shadows 49. Spells memorized: (1st level: 1/day) Entangle)

Garhardt

HPs
Studded Leather Armor: AC 7 8 9

Herbie

HPs
Studded Leather Armor: AC 7 8 9

THE VOYAGE TO AMADTEY

This section details the adventures found by characters who opt to travel to Roark or the Orlaien Islands by sea.

The Gulf of Kaldacia is known for its pirates who plunder the weak or unwary. Some sea beasts roam the waves, but the coastal waters are relatively shallow, discouraging the most vicious creatures of the cold depths. These hazards generally keep sea voyages exciting.

Spring Gale

On the second day out of Linnard, the captain finds you in your cabin. Throughout the day the waves have been growing and the little ship is being tossed. "Now look, lads," he says. "I know ye signed on as passengers, but me little Ewe ain't so big as I can get yer hands come the wind an' high water. Let me show ye the pumps, just in case I has to use ye, hmm?"

The captain shows the characters the "pump" actually a pile of buckets. Condescendingly, to these landlubbers, he demonstrates the technique of bailing, then leaves the characters as the wind begins to build.

Although Wolfe is a cautious fellow, at first he believes the Ewe is in no danger from this little storm. Wolfe is just exercising his wicked sense of humor, playing a little fun for his passengers. Bringing the Ewe about, he intentionally brings it into rough seas. He rolls the ship a little more than necessary, allows waves to wash over the deck, and shouts fearful commands to his crew, who enjoy the show as much as him ... with one exception, the new hand, the slave lords' spy. He doesn't know about Wolfe's peculiar sense of humor and becomes quite concerned.

Wolfe checks in from time to time to see how the characters are doing; he orders characters who come above decks without a bucket to return to the bilges, warning that the ship might go down at any moment. If the characters run out of water to bail, Wolfe thoughtfully takes water aboard so they'll have something to do.

On deck, the storm is wearying for a landlubber. Characters must roll a saving throw vs. breath weapon, including Constitution bonus, to avoid seasickness. Seasick characters are at one-half Constitution for 1-6 hours after the storm subsides. The storm lasts 30-40 minutes.

Eventually the storm becomes threatening enough that the Captain decides to make port briefly in Amadtey. He assures the PCs it is not far off their course and is for the best given their current weather predicament. In truth, the Captain wanted to stop off one last time in Amadtey to visit a certain lady friend of his!

When the ship is safely in port at Amadtey, Wolfe checks on his passengers, to amuse himself over their agonies and see that no serious harm was done. He mentions that the new hand, who "signed up extra eager for this trip seemed to be a little less experienced at sea than he had professed in port". He also mentions that the storm has kicked up enough wind that they may be arriving early in Roark if it keeps up, even with their little stopover. This likely means that the player characters will arrive in Roark in time to catch up with the raiders.

If the PCs are traveling by boat, use the following city description for the Port of Amadtey. The adventure assumes events will unfold as described. If the PCs travel along the coast, skip this section and proceed directly to the Town of Roark section upon their arrival there. If the PCs attempt to travel to Roark by the longer road route, adapt the description of Amadtey for use as the City of Pars Fell when they pass through that place on their way to Roark.

Overland Arrival (if adapted as City of Pars Fell)

The road twists through some badly managed fields to the gate of Pars Fell, which stands wide open. A few guardsmen lounge around, not particularly concerned about who enters or leaves. Inside, the town has all the charm of an impoverished trading center. Wandering through the streets, it is clear that the burghermeisters are not too selective about their image. Lowly commoners mingle freely with merchants, drunkards roam the streets and the city guard is none too visible. A powerful odor of refuse and sewage blows up from the street.

If the characters traveled with Targil and his friends, they learned some information that may be useful now. Targil advised the player characters to take great caution in Pars Fell. According to his information, much of the city is completely under the control of the slave lords. The upper levels of government are dominated by their agents. Furthermore, the majority of the town inhabitants make their living directly or indirectly from the slave lords' activities. (He is exaggerating, their influence in Pars Fell is nowhere near that great.)

He suggests the characters make their way to the Cracked Flagon, an inn near east gate. He warns them the inn is in a wretched section of the town and is itself equally wretched, but there they should be beneath the notice of the slave lords' agents. Indeed, they may find friends and allies there with motives not much different from their own. Targil and company explain that they cannot stay in Pars Fell for any length of time themselves. Their faces are known, and they have many enemies there. Shortly after arriving, they separate from the party, wishing them the best of luck.

THE CITY OF AMADTEY

Seaborne Arrival (City of Amadtey)

The port of Amadtey is a dank and reeking place. Garbage and dead fish float on the surface of the still harbor. A few broken-down cogs lumber at anchor. A battered fleet of fishing smacks are lashed to moorings. Ramshackle buildings lean precariously over the stone quay. In spite of this, the port bustles with activity and the harbor is quite crowded with vessels from near and far.

As the Ewe maneuvers up next to a dock for unloading, a crowd of grimy stevedores gathers as the mooring lines are thrown out. Most quickly disperse when the Ewe produces no cargo; only a few remain. Some of the crew, evidently released for shore leave, scramble onto the dock and move along quickly toward the bars and dens of iniquity nearby. The sailor who hired on just before departure exits as well, but amidst a hail of curses from the first mate, ending with "Yer a son o' the bottomside o' a goose-necked barnacle, desertin' a ship inna first port ye enter!" He chucks a broken block at the departing sailor, who breaks into a run toward the city. The mate stumps away from the rail, muttering, "Tha'runt got passage fer work, and nae much good o' that as well."

Captain Wolfe tells you that he will attempt to depart again in the morning. You may stay on the ship or explore the city but he cautions, "Don' strey too fair as we've but one nih b'for we mus sail agin." Curiously, he too leaves the ship for the night.

The sailor (Daster) who hired on in Linnard melts into the crowd. Within minutes, he has made contact with the slave lord agent at the Cracked Flagon. His new orders are to contact the player characters and lead them to the inn. When the characters leave the ship, the sailor pops up again.

"'Scuse me mighty gents," he says. "It 'curs to me that we might have common chattin' to do. Can I have a minute? I dint reck on at first what we might have common between us, great persons, but it 'curs to me that we here doin' the same game, the very same Y'see, I had folks, south o' Plin, but they got nabbed, see slavers took 'em, took 'em away, an' now I'm here lookin', same as you I'd bet."

The sailor pauses. "But I betcha I heard somethin' you hain't. Y'see, Plin folk know all 'bout the Amadtey crowd, and they's in the pockets o' the slavers, see? So I figured, I figured you'd bet ter know. I gots the name o' folks who don't like it, see. The place's here, writ on this paper, see, this paper here. But I cain't read it, so's I figured you bein' smart folks, that you can read this fer me."

He shoves a grimy scrap of paper toward you. It looks as if it might have been torn from a holy scroll or writ. "Just gotta go here an find the man, see, find the man, and he'll tell me a bunch."

He insists the characters tell him the name of the place and contact ("Innkeeper at the Cracked Flagon"), and then, thanking them repeatedly, departs. If followed, he does not return to his employers. Curiously, for all his urgency in getting the PCs to read the note, neither does he proceed directly to the Cracked Flagon. Instead he goes to a local brothel and seems to spend more money than a common sailor could be expected to own. If interrogated, he blusters and denies every suspicion. However, a little roughing up makes him promptly break down and tell all he knows – about the Mad One in Linnard, the name of a contact in the dock area (Rikkar) and the fact that he was supposed to lead the PCs to the Cracked Flagon although he doesn't know why.

Daster, sailor spy, male human

(HF 1, EP 66, FI, S 9/52, D 13/66, C 9/17, I 14/38, W 10/46, Cha 8/81, Com 10/11, AL NE, AC 8 (garments, Dex), MV 12", HD 1, hp 23, SZ M, #AT 1, D by weapon -1, SA nil, SD nil, Lang: common, Hon: 10 (ave), TOP 11, Crit BSL Def AC -3 (melee), Def AC -2 (ranged), FF 4, Age 24, Height 5'9", Weight 153 lbs., Quirks and Flaws: missing finger (left ring finger), paranoid, greedy, Talents: none, Skills: dirty fighting 65, brewing 34, gaming 45, seamanship suite 31; Possessions: 1 sp on his person.)

HPs □□□□ □□□□ □□□□ □□□□ □□
 Garments: AC 9
 □

LIFE IN AMADTEY

Listed below are some general encounters to use on the player characters as they roam the streets of Amadtey (or Pars Fell if they traveled by land). There are no specific maps of Amadtey as they are not necessary. If the PCs demand to know where they are going tell them they need to go buy a map and be sure to rake them over the coals on the price if they do.

The Splash and Grab:

A character is doused in a bucket of sewage from above. Unfortunately for the affected, it is less than accidental; Klod, a Filcher, makes a quick attempt to clean the pockets of one of the characters. The thief is a human male, about 30 years old. His apprentice lurks above with a bucket....

Klod, male human

(HF 2, EP 553, T6, S 10/22, D 16/34, C 11/87, I 13/41, W 10/82, Cha 12/53, Com 11/46, AL CN, AC 6 (padded, Dex), MV 9", HD 6, hp 41, SZ M, #AT 1, D 1d6 (short sword) or 1d6-1 (dagger), SA backstab +2 damage dice, SD nil, Lang: common, Hon: 48 (ave), TOP 20, Crit BSL Def AC -1 (melee), Def AC +2 (ranged), FF 5, Age 30, Height 5'8", Weight 158 lbs., Quirks and Flaws: none, Talents: none, Skills: appraising 46, pinch 62, street cred 50, slip away into shadows 71, Thief abilities: pick pockets 65, open locks 45, find traps 25, remove traps 25, move silently 40, hide in shadows 35, detect noise 35, climb walls 80, read languages 20; Possessions: leather armor, short sword, dagger.)

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 Padded Armor: AC 8 9
 □□ □

Apprentice Dail, male human

(HF 1, EP 64, T1, S 8/62, D 14/37, C 10/31, I 12/48, W 9/78, Cha 10/52, Com 13/17, AL CG, AC 7 (padded, Dex), MV 9", HD 1, hp 22, SZ M, #AT 1, D (see punching/wrestling in the PHB p135), SA backstab +1 damage die, SD nil, Lang: common, Hon: 10 (ave), TOP 11, Crit BSL Def AC -5 (melee), Def AC -3 (ranged), FF 5, Age 18, Height 5'6", Weight 138 lbs., Quirks and Flaws: chronic nightmares, misguided, socially awkward, Talents: acrobatic skill suite, keen sight, Skills: wind instrument (flute), tumbling 89, Thief abilities: pick pockets 35 (+5 in no armor), open locks 20, find traps 5, remove traps 5, move silently 20 (+10 in no armor), hide in shadows 20 (+5 in no armor), detect noise 15, climb walls 70 (+10 in no armor), read languages 0; Possessions: 2 cp on his person.)

HPs □□□□ □□□□ □□□□ □□□□ □□
 Padded Armor: AC 8 9
 □□ □

Family Reunion:

A large, muscular, drunken fighter accosts a party member, thinking him or her to be a long-lost sibling.

Drunken fighter (Phlynt), male human

(HF 3, EP 340, F4, S 17/63, D 12 [10]/13, C 15/78, I 9 [6]/41, W 8 [4]/37, Cha 10 [9]/24, Com 11/33, AL NG, AC 4 (banded), MV 9 [7]", HD 4, hp 50 [51], SZ M, #AT 1, D 1d8 +5 (long sword, +2 [+1] to-hit due to strength), SA nil, SD nil, Lang: common, Hon: 25 (ave), TOP 25, Crit BSL Def AC -1 [0] (melee), FF 7, Age 32, Height 5'11", Weight 181 lbs., Quirks and Flaws: alcoholic, delusional, Talents: none, Skills: armor maintenance, brawler 94, weapon maintenance; Possessions: chain mail, buckle, long sword.)

Current state of intoxication: sloshed - bracked stats reflect this

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 Banded mail
 AC 4 5 6 7 8 9
 □□□□□□□□ □□□□□□ □□□□□ □□□ □□ □

The Event:

A well-dressed gentleman offers to sell the party tokens (tickets) for an illegal gladiatorial blood-match, explaining that he has been called to court. He gives a location in the dock area after the tokens are sold. If the party goes there, they find an empty warehouse. The event is, of course, a fraud.

A DOCK ON THE BAY

The waterfront of Amadtey is a lively and seamy place. In its taverns, shops, and markets can be found sea-going ruffians, pensioned marines, old salts, beggars, fishmongers, rat-catchers, scullery maids, foreign merchants, procurers, cooks, housewives, guardsmen, beggars, cripples, street urchins, vegetable sellers, tradesmen, and port officials. Houses loom over the muddy tracks called streets. The open squares are crammed with tented stalls. Gaping mouth cod, shad, ocean perch, smelts, eels and flatfish are piled on benches next to baskets of oysters, clams, mussels, periwinkles and other odd, shelled creatures. Chickens, geese, goats, lambs and pigs squawk and squeal from their cages. Piles of melons and potatoes overflow into the aisles. Baskets of vegetables and over-ripe fruits attract hordes of hungry flies.

If the player characters ask around about the slave lords, they get a very chilly reception. Although Amadtey regularly trades with the slave lords, its citizens are not keen on discussing the relationship. Thus, direct questions about the slave lords are met with hostility and silence.

However, the characters can gain information through more discreet approaches. If the locals are asked about "a ship with purple sails" or "recent ships from up the coast," for example, the locals are more helpful. It is sufficient if the player characters can avoid mentioning the slave lords or their trade when asking questions. In response, the locals tell the characters that no ship of that description has landed here in the past few days. If the char-

#AT 1, D 1d6 (short sword), SA backstab +2 damage dice, SD nil, Lang: common, Hon: 29 (ave), TOP 23, Crit BSL Def AC -2 (melee), Def AC +2 (ranged), FF 7, Age 24, Height 5'8", Weight 150 lbs., Quirks and Flaws: none, Talents: acute alertness, Skills: appraising 45, idle gossip 39, street cred 25, Thief abilities: pick pockets 60, open locks 45, find traps 40, remove traps 25, move silently 70, hide in shadows 65, detect noise 30, climb walls 80, read languages 0; Possessions: Leather armor, short sword, dagger, thieves' tools and 12 gp on his person.

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Leather Armor: AC 8 9
 □ □ □

Knocker is a small-time thief, now a renegade from the Amadtey thieves' guild. Although not particularly good or virtuous, his sense of propriety has been disturbed by the activities of the slave lords, all of which have received the support of the guild. Removing himself from their association, he now makes a poor living practicing his skills in the area of the Cracked Flagon. So far, the guild has not been able to touch him, but he has had visits from its members, questioning him and occasionally roughing him up.

Fortunately, early in his career he gained a little local notoriety and popularity for stealing the brass knocker from the door of the city's Council Hall, completing the audacious act by selling the knocker back to the council for a pretty penny. He has many non-guild contacts willing to give him shelter and assistance.

Knocker harbors aspirations of staging a coup against the guild, replacing it with his own organization, which would not be exclusively comprised of thieves. To this end, he is always on the lookout for new contacts and friends.

Knocker is aware of the slaver operations at the inn, but knows that any interference by him would be fatal or worse. He has no love of the slave lords, considering them the most likely threat to his ambitions, and will secretly aid any well-reasoned effort to hurt them. As such, he may secretly pass on damaging information to the player characters (if they broadcast their goals) concerning the activities of Ragnar and Hazzard. He may also arrange for a safe house for the characters, through a third party. In the extreme case that the player characters get involved in a fight in the Cracked Flagon, Knocker may join their side – but only if the characters stand a good chance of winning and he can act without discovery. Thus, he may throw a dagger from the shadows, trip up an attempted ambush, or even protect the rear of the player characters (without their seeing it). He will not fight under the orders of the characters and will not take prisoners.

In addition to these major characters at the Cracked Flagon, there are assorted customers who come and go. Most of these, however, do not become involved in any events at the inn. As the inn is the center of the local spy network, there are always 1-4 slave lord agents present.

Minor Agents

Orrin, male human

(HF 2, EP 265, T4, S 9/76, D 15/12, C 11/38, I 13/42, W 12/87, Cha 12/64, Com 13/31, AL NE, AC 7 (garments, Dex), MV 12", HD 4, hp 35, SZ M, #AT 1, D 1d6-1 (short sword), SA backstab +1 damage die, SD nil, Lang: common, Hon: 29 (ave), TOP 17, Crit BSL Def AC -3 (melee), Def AC -1 (ranged), FF 5, Age 25, Height 5'9", Weight 155 lbs., Quirks and Flaws: none, Talents: none, Skills: stealthy movement 63, Thief abilities: pick pockets 62, open locks 22, find traps 13, remove traps 15, move silently 47, hide in shadows 38, detect noise 28, climb walls 82, read languages 8; Possessions: short sword, dagger, thieves' tools, 13 sp and 12 gp on his person.)

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Garments: AC 9
 □

Minor agents, (Stukko, Milar, Jobo), 3 male humans

(HF 1, EP 119 each, T2, AL NE, AC 9 (garments), MV 12", HD 2, hp 28 each, #AT 1, D 1-6 (short sword), SA backstab +1 damage die, SD nil, Lang: common, Hon: 20 (ave), TOP 14, Crit BSL Def AC -4, FF 5, Age 24,

Quirks and Flaws: none, Talents: none, Skills: none, Thief abilities: pick pockets 40, open locks 15, find traps 8, remove traps 10, move silently 45, hide in shadows 50, detect noise 17, climb walls 70, read languages 0. Possessions: short sword, dagger, 1d8 sp.)

Stukko

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Garments: AC 9
 □

Milar

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Garments: AC 9
 □

Jobo

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Garments: AC 9
 □

Life at the Cracked Flagon

There are two main events that can occur at the Cracked Flagon, depending on how well informed the slave lord agents are about the player characters.

Ambush!

This encounter should be used if the slave lord agents know the identities and intentions of the player characters, either through the Mad One, Targil and Agnar, or the seaman aboard the Ewe.

When the player characters arrive at the Cracked Flagon, Carn spots them and passes a signal to Hazzard who is sitting at a table near the rear exit. He, in turn, passes a secret signal to Ragnar, standing in the shadowy entrance to the kitchen. This series of signals sets the plan in motion.

During the next half hour, 10 thugs, agents of the slave lords, enter the Cracked Flagon and lounge around. They do all the things normal patrons would do, ignoring the player characters. They form groups of twos and threes, spread well apart from each other. They are stationed on all sides of the player characters.

After all have arrived, Carn slips a few pinches of a powdered poisonous plant in the drinks of the PCs. If there are PCs that are not drinking he offers them drinks on the house as a gesture of goodwill to his new customers. This poison does not kill, but acts as a muscle relaxant, slowing their reactions and physical control. All characters who take a drink must make a saving throw vs. poison. Those who save are unaffected. Those who fail suffer a +1 penalty on initiative rolls and -2 on all chances to hit. This effect lasts for 1-3 hours.

A few minutes after the drinks are served, the ambush is sprung. Hazzard slips into the shadowed doorway with Ragnar and gives the signal to attack – a Haste spell cast upon the thugs. These men close calmly on the characters and then one group attacks. While the characters are fighting this group, the others try to strike from behind, gaining their backstab bonus. If all succeeds, Ragnar and Hazzard won't have to intervene. However, if things do not go well, Hazzard uses his spells from the darkness, starting with his Magic Missile. Only in extreme cases does Ragnar become involved. Although the goal is to capture the player characters and use them as slaves, the villains will not hesitate to kill one or more of their opponents should that become necessary.

Thugs, male humans (10)

(HF 1, EP 66 each, F1, AL NE, AC 9 (garments), MV 12", HD 1, hp 23 each, #AT 1, D 1-6 (club), ML 12, Hon: 10 (ave), FF 5, ToP 11, Crit BSL Def AC -3)

1) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Garments: AC 9
 □

2) HPs

Garments: AC 9

3) HPs

Garments: AC 9

4) HPs

Garments: AC 9

5) HPs

Garments: AC 9

6) HPs

Garments: AC 9

7) HPs

Garments: AC 9

8) HPs

Garments: AC 9

9) HPs

Garments: AC 9

10) HPs

Garments: AC 9

Character Assault!

If the characters become suspicious of the Cracked Flagon, they may decide upon a blatant frontal assault. In this case, Ragnar, Carn and Hazzard are present along with 1-4 slaver agents. The slaver agents are unprepared for this eventuality, but fight back as best they can. Unless specifically identified by the player characters, however, Ragnar will not take part in the battle. He pretends to be an innocent bystander and flees the inn (like all the other innocent bystanders) at the first possible chance.

The Rewards of the Cracked Flagon

Within the chambers of Ragnar and Hazzard are papers and documents recording the activities of the slave lords in the area. If either is able to reach his room, he gathers these documents, destroying some in the fireplace and taking the rest along as he escapes.

If they do not reach their rooms (for whatever reason) the documents remain hidden in secret places – under a floorboard, behind a sliding panel, in a false drawer, or wherever you decide. This hiding place can be found by a successful check for secret doors roll. The hiding place is also trapped with a poison needle (save vs. poison or die) so a Find Traps spell would also reveal its location.

The Documents: Following is a list of the documents that can be found in each room and the information contained on each. If the NPC escaped, only those documents marked with an asterisk will be found, and these are in the fireplace and only partially intact.

Ragnar's Room

Account Ledgers: This is a sheaf of yellowing parchment (about 100 pages) bound with red ribbon. Each page is covered with columns of crabbed writing. The first column lists the item, the second the receiver of the payment, the third amounts paid out, and the fourth the amounts paid in. Unfortunately, Ragnar used a system of simple shorthand and abbreviations,

written in the dwarven tongue, for most entries. Most deal with routine matters, but examining the ledgers carefully (several days of work) gives the following name abbreviations: Ag., Haz., MO, Ror., Tar., Sturm-HP.* Of these, the first four entries are payments out and the last always records payments in.

A careful examination reveals that payments in exceed the combined total of payments out and the coins in the pay chest. Hidden somewhere in Roark is a secret fund set up by Ragnar. If the characters decide to pursue this, decide the location of the cache. They will have to ask around town to see if anyone has seen Ragnar and use this to find his hideout. He may or may not be present.

Message from the Slave Ship: This small, curled slip of paper states, "Received ms. Raiding good on bay. Sailing direct to port-Capt. Joinville." If partially burned it states, "rectly to port-Capt."

Transcript of a Magical Communication: Scrawled across several sheets of paper is the following. (Passages in italics survive in the fireplace.)

"Ms. from Bloodwort-Capt. Joinville. Rding in Aan area. Voy. good, prof-it expected. *Losses light. Cargo inv. Woman, 40, of station and breeding, quite ransomable; 3 boys, fit to stand on block; husband and wife, trained servants, suitable for special needs; 4 males, mid-20, no visible trade, suitable only for block; trained artisan, giving good treatment, suggest arranging patron; scholar and alchemist, special auctions required.*"

Secret Communiqué: This message is written on white linen paper, edged with red gold. (Only the italicized portions survive if the letter is burned.)

"Ragnar of Clan Hargirt, Greetings to Your Illustrious Self; Much warmed is my heart to harken to thy recent successes. So much do the virtues of your spirit shine, *my heart yearns to call thee to my side. Thou art the source of my courage and the headwater of my desire* to pursue the course which lies ahead of us. Patience is the counsel I give to thee. Our stars must be *arranged before we can act. Alas, that the token I send can only dimly reflect the love that I feel.*

"I write to advise thee caution, my love. Send the aid that you must for us to succeed by the most circumspect route, for old Kim grows nervous. I must watch him carefully. For thyself, remember the traps of the others on the Council are many and convoluted. If thou art discovered now, then thy life is lost!"

"Edralve"

Hazzard's Room

Orders from Ragnar: A scrap of paper has orders to Hazzard from Ragnar. "Ship not stopping, continuing down coast instead. Cancel unloading plans. Let out that masters are displeased with support here and considering diverting traffic. May require friendlier attitude from the locals to keep our trade. Make them nervous. Roark may become port of choice".

If the burned scrap is found, all that remains is, "Ship not stopping, continuing down".

Hazzard's Journal: The second item found in Hazzard's room is his daily journal, a collection of vellum scrolls. They are filled with careful handwriting, illustrations, and illuminations. It is clear he has expended much effort on these. Studying the scrolls carefully takes 2-4 days and must be done by a magic-user, since there are many references only understood by those in that trade.

The writings cover many mundane details, all of no interest to the characters. Many references are made to activities of the slave lords' network in the area, but most are those of an insider. Thus crucial facts are left unexplained and people not identified.

However, characters can learn that Ragnar's brother (unnamed) and his associates are part of the network. There are several references to "our man in Linnard". It is also clear that Hazzard is an agent of the one of the major lords, having direct (but secret) communications with this lord, known only as the Servant of the Earth Dragon. Hazzard was hoping to advance himself through this arrangement, while the Servant of the Earth Dragon used Hazzard to watch Ragnar, whom he does not trust. The reasons for this distrust are not explained, but several times Hazzard notes that he was exhorted to secrecy, not just from Ragnar but all those associated with the slave lords. The Earth Dragon is a veiled reference to Tiamat, gawd of evil dragons.

Utter Failure

If the characters survive the Cracked Flagon encounter but totally miss any possible clues or allies there (either through bad luck, inattentiveness or stupidity), they can still get a lead. Sometime after leaving the inn, a merchant offers to sell them some goods they obviously do not want. Once rejected, he offers them slaves, or at least information about where they can pick some up. If threatened, he reveals nothing. If not, he demands the most exorbitant price the player characters look to be able to afford. He accepts both money and goods in trade, although he is not too keen on magical items the characters don't obviously use. Since you are giving the player characters such an obvious clue, you should make them pay dearly for their previous failures.

If the PCs lose the battle in the Cracked Flagon and are captured, skip ahead to Fates Worse Than Death section.

Leaving Town

Once the player characters have finished their business in Amadtey (or Pars Fell if they went that route), they should be ready to set out to Roark. They can once again rent a ship in the harbor or continue their association with Captain Wolffe. If they are in Pars Fell, they can continue to travel overland.

Traveling by Land: There are several ways to get to Roark from Pars Fell. The long way (and probably the safest) is to travel south on the road through the town of Jewbin. The road eventually turns north on the east side of the Drake Far Forest through the town of Indurkar and then on to Roark. The shorter and more direct way requires one to leave from the east gate and take the path toward the mining settlements of the Vesper Mountains. Upon reaching Lake Hornar individuals (walking or mounted, but not in vehicles) can make their way down the Firta River to the Village of Roark. It is easy to find others traveling by that route as most travelers believe there is safety in numbers. It is common for travelers to assemble at the gates each morning and form an impromptu caravan. Such expeditions normally include one or two smaller caravans and up to 10 assorted other travelers. They band together for protection, but are not particularly interested in each other. It is considered a good practice not to inquire too much about a man's reason for traveling in this region. Too often, the questioner may not want to know the answer.

No matter whether the player characters join an assembly at the gate or set out on their own, they soon find themselves in the company of a merchant caravan. The caravan, while not overly interested in the characters, requests that they travel together for mutual safety. The 16 mules of the caravan are loaded with food supplies to be traded to the miners in the Vesper Mountains or traded in the towns to the south if the PCs are going that way.

There are no slaves in the caravan, but questions about slaves confirm that Roark is a good place to go. However, unknown to the characters, the master of the caravan is an agent of the slave lords. He is returning from a trip to Pars Fell with supplies desired by his masters. He has been warned about the player characters and knows that they will be dealt with somewhere along the road.

If the characters refuse to travel with the caravan, the master simply shrugs his shoulders and leaves them. Moving on, he notifies the ambushers of the advance of the player characters.

Caravan Master, male human

(HF 8, EP 1,752, F8, S 18/57, D 12/79, C 14/35, I 11/56, W 13/08, Cha 13/40, Com 12/73, AL N, AC 3 (ChainMail +2), MV 12", HD 8, hp 96, SZ M, #AT 3/2, D 1d8+7 (Long Sword +1, +4 to-hit), SA nil, SD nil, Lang: common, Hon: 60 (ave), TOP 11, Crit BSL Def AC +8 (Long Sword +1), FF 7, Age 34, Height 5'10", Weight 167 lbs., Quirks and Flaws: claustrophobia, Talents: none, Skills: haggle 82, animal handling 73, animal lore 72; Possessions: Chain Mail +2, Long Sword +1, Potion of Heroism, Figurine of Wondrous Power (golden lions).)

HPs [grid of 16 squares]

Chain Mail +2

AC 3 4
[grid of 16 squares]

Caravan guards, male humans (20)

(HF 1, EP 113, F2, AL N, AC 4 (brigandine armor and small shield), MV 12", HD 2, hp 27 each, #AT 1, D 1d6 or 1d8 (short bow) or 1d8 (long sword), Hon: 20 (ave), FF 5, ToP 13, Crit BSL: Def AC -2 (melee or ranged); Possessions: Each has brigandine armor, a small shield, a short bow, 12 flight arrows, 12 sheaf arrows, a long sword and carries 2-12 sp.)

1) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

2) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

3) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

4) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

5) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

6) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

7) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

8) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

9) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

10) HPs [grid of 27 squares]
Brigandine Armor: AC 6 7 8 9
[grid of 16 squares]

Small Shield +2 +1
(AC bonus) [grid of 4 squares]

11) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

12) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

13) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

█████ ████

14) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

15) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

16) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

17) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

18) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

19) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

20) HPs ██████ ██████ ██████ ██████ ██████ ██

Brigandine Armor: AC 6 7 8 9
 ██████ █ ██████ █ █

Small Shield +2 +1
 (AC bonus) ██████ ████

Drivers and Servants (9)

(HF 0, EP 32, 0-level men-at-arms, AL N, AC 8 (leather), MV 12", HD 1, hp 22 each, #AT 1, D 1d6 (short sword), Hon: Ave, FF 5, ToP 11, Crit BSL: Def AC -4) Notes: Each handles three mules: two loaded with pig iron and one loaded with possessions and supplies.

1) HPs ██████ ██████ ██████ ██████ ██████ ██
 Leather Armor: AC 8 9
 ████ █

2) HPs ██████ ██████ ██████ ██████ ██████ ██
 Leather Armor: AC 8 9
 ████ █

3) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

4) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

5) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

6) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

7) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

8) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

9) HPs ██████ ██████ ██████ ██████ ██████ ██

Leather Armor: AC 8 9
 ████ █

ENCOUNTERS ON THE TRIP TO ROARK

Use these encounters as the PCs travel on the road from Indurkar to Roark or through the Drake Far Forest to Roark. Remember to roll for random encounters as well.

Giant Ticks

Encounter: 4 Giant Ticks

Potential Yield:

- █ Slaying Giant Ticks (EPV = 535)

The road passes through a particularly heavy section of the forest at this point. It twists and turns between the giant boles of old trees. Rounding one corner, the player characters see the decomposing carcass of an oxen laying in the road. Hidden in the branches of the trees over the carcass are four Giant Ticks. These creatures drop on any characters who pass under their spot, one victim per tick. They are extremely tenacious and mindless, remaining on their victims until one or the other is slain.

Common Giant Ticks (4)

(HF 3, EP 65, 120, 175, 175, Int 0, AL N, AC 3 (natural), MV 3", HD 2, 3, 4, 4, hp 27, 29, 33, 39, SZ S, #AT 1, D 1-4, SA blood drain, 2 and 3 HD ticks carry a blood disease, SD nil, Lang: none, Hon: Ave, ML 19, TOP 13, 14, 16, 19, Crit BSL: Def AC +0 (2 HD), +1 (3 HD), +2 (4 HD), FF n/a, Reference HoB 7 p142)

- 1) HPs ██████ ██████ ██████ ██████ ██████ ██████ ██
- 2) HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 3) HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████
- 4) HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████ ██████

Yack Worm

Encounter: 4 Yack Worms

Potential Yield:

- █ Slaying Yack Worms (EPV = 1,080)
- █ four garnets worth 1,000 gp each (GPV = 4,000)
- █ **Scale Mail +2** (GPV = 5,120) (EPV = 1,000)
- █ **Gold Tooth of Purify Beverage** (EPV = 1,000) (GPV = 15,000)
- █ **Eyes of Minute Seeing** (EPV = 1,000) (GPV = 20,000)

This encounter occurs when the characters are traveling through a clearing in the forest.

You cross a low ridge and leave the wood line to look across a bizarre, patterned meadow. Crisscrossing the gentle slope are humped ridges like giant gopher tunnels. Some are weedy and dry while others look to be quite fresh and moist.

If the characters cross the field, the first tunnel crossed collapses under the lead character (but not under an NPC). The fall brings down a torrent of loose earth and dirt, blocking the passage and sealing the character off from the surface. Small-sized creatures (or smaller) suffer 1-6 points of damage, Man-sized creatures suffer 1-8 points of damage, and Large-sized (or larger) creatures suffer 3-18 points of damage.

The tunnels are simple earthen passages about 6 feet in diameter. Attempts to tunnel in or out cause a collapse resulting in the same amount of damage as listed above. The tunnels form a confusing network of passages and intersections, with only a few openings to the surface.

Furthermore, there are four Yack Worms living in the tunnels. For every 60 feet the trapped characters move, roll 1d10 on the Yack Worm Tunnels Table to see where the tunnel goes. The resulting tunnel complex is not likely to make sense (it was dug by Yack Worms, after all). Many of the tunnels slope gradually, passing under and over each other.

Yack Worm Tunnels Table

Table with 2 columns: Roll (1-10) and Result (Straight, Gradual curve, Y-intersection, etc.).

There is a 30% chance each round that one of the Yack Worms will appear in the same tunnel area. It immediately attacks, of course. In addition, there is a 15% chance each round that the characters find some items the Yack Worms have been unable to digest. These are all, of course, polished clean of all organic material: four gems (garnets, each worth 1,000 gp), Scale Mail +2, a Gold Tooth of Purify Beverage and a set of Eyes of Minute Seeing.

Four Yack Worms

(HF 5, EP 270 each, Int Non-(0), AL N, AC 9, MV 3", 6" Burrow, HD 3, HP 36, 33, 30, 26, SZ M, #AT 1, D 2d8, SA acid spit, surprise others 5 in 10, SD Nil, Lang: none, Hon: Ave, ML 19, TOP 18, 16, 15, 13, Crit BSL: Def AC+1, FF 5, Reference HoB 8 p100)

- 1) HPs [dice]
2) HPs [dice]
3) HPs [dice]
4) HPs [dice]

Bushwhacked

If the characters travel cross-country, the slave lords and their agents know of their movements.

If the characters travel with the caravan, their capture is easy. While following the road through the woods, the characters walk into a prepared ambush. The trees, which close down upon the road, are actually

Massmorphed fighters, 20 on either side. As soon as the player characters are in their midst, a cleric casts Silence 15' Radius over the party, or at least so as to encompass the spell casters. The soldiers and the guards of the caravan turn their weapons on the player characters, demanding their surrender. Once the characters surrender, the soldiers securely bind and gag them all. If the characters do not surrender, the clerics command the Ghouls and Spite Sprites to attack.

If the player characters are traveling by themselves, the ambush is staged as above with only the following changes: several Silence spells have been cast on the road in advance; a 10-foot-deep pit is dug across the road; and obviously the caravan guards will not be present.

Soldiers, male humans (40)

(HF 1, EP 72 each, FI, S 13/23, I 10/34, W 8/52, D 11/45, C 13/07, Cha 11/59, Com 12/92, AL LE, AC 4 (chain mail and buckler), MV 9", HD 1, hp 27 each, SZ M, #AT 3/2 (long sword), 2 (long bow), 1 (other weapon), D 1d8+3 (long sword + specialization + Strength, +2 to-hit), 1d8 (long bow sheaf arrow), SA weapon specialization (long sword), SD nil, Lang: common, Hon: 13 (ave), TOP 13, Crit BSL Def AC-2, FF 6, Age 25, Height 5'9", Weight 160 lbs., Quirks and Flaws: none, Talents: none, Skills: armor maintenance, weapon maintenance); Possessions: Each has chain mail, a buckler, a long bow, 20 sheaf arrows, a long sword, a dagger and 2-12 sp.

1) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

2) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

3) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

4) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

5) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

6) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

7) HPs [dice]
Chain mail
AC 5 6 7 8 9
Buckler +1
(AC bonus) [dice]

30) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

31) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

32) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

33) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

34) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

35) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

36) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

37) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

38) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

39) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

40) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Buckler +1
 (AC bonus) ██████████

Korru, male human

(HF 1, EP 197, MU3, S 9/04, D 9/47, C 10/07, I 17/39, W 8/52, Cha 8/19, Com 12/40, AL NE, AC 9 (robes), MV 12", HD 3, hp 28, SZ M, #AT 1, D 1d6 (quarterstaff), SA spells, SD spells, 30% resist Sleep or charm-related spells, Lang: common, Hon: 23 (ave), TOP 14, Crit BSL Def AC-4, FF 5, Age 31, Height 5'7", Weight 140 lbs., Quirks and Flaws: superstitious (believes he's lucky and refuses to let anyone touch him as they'd steal his luck), Talents: less sleep, photographic memory, resistance, Skills: alchemy 31, arcane lore 79, intelligence gathering 19, spellcraft 54)
 Spells prepared: 1st level (5) – Color Spray, Detect Magic, Kachirut's Exploding Palm, Magic Missile, Magic Stone; 2nd level (2) – Mirror Image, Spectral Hand
 Spells known: 1st level – Color Spray, Detect Magic, Kachirut's Exploding Palm, Light, Magic Missile, Magic Stone, Read Magic, Write. 2nd level – Mirror Image, Shield Screen, Spectral Hand.
 Possessions: **Scroll of Massmorph**, quarterstaff, 23 sp, 12 gp, 6 hsp and spell components on his person.

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 Garments: AC 9
 □

Cleric leaders (3), male humans (Aurris, Larem, Erol)

(HF 4, EP 483, 453, 423, C5, S 14/19, D 10/69, C 11/57, I 8/53, W 15/86, Cha 11/33, Com 11/74, AL LE, AC 5 (chain mail), MV 9", HD 5, hp 43, 38, 33; #AT 1, D 1d6+3 (footman's mace + strength, +1 to-hit due to strength), SA spells, SD spells, Lang: common, Hon: 35 (ave), TOP 21, 19, 16, Crit BSL Def AC +1, FF 5, Age 29, Height 5'8", Weight 161 lbs., Quirks and Flaws: none, Talents: none, Skills: armor maintenance, divine lore 33, religion (general) 41, weapon maintenance.
 Spells prepared: (1st: 7) Bless, Command Cure Light Wounds (x2), Detect Magic, Remove Fear, Sanctuary (2nd: 4) Find Traps, Rigor Mortis, Silence 15' Radius, Spiritual Hammer (3rd: 1) Animate Dead; Possessions: Chain mail, footman's mace, unholy symbol (a tiny wooded mining pick - Francor'Dieus).

Aurris
 HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████ ██████████

Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Larem
 HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████ ██████████

Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Erol
 HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
 ██████████ ██████████

Chain mail
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

12 Common Ghouls

(HF 4, EP 175 each, Int 5, AL CE, AC 6, MV 9", HD 2, hp 33, 32 (x2), 30, 29 (x6), 28, 26, SZ M, #AT 3, D 1d4-1/1d4-1/1d6, SA Paralyzation, SD (undead), Lang: none, Hon: Ave, ML 20, TOP n/a, Crit BSL: Def AC +0, FF n/a, Reference HoB 3 p50)

- 1) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 2) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 3) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 4) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 5) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 6) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 7) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 8) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 9) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 10) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 11) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 12) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

8 Spite Sprites

(HF 1, EP 270, Int 11, AL N(e), AC 6, MV 9", 18" Fly (MC:B), HD 1, hp 24 each, SZ S, #AT 1, D 1d6-1 (dagger) or 1d6-3 (arrows), SA sleep poison, SD nil, Lang: sprite, common, elven, Hon: Ave, ML 16, TOP 12, Crit BSL: Def AC +0, FF 5, Reference HoB 7 p104)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 5) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 6) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 7) HPs □□□□ □□□□ □□□□ □□□□ □□□□
- 8) HPs □□□□ □□□□ □□□□ □□□□ □□□□

- Slaying Karden the thief (EPV = 980)
- Slaying Monk the monk (EPV = 726)
- 19 pp (GPV = 95)
- 22 gp (GPV = 22)
- 5 daggers (GPV = 10)
- 40 crossbow bolts (GPV = 8)
- 2 nets (GPV = 10)
- 2 heavy crossbows (GPV = 100)
- 4 spears (GPV = 3.2)
- short sword (GPV = 10)
- trident (GPV = 15)
- leather armor (GPV = 5)
- **Chain Mail +4** (GPV = market price) (EPV = 2,000)
- **Long Sword +1** (GPV = 2,000) (EPV = 400)
- **Net of Entrapment** (EPV = 1,000) (GPV = 10,000)
- **Potion of Human Control** (EPV = 500) (GPV = 900)
- **Rope of Entanglement** (EPV = 1,500) (GPV = 5,000)
- **Stone of Good Luck** (EPV = 2,000) (GPV = 25,000)

TRAVELING BY SEA

Unknown to the player characters, the ship they finally sail upon (whether they return to the Ewe or not) has been contacted by the agents of the slave lords. The captain of the vessel has been handsomely paid to rendezvous with another vessel off a spit of land one day to the south. With assurances that his ship will not be harmed, he has been well-paid not to ask questions and has been promised more gold upon delivery. Not surprisingly, he agreed to this arrangement. He suspects the deal has something to do with his newly arrived passengers and so does not mention a thing to them. He and all his crew are neutral in alignment and he fears for his own safety if he crosses paths with the slavers.

If the player characters are traveling aboard the ship hired in Amadtey, the captain keeps his rendezvous. Well after 1 a.m. he lays off the spit as arranged. The night has a light fog, shrouding objects in the distance. Just barely visible in the fog is the Ghoul, a slaver galley. The captain orders a small boat sent out with some of his best raiders. These men come up alongside the stern of the characters' ship and scramble up the side. They quietly pour a noxious liquid through the portholes of the player characters' cabin(s). This liquid, a volatile blend of Class R poison, is a powerful anesthetic which evaporates quickly into the air. Any characters that breathe in the vapors become paralyzed for 3d10 minutes unless they make a saving throw versus poison.

ENCOUNTERS ON THE WAVES

Octopi!

Three Giant Octopi decide that supper is but a small merchant ship away. One grasps each side of the ship while the third attacks from the bow. Note that the body of each octopus is beyond reach from the deck of the ship. Only the tentacles can be attacked with melee weapons. Should anyone approach close enough to strike the main body of an octopus, he is within range of its beak.

After the sailors dope the characters in their cabin, the wicked allies of the slavers clamber onto the deck. A mercenary group of Sahuagin clerics climb aboard with their team of Lacedon Ghouls. They try to surprise and capture characters on deck using immobilizing attacks. In addition, a band of eight mercenary Spite Sprites fire their arrows coated with sleep ointment.

Octopi (3)

(HF 23, EP 2,000 each, Int 1, AL N, AC 7, MV 3", 12" Swim, HD 8, hp 58, 55, 54, SZ L, #AT 7, D 1d4 (x6)/2-12 (beak), SA constriction, SD ink, color change, Lang: none, Hon: Ave, ML 13, TOP 29, 27, 27, Crit BSL: Def AC +9, FF 6, Reference HoB 6 p19)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

5 Common Sahuagin clerics (reference HoB 7 p22)

Sahuagin 1st level cleric

(HF 5, EP 240, C1, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 2+2, hp 31, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 1d6+1 (trident) or 1d6 (spear), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 15, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)
 Spells prepared: (1st) Bless, Cure Light Wounds, Protection from Good
 Possessions: Trident, spear, net, dagger scabbard and 4 pp on his person.

Sahuagin 2nd level cleric

(HF 5, EP 240, C2, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 2+2, hp 32, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 1d6 (spear) or 1d6-1 (dagger), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 16, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)
 Spells prepared: (1st) Command, Cure Light Wounds, Protection from Good, Walking Corpse
 Possessions: Spear, net, dagger and 3 pp on his person.

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□

Sahuagin 3rd level cleric

(HF 5, EP 360, C3, Int 11, AL LE, AC 5, MV 12", 24" Swim, HD 3, hp 35, SZ M, #AT 3 or 1, D 1d4/1d4-2/1d4-2 or 2d4+1 (heavy crossbow bolt) or 1d6-1 (dagger), SA spells, foot rake, SD nil, Lang: sahuagin, common, Hon: Ave, ML 15, TOP 17, Crit BSL: Def AC +0, FF 7, Reference HoB 7 p22)
 Spells prepared: (1st) Cure Light Wounds, Detect Magic, Protection from Good, Sanctuary, (2nd) Rigor Mortis
 Possessions: heavy crossbow, 20 bolts, dagger and 4 pp on his person.

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Captured!

At some point on the journey between Amadtey (or Pars Fell) and Roark, the player characters run afoul of the slave lords and are captured! This is an essential part of the adventure, and as referee you should make every effort to ensure the player characters do not escape the traps of the slave lords. You want them captured, whether they want it or not!

Shanghaied!

Encounter: Sahuagin clerics (5), Lacedon Ghouls (12), Spite Sprites (8), human thugs (7), Nono the fighter (1), Karden the thief (1), Monk the monk (1)

Potential Yield:

- Slaying 5 Sahuagin clerics (EPV = 1,920)
- Slaying 12 Lacedon Ghouls (EPV = 2,100)
- Slaying 8 Spite Sprites (EPV = 2,160)
- Slaying 7 marine thugs (EPV = 434)
- Slaying Nono the fighter (EPV = 1,596)

Remember, you do want to capture the player characters, but in a way that seems fair. You have succeeded if, when all is done, the players look back and see ways they could have avoided the trap.

FATES WORSE THAN DEATH

After the player characters are captured, they are taken aboard the Ghoul, a slave lord galley. If they were shanghaied, they awaken in the gloomy rowing banks of the ship. They are manacled and cuffed; spell casters are muzzled with an iron gag. Standing over them is a large, bare-chested overseer, whip and keys in hand. The characters have been stripped to their common clothing and relieved of any bits of finery.

If the player characters were traveling overland, they are bound and gagged, then forced to march to the coast by the shortest possible route. Nothing of interest happens during this march, except that the characters are very cruelly treated. If players are clever and look for opportunities, their characters have a chance to pick up a few simple items – a sharp stone, a wiry branch, tinder, etc. These they can hide in their pants, boots or other places. The characters will already have been stripped of all their other goods.

Once aboard the Ghoul and conscious, the characters are brought on deck. The Ghoul is a tightly run ship. It has a single mast and two banks of oars worked by rowers below the main deck. The ship is clean and well-scrubbed. The sail, brilliant purple, is full of wind.

On the deck are the captain (an elf), his first mate (human), and four bodyguards. The characters are dragged forward by the overseers. “Kneel!” sneers the captain. Any character who refuses or hesitates to kneel is set upon by the nearest overseer. He grabs the character, throttling him with the butt of his whip. A hard kick to the back of the knees brings the character down to the deck. The overseer, maintaining his pressure, grinds the slave’s face into the planking. Even those who kneel do not escape. Once on their knees, they are pushed down to kowtow on the deck. The overseers place a foot on the backs of their necks and press them down. All are held in this position while the captain speaks.

“Right now, I could kill you. It would be easy. It would be merciful. Unfortunately for you, I am not merciful. You have caused a minor inconvenience to my lords. To them you have been no more than an irritating fly. But, you do not know my lords. They are cruel, oh, quite cruel. They would not swat a fly. No, they are slow and patient. They have sent you to me, not for me to kill you, not yet. No, first you will work as my slaves, pulling the oars in my hold. Then perhaps you will wish to die. Indeed, you might collapse from exhaustion. But, I will raise you. And we will begin again. I wonder how long, how many times you can survive?”

At this point, the captain will stage a little demonstration. He has all the equipment of the player characters brought onto the deck. It has been carefully checked over. He and his men take any items they can use. Next, he orders any unusable but valuable items stowed in the hold. After this, he selects those items that cannot be identified or can only be used by those of good alignment (or other prohibitive restrictions) and carries them, carefully, to the rail. “Look, dogs!” he shouts, as he purposefully and slowly dumps each item into the ocean. This should be a moving and upsetting event, particularly for any materialistic players. Play the scene for all it is worth.

This done, the captain turns away from the characters with a bored wave of dismissal, as if they are little more than worms. The overseers yank the characters toward the hold. Then, turning back just as the characters disappear from sunlight, the captain once again sneers, “Oh, and don’t think that you are going to complete your little mission of mercy in time either. Your precious Dame Silver spoke of that and my masters are most interested in the potion she had devised.” At this point he grins maliciously, “Thank you for delivering it to me.” The overseers then grab the characters and thrust them into the hold.

Unknown to the other slave lords, the captain of the Ghoul is in the special service of Stalin Kim, who sits on the council of the slave lords. He maintains secret communication with the captain through a Mirror of Mental Prowess. This is how the potion will be passed on. Stalin Kim taken a spe-

cial interest in the player characters and may decide to use them as pawns against the other slave lords, Edralve in particular.

IN THE DEPTHS OF THE GHOUL

Below decks, the player characters are introduced to their new duties. They are dragged to the lower bank of the oars, the foulest of all tasks. The light is dim, water seeps through cracks and splashes through the oar sockets, the air is stifling and foul. Rows of hard wooden benches extend from either side of a walkway.

There are 15 oars per side, each worked by two men (a total of 60 slaves in the hold). At the head of the hold is a steep ladder leading to the deck. Directly overhead is the upper bank of oars, also 15 to a side. The center section between the two banks is open and the deck covers everything.

At the front of the hold, on a platform level with the upper deck, is the pacesetter – a burly man who rhythmically pounds a large kettledrum in front of him. The oars are worked according to the pace he sets: quarter speed, half speed, full speed, and ramming or emergency speed. (These are beaten at the approximate rate of 1 every 6 seconds, 3 seconds, 1 second, and half second, respectively.)

Behind him is a door to the forward crew quarters. There is also a door on the lower bank, leading to the armory and treasure stores. At the back of the hold are doors to more crew quarters (upper bank) and stores (lower bank). There is another steep gangway leading from the lower bank to the deck.

The overseers assign each character to a different bench in the lower hold. The characters are unbound and unshackled, one at a time. The overseers take a chain and manacles, running the chain through a sliding socket wrapped around the oar handle. A large wooden block at the end of the oar keeps this sleeve from sliding off. (The block can be removed by the overseers with a sharp blow from a maul.) The manacles are closed around the character’s wrists. A smith then comes forward with a portable brazier and anvil. Reaching into the brazier, he plucks out a cherry red rivet and hammers it through the manacle clamp. Sparks and hot metal fly from his hammer, searing the wrists of the character. A bucket of cold seawater is dumped on the hot metal when he is done, further inflaming the burns of the character.

The character will forever bear the distinctive scars of the manacles. Since these are also scars borne by convicts and slaves, the characters will often be scorned and despised by “good” people, should they escape their current predicament.

Although there is a heavy metal staple in the floor, the characters are not shackled at this time. Characters identified as spell casters, either from their dress, their spell books, or observation, are fitted with a leather muzzle which clamps their mouths almost completely shut, allowing them to barely mumble. Unfortunately, this effectively prevents them from casting spells.

Once the characters are fastened to their oars, they are expected to immediately begin rowing. Those who do not are given a quick feel of the lash to motivate them.

After the overseers move on, the characters have a chance to talk to their fellow slaves. These men (and a few women) speak only in hushed whispers. Among the 60 slaves of the lower bank, there is a wide variety of personalities. Use the Galley Slaves Table to determine the personality and reaction of any slave the characters speak to. Since the characters are likely to spend many days chained beside the same person, you should make notes about each slave you create and who he is alongside.

Galley Slaves Table

Die Roll	Personality
1	Exhausted, spirit broken, speaks only of defeat and hopelessness.
2	Sullen and resentful, always talking of what he would do when he escapes, but never tries to escape.
3	Sad but quite calm, seems eager to escape but always finds the logical flaws with any plan, has inwardly given up to his fate.
4	Sullen and angry, outwardly hostile to anyone but quite willing to join any escape effort, no matter how hopeless.

- 5 Pleasant and almost annoyingly cheerful, maintaining a strong front to buoy the spirits of himself and others.
- 6 A trouble-maker, always mouthing back to the overseers, attempting to get others in trouble or divert the blame to them.
- 7 A sniveling wretch with no backbone or morals, who would love to learn of an escape attempt simply so he could betray the plotters and earn a reward from his captors.
- 8 A strong-willed survivor, who saves his energy and says little, while he patiently awaits the chance to escape, alone or with company.
- 9 A deranged slave who cares little for what has happened to him or what he will do next, just content to be helpful and good at his rowing.
- 10 A hapless but good-hearted person, not overly imaginative but willing to try hard in any escape plan, except that he can't think of anything himself.

There is a 5% chance that any slave to whom the PCs speak is an unfortunate adventurer captured in a previous raid. The class and race of this character are your choice. It is suggested that you create this character to fill any gaps in the player character party. This adventurer-galley slave has 2-5 levels. Naturally, he has no equipment.

THE DAILY ROUTINE

Life as a galley slave aboard the Ghoul is simple, with few surprises. You row with all your might all day, enjoy a bowl of thin gruel, and sleep on your bench all night. That is, if you follow the rules.

5 to 6 AM

At this time, three overseers come, unlock the shackles of the slaves, slide the collar of the manacles back onto the oar and hammer the wooden end cap back into place. Both rowers at a bench are unlocked at the same time. This takes about 30 minutes to complete, and any slave who does not move fast enough is whipped. Those who died during the night are thrown overboard by four of their fellow slaves.

6 AM to Evening

The slaves row. The pace of the rowing varies throughout the day. It is strenuous and exhausting work. For each week (or part thereof) spent at the oars, a character loses 1-8 hit points from exhaustion and lack of adequate food and water.

All through the day, the slaves are watched by four guards – two at each end of the hold – on the upper bank. These guards are not paid to watch the activities of the slaves so much as to be ready to react to any attempted escape or revolt. They notice quiet activity only 20% of the time. However, attempts to leave the hold or mass movements are automatically detected.

A greater problem for any escape are the two overseers – one for each bank – who patrol the length of the hold. These vicious taskmasters maintain order and discipline within the hold, applying the lash to those who break the rules or anyone whom they do not like. They instantly notice any significant change (an empty seat, missing manacles, etc.). They have a 45% chance of noticing hastily concealed changes and a 25% chance to spot carefully concealed preparations.

During the day, one old slave, too weak to assist in the rowing, moves up and down the banks with a bucket of dirty water and a cup, giving drinks to those who need them. The old fellow, while unable to aid in a revolt, is quite willing to carry messages to other slaves in the course of his rounds. He is also a good source of gossip and information about other slaves.

Evening

First, the three overseers come around to fit the slaves out for the night. One knocks the end cap off the oar and fits the shackles on the ankles of each slave. The chain passes through the iron staple in the floor. Again, only two slaves are unshackled at any time. As they do this, the overseers select the four slaves to serve dinner for the night. This is an important duty (since the servers can play favorites when dishing out food), and is generally given to the most favored or least dangerous of the slaves. Two of the slaves distribute the bowls while the other two ladle out spoonfuls of a greasy broth made from oats, dried fish and salted cabbage. After this, they come around with stale

sea biscuits and gourds of water. The menu seldom varies unless too many slaves have died or the captain is in a good mood. The only thing which puts the captain in a good mood is a successful raid. Thus slaves are rewarded for aiding in capturing more slaves. Again, the servers can carry messages, but only to those sitting ahead of the character, since they work from the front to the back of the hold (rowers face the stern of the ship).

Evening to 5 AM

The slaves sleep. This can be done lying on the benches or the deck.

The shackles have six-foot long chains, giving the character just enough slack to move his feet about. During the night, there is a 5% chance that an NPC slave collapses and dies. If one dies, check again to see if another dies. Keep doing this until all the slaves are dead or the die roll indicates that no more slaves die.

One guard is stationed on each platform for the night. This is frightfully boring duty and the guards are none too attentive. There is only a 20% chance of their noticing any stealthy activity (if done by a thief, make this die roll before checking the success of hide in shadows and other thief abilities). There is a 40% chance that a guard falls asleep during the night. There is a 15% chance that a guard leaves his post for one or two hours during the night.

Weekly Exercise

Once a week the slaves are allowed onto the deck to exercise their legs and clean themselves. Half a bank is unshackled at a time, watched by 8 to 10 guards. The slaves are allowed 30 minutes on deck. Buckets of salt water are thrown on them to rinse the filth from their bodies. The slaves must then take buckets and splash down their oar bank.

Storms

Any time the Ghoul is in danger of sinking, 2-12 slaves are unshackled to man bilge pumps and buckets. No other slaves are freed even if the ship sinks. During the storm, waves of water crash over the deck, flooding and drenching the rowing banks. The hardship of a violent storm is such that all player characters suffer 1-3 points of damage from exhaustion by the end.

Discipline

Life as a slave on the Ghoul has its rules and standard punishments. These punishments are normally administered by the overseers, some former slaves themselves. Punishment is never moderated by mercy.

Speaking: Those who talk too loudly, or talk at all in the presence of an overseer, are whipped. They receive 1-4 swings of the lash, each causing 1d6-4 points of damage, but a great deal of pain.

Fighting: Slaves who fight among themselves are dragged to the front of the hold and flogged. Flogging means 11-20 swings of the lash, each causing 1d6-4 points of damage. Any who survive the flogging are chained to an oar by themselves. This is horrendously exhausting, causing the loss of 1-4 hit points per day.

Attacking an Overseer: This is only if the slave does not seriously hurt the overseer. If the slave is not cut down on the spot, he is whipped 31-50 times, each swing causing 1d6-4 points of damage.

Injuring an Overseer: If a slave manages to actually hurt an overseer, the slave is slain. The only exceptions are when deaths have reduced the number of rowers too low and when the captain takes notice of the slave. Of course, the captain's notice may not be beneficial since he will probably order the prolonging of the slave's suffering rather than even the smallest bit of mercy.

Other Offenses: Anything else that a slave might do which could be construed as offensive or dangerous results in either whippings, denial of food for a day or two, or death.

THE BLACK MARKET

Although there are no quick fixes for the player characters aboard the Ghoul, there are ways clever player characters can gain small advantages and guidance.

In any community, even that of galley slaves, there will spring into existence a system of trade. In this case, there is a secret market run (more-or-less) by the overseers and the favored slaves. These characters are

able to arrange things such as better treatment, more food, small amenities and possibly even minor weapons. All these require, however, that the player characters have something to offer. Within a few weeks of being brought aboard, the characters are contacted by the black marketeers.

Aside from anything the player characters may have smuggled aboard with them, there is very little they can offer. Those chained to the same oar with a black marketeer may be able to work out a deal where the character does all the rowing and the other merely fakes along. Otherwise, the characters may be able to sell information, a description of the powers of a magical item the slavers confiscated (that would otherwise not be known), the command words to a magical item, etc. Information and special skills are particularly useful for trading. Promises of payment later or treasure hidden elsewhere are not effective. Likewise, the black marketeers, particularly the overseers, are not honest or honorable men, quite likely to double-deal a gullible person.

The items listed below can be obtained from the black marketeers. Remember that the price for any item or service is going to be far out of line with its value in normal circumstances. Thus, a small, rusty knife is a tremendously valuable thing, commanding a huge price from the character.

- Special duty (serving food, water, etc.)
- Better food (reduces hit point loss to 1-4 per week)
- Revenge (bribing an overseer to mistreat another slave)
- Change of clothing
- More time on deck
- Small knife
- Drug that feigns death
- Being moved to a different bench

ESCAPE

The slave lords have every intention of keeping the player characters as slaves until they die. The player characters must make their way to freedom. There is no help for them here. There are no conveniently helpful guards or other easy rescues. It is going to take brains and initiative for the player characters to escape. However, Stalin Kim has other plans for the player characters, as described below.

It is to Stalman's advantage that the player characters escape, but only at the right time and with the right information. Eventually, the ship will finish its raids against towns to the south and return to Roark to dump off extra supplies and slaves. When the ship reaches Roark, the characters are slyly given the opportunity to escape. The slaves are off-loaded and put to work unloading cargo. During this time, the guards will be conveniently lax. If the characters think quickly and boldly, they can make a successful break for freedom.

A day or two after they have escaped and found shelter, they receive a surprise. A mysterious bundle appears in their rooms, labeled simply "From a friend." The package contains some of their equipment (but no magical items) and some of the spell books of characters. You should decide what spell books have survived.

RUMORS

During their time in the hold, characters can gather information. There are many facts and rumors available if the characters bother to inquire. These are listed below. As referee, you can use any of these rumors you prefer.

- a) The Ghoul is a trader owned and operated by the slave lords. It does not transport slaves, but engages in other trading activities related to the slave lords.
- b) The ship's main ports of call are Roark and Amadrey. Here most cargo is unloaded, new slaves for the oars are taken aboard, and new cargoes are added. Other stopping places include Gram, Trant, Brayton and Bantar Isle. However, slaves are seldom taken aboard at these ports, and never in number. There may be other stops at small towns and villages, but these are only for a few hours.
- c) Sometimes the ship lays off the shore of some city at night, loading and unloading goods. At these times the sail is changed from its deep purple to a plain white.

- d) There are supposed to be 20 slave lords who meet as a council and decide all issues of the organization. Only they know who the others are.
- e) The slave lords must be somewhere inland, because goods are prepared for shipment overland.
- f) The slave lords are massively wealthy, having built a private city of gold for themselves and their followers. They own virtually an entire kingdom.
- g) The slave lords are not really in charge, they are controlled by a powerful demi-gawd of evil, perhaps even Burgraad Baydylax.
- h) One of the slaves managed to smuggle a message to his family. He knows that his cousin is in Roark, looking for him. If anyone ever escapes, they should carry a message to him. His name is Feodor.
- i) Roark is the place to go if you're looking for the slave lords. They operate out of one of the temples there. Their masters are not human. (This is the particular piece of information Klim wants them to gain.)

THE CREW

Captain Girana, male elf

(HF 22, EP 2,236, F8/MU8, S 13/86, D 16/35, C 11/67, I 13/36, W 9/79, Cha 9/91, Com 11/78, AL LE, AC 0 (**Bracers of Defense AC 2**, Dex), MV 12", HD 8, hp 53, SZ M, #AT 3/2, D 1d8+2 (**Long Sword +1 Flametongue**, +4 to-hit), SA spells, SD spells, Lang: elven, common, orcish, Hon: 70 (ave), TOP 26, Crit BSL Def AC +8 (**Long Sword +1 Flametongue**), Def AC +6 (ranged), FF 5, Age 170, Height 5'5", Weight 141 lbs., Quirks and Flaws: sadist, Talents: sword bonus, Skills: attitude adjustment 91, jugular swipe 70; Possessions: **Bracers of Defense AC 2**, **Scroll of Scare**, **Long Sword +1 Flametongue**, 4 pp, 33 gp on his person.)

Spells prepared: (1st: 6) Enlarge, Magic Missile (x2), Magic Shield, Metal Bug, Rope Trick, (2nd: 3) Ice Knife, Pyrotechnics, Stinking Cloud, (3rd: 3) Hold Person, Fly, Suggestion, (4th: 2) Fear, Wall of Fire
 Spells known: (1st) Detect Magic, Enlarge, Magic Missile, Magic Shield, Read Magic, Rope Trick, Write, (2nd) Alter Self, Ice Knife, Pyrotechnics, Stinking Cloud, (3rd) Clairaudience, Hold Person, Fly, Suggestion, (4th) Fire Charm, Fear, Wall of Fire, Wimpel's Dispelling Screen

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

First mate, Argo, male human

(HF 2, EP 276, F3, AL LE, AC 4 (Chain Mail +1), MV 12", HD 3, hp 54, #AT 1, D 1-8 (scimitar), Hon: 25 (ave), FF 5, ToP 27, Crit BSL: Def AC -1; Possessions: **Chain Mail +1**, **Scroll of Protection from Demons**)

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Chain mail +1
 AC 4 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Second mate, Yunna, male human

(HF 2, EP 252, F3, AL LE, AC 4 (**Chain Mail +1**), MV 12", HD 3, hp 48, #AT 1, D 1-8 (scimitar), Hon: 24 (ave), FF 5, ToP 24, Crit BSL: Def AC -1; Possessions: **Chain Mail +1**, **3 Javelins of Lightning**)

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Chain mail +1
 AC 4 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

Pilot, male human,

(HF 2, EP 244, F3, AL LE, AC 4 (**Chain Mail +1**), MV 12", HD 3, hp 46, #AT 1, D 1-8 (scimitar), Hon: 29 (ave), FF 5, ToP 23 Crit BSL: Def AC -1; Possessions: **Chain Mail +1**, **Potion of Gold Dragon Control**)

HPs

Chain mail +1

AC 4 5 6 7 8 9

Marines/Guards/Overseers, male humans (20)

(HF 1, EP 107 each, F2, AL various, all evil, AC 7 (studded leather), MV 12", HD 1, hp 24 each, #AT 1, D 1d6 (club), Hon: 18 (ave), FF 5, ToP 12, Crit BSL: Def AC -2)

1) HPs
 Studded Leather Armor: AC 7 8 9

2) HPs
 Studded Leather Armor: AC 7 8 9

3) HPs
 Studded Leather Armor: AC 7 8 9

4) HPs
 Studded Leather Armor: AC 7 8 9

5) HPs
 Studded Leather Armor: AC 7 8 9

6) HPs
 Studded Leather Armor: AC 7 8 9

7) HPs
 Studded Leather Armor: AC 7 8 9

8) HPs
 Studded Leather Armor: AC 7 8 9

9) HPs
 Studded Leather Armor: AC 7 8 9

10) HPs
 Studded Leather Armor: AC 7 8 9

11) HPs
 Studded Leather Armor: AC 7 8 9

12) HPs
 Studded Leather Armor: AC 7 8 9

13) HPs
 Studded Leather Armor: AC 7 8 9

14) HPs
 Studded Leather Armor: AC 7 8 9

15) HPs
 Studded Leather Armor: AC 7 8 9

16) HPs
 Studded Leather Armor: AC 7 8 9

17) HPs
 Studded Leather Armor: AC 7 8 9

18) HPs
 Studded Leather Armor: AC 7 8 9

19) HPs
 Studded Leather Armor: AC 7 8 9

20) HPs
 Studded Leather Armor: AC 7 8 9

Sailors, male humans (10)

(HF 1, EP 62 each, FI, AL N or NE, AC 10, MV: 12", HD 1, hp 22 each, #AT 1, D 1d6 (club), ML 12, Hon: 10 (ave), FF 5, ToP 11, Crit BSL: Def AC -3)

- 1) HPs
- 2) HPs
- 3) HPs
- 4) HPs
- 5) HPs
- 6) HPs
- 7) HPs
- 8) HPs
- 9) HPs
- 10) HPs

Note that most of the officers have magical chain mail and carry scimitars. Usable captured equipment will, of course, be distributed among the captain and the officers.

THE VOYAGES OF THE GHOUL

The Ghoul is a trading vessel, not a warship. Thus, its voyages are fairly peaceful and monotonous. This suits everyone on board quite well, for the Ghoul does not earn a profit when she's sitting on the ocean floor.

The Ghoul sails for two to eight days before there a possibility of landing at a major port. After this time, there is a 5% chance per day (cumulative) that the ship makes port. The ship remains in any port for one to three days, loading cargo and making repairs. Once every year the ship is dry-docked for one or two weeks while major cleaning and repairs are made. This dry-dock is in Roark.

There is a 5% chance per day that the slaves will be ordered to row at flight or ramming speed. There is a 10% chance per day of encountering a storm.

AFTER ESCAPING

If the player characters manage to escape, they should have enough information to know that Roark is their next goal. Indeed, if they are clever, they will time their escape upon their arrival in Roark. If they have not done this, they must make their own way there.

If the players have not yet figured out that they are to go to Roark, you can do one of two things. Either you can hit them over the head with an obvious clue or you can move the location of the Temple of Ikka Paatang in Roark. Obvious clues would include large crates labeled "To Roark"; rumors floating around the dock; a ship captain who reports of many purple-sailed ships docked in Roark, etc.

Alternatively, if the player characters are at some other port on the Kal'Dez peninsula or Goremunya, you can simply move the location of the Temple from Roark to that town. This will require a little adjustment work on your part, since the later adventures overland to the stockade of the slave lords must also be altered or repositioned. However, this is a good method to keep those players familiar with HackMaster 3rd Edition series of the Smackdown the Slavers adventure on their toes!

Roark

THE CITY OF ROARK

Once a minor jewel of the barons of Goremunya, Roark was the center of a bustling shipping and trade industry. Here, from lands all around the Gulf of Kaldacia, ships carried their goods. The market squares were filled with foreign merchants. Itinerant clerics exhorted the common folk from street corners and well-founded missions built lavish temples.

But that was then, before the dark tide of death and destruction swelled out of the hills – the murderous bands of humanoids. Roark was too rich a target to be ignored and although it resisted, five times repulsing the attackers with bloody losses, it could not stand. On the sixth assault, the gates were sundered and the walls breached. A whirlwind of destruction entered the town. Lightning, fires, and hail mixed with the savage lusts of the attackers. Roark burned and its few remaining decent people were slaughtered.

But eventually, the chiefs of the tribes met in council. The wisest of them spoke, describing the great victory they had won and praising the warriors of all the clans. But, he went on, their deeds would be dust without profit if they did not occupy Roark and reopen it to menfolk. They must have a place to trade and men to trade with. There was outrage and anger from some on the council, but the old chief was prepared. At his quiet signal, those dissenting were removed and chiefs more amenable to his ideas put in their place.

This, then, is the Roark of today. Much remains in ruins, a legacy of the great conquest. But slowly the city is being rebuilt and repopulated. The city is now ruled by a coalition of tribes, split by factions and blood feuds. Over them, binding them together in fear, are the slave lords. Humans have slowly returned: none of the original settlers, but evil men with evil reputations. Half-humans freely mingle with full-blood humans and humanoids. Justice is unknown and the laws are simple, a strong sword arm being judge, jury and executioner, a dark alley becoming an execution ground.

Still, the lure of trade and profit draws men here. But it is a much different trade from what it once was – an evil trade dealing heavily in misery and hardship. Many slaves pass through this port to stand on the block in its markets. Many come to buy. And all are under the protection of the slave lords.

No overall map is provided for the city of Roark as the PCs probably don't want to spend a good deal of time there. Instead, different types of buildings have been briefly detailed giving you the information you need to handle any events that happen in these areas.

Government: Armory, Barracks, Guild Hall, Keep, Pier, Stables.

The building is dingy and ill-cared for. It still shows damage from the Night of the Bloody Spear, when Roark fell to its new masters. Lounging around the main door are a few guards, looking bored and ill-tempered. All the windows are either boarded over or heavily barred. No one looks friendly or happy.

Government buildings house the offices of bureaucrats and the quarters of soldiers. There will always be 2-12 soldiers present (triple this amount for barracks). In addition, offices have 2-8 petty officials or workers.

Mundane Types: A, B, D, E

Jobs Available: Skilled (20%)

Information: A, B, D

Private Residences/Businesses: granary, house, mill, salting house, shrine, smokehouse, storehouse, temple.

The homes and businesses of Roark are of an unpleasantly squalid sort. Little attention is paid to sanitation or repair. Many of the houses are only half rebuilt, their outsides charred and broken. The ground floors of many are given over to workshops and businesses. Windows open onto the street, the sills loaded with the goods of the workshop. Most of these are of quite ordinary craftsmanship. Most of the other buildings are warehouses near the

docks or workhouses. These exhibit a universal tendency toward stench and filth, a sickening thought considering many store stocks of food.

The few temples operating in the city are of a most unpleasant visage. It is clear that any worshippers of good gawds practice their faith carefully and in hiding.

Mundane Types: A, B, C, D

Jobs Available: Menial, common

Information: A, B, C

Ruins: deserted, rubble.

The greater part of Old Roark (as the city before the invasion is called) is now in desolate ruins. Much of the population fled or died during the siege and only a portion of the city has been reclaimed. The conquerors have little desire to rebuild Roark and the few traders and craftsmen who live here find it easy enough to occupy the remaining buildings.

Many of the buildings are still standing, more or less. They have not been burned to the ground or razed, but have been empty for several years. Neglect has made them unsound and unsafe. For each hour spent in a deserted building, the characters risk a 10% chance of a serious accident: a beam giving way, the ceiling collapsing, a wall caving in, etc. All characters in the area (there will always be at least one) must make a Dexterity check to avoid the hazard. Those who succeed manage to spring to safety. Those who fail suffer 2-20 points of damage. These collapses are not uncommon and do not attract any attention unless the collapse endangers an occupied building.

Rubble is just that – the remains of totally collapsed or burned buildings. While it is much safer to move about rubble as compared to ruins, it does not provide shelter from the elements. There is only a 5% chance every hour that the characters cause masonry to fall or drop into a hidden cellar. Characters can make a Dexterity check, those who fail suffer 2-12 points of damage.

Mundane Types: A, C

Jobs Available: none

Information: A, C

Services: inn, shop, stable, tavern, temple.

Mostly huddled near the waterfront are these densely clustered buildings. Day and night the inns are alive with the clatter and clink of trenchers and mugs. After dark, the windows glow warmly while rude and boisterous singing rings into the street. Sometimes it is echoed by an agonizing cry from a dark alley.

The patrons of these inns and taverns are a hard and cruel lot. Coming from many ports across the waves, they are the vermin of foreign lands, profiting from the cruelty of the slave lords.

Mixed in with the inns are shops and stables, relatively quiet affairs compared to the wickedness of the drinking houses. Most are boarded up solidly at night. The owners sensibly refuse to open their doors after dark. Too many unsavory things inhabit the streets to be safe.

The public temples are grim and foreboding structures. Taken over from the previous religions, the Orcs, half-orcs and evil humans have installed their own clerics in the once pure structures. Some are places few visit willingly. Others attract great crowds to their unpleasant spectacles. Sometimes, at night, dark processions wind through the streets, disappearing into the black maw of a temple gate. No one stops or questions these processions.

Mundane Types: A, B, D

Jobs Available: Menial, common

Information: A, B

THE NPCs OF ROARK

Roark is filled with hundreds of people, far more than can be detailed in a single adventure. Furthermore, you wouldn't want them all detailed, since the majority are ordinary and quite dull. So a simple system is given for quickly creating NPCs.

This system uses the NPC types alluded to in the preceding descriptions. To create an NPC, use the entry matching the NPC letter and generate the information needed. Each NPC has an occupation, which can be found by rolling the appropriate die on the listed column of the NPC Occupations Table. Use the same method to determine personality.

Mundane Type A (human)

(HF 0, EP 31-36, AC 9 (robes/garments); MV 12"; HD 1; hp 20+1d6; #AT 1; D 1d6-1 (dagger); AL N (1), NE (2-3), LE (4-5), CE (6-8), Hon: Ave, FF 5, ToP 10-13, Crit BSL Def AC -4)
Occupation: Roll 1d10 on Column A
Personality: Roll 1d20, no modifiers

Mundane Type B (half-orc)

(HF 0, EP 31-38, AC 8 (leather armor); MV 12"; HD 1; hp 20+1d8; #AT 1; D 1d6 (short sword); AL NE (1-3), LE (4), CE (5-8), Hon: Ave, FF 5, ToP 10-14, Crit BSL Def AC -4)
Occupation: Roll 1d10 +5 on Column A
Personality: Roll 1d10 +10

Mundane Type C (Common Orc)

Common Orc (HF 0, EP 15, AC 6 (hide armor); MV 9"; HD 1; hp 20+1d8; #AT 1; D 1d8 (scimitar); AL NE (1-2), LE (3-4), CE (5-7), CN (8), Hon: Ave, ML 11, FF 4, ToP 10-14, Crit BSL Def AC -2, Reference HoB 6 p32)
Occupation: Roll 1d6 + 10 on Column A Personality: Roll 1d6 + 14

Mundane Type D (human 1-3, half-orc 4-5, Orc 6, Org 7, Bugbear 8)

Human or half-orc: AC 10 ; MV 12"; Class: see Roark NPCs Table; Level 2-4; #AT 1; D 1-8; AL N (1-2), LE (3-5), CE (6)

Common Orc (HF 0, EP 15, AC 6 (hide armor); MV 9"; HD 1; hp 20+1d8; #AT 1; D 1d8 (scimitar); AL NE (1-2), LE (3-4), CE (5-7), CN (8), Hon: Ave, ML 11, FF 4, ToP 10-14, Crit BSL Def AC -2, Reference HoB 6 p32)

Org (HF 1, EP 120, AC 5, MV 9", HD 3+1, hp 30+1d10, #AT 1, D 1d8 +4 (large club), SA strength (16, +2 to hit and +4 to damage), SD nil, Lang: orcish, common, AL CE, ML 15, FF 6, TOP 15-20, Crit BSL Def AC +2, Reference HoB 6 p43)

Common Bugbear (HF 2, EP 175, AC 5 (chain mail), MV 9", HD 3+1, hp 32+1d8, #AT 1, D 2-8 +2 or 1d6 +3 (footman's flail), SA surprise 5 in 10, +2 damage, SD nil, Lang: goblin, hobgoblin, common, orcish, AL CE, ML 12, FF 6, TOP 16-20, Crit BSL Def AC +1, Reference HoB 1 p96)

Occupation: 1d20 on Column B (50% of all Type D NPCs are agents of the slave lords.) Personality: 2d10

Mundane Type E (1-4 human, 5-6 half-orc, 7 Org, 8 Bugbear)

AC see Roark NPCs Table; MV 12", Lvl 1-12; hp 20+ see Roark NPCs Table; #AT by character class; D 1d4 or 1d8; AL N (1-2), NE (3-5), LE (6-9), CE (10); Hon: Ave, FF 5
Occupation: 1d10 +10 on column B
Personality: 2d10

Occupations

Die Roll	Column A	Column B
1	Shopkeeper	Tax collector
2	Hustler	City guard
3	Stabler	Marine
4	Derelict	City guard
5	Craftsman	Slaver
6	Sailor	Petty bureaucrat
7	Bodyguard	Petty bureaucrat
8	City guard	Executioner
9	City guard	Spy
10	Thug	City guard
11	Temple guard	Sergeant of the guard
12	Tax collector	Captain of the guard
13	Slaver	Master craftsman
14	Messenger	Councilman
15	Outland warrior	Slave Merchant
16	Outland warrior	Ship captain

Table XX: Roark NPCs Table

Class	Human 1d20	Half-orc 1d20	Orc 1d6	HP/level (21-24 hp)	AC
0-level	1-5			(21-24 hp)	10
Fighter	6-7	1-4	1-4*	6	2
Barbarian	8	5		7	2
Berserker	9	6		8	4
Knight Errant	10	7		6	2
Monk	11			3	By level
Magic-User	12			2	10
Specialist	13			2	10
Double Specialist	14			2	10
Cleric	15-16			5	4
Thief	17-18	9-12		4	6
Assassin	19	13-14		3	5
Bard	20			3	7
Cleric/Fighter		15-16		4	3
Cleric/Thief				3	4
Cleric/Assassin				3	4
Fighter/Thief		17		5	2
Berserker/Thief		18		4	2
Fighter/Assassin		19		3	2
Berserker/Assassin		20		3	2
Shaman			5	4	6
Witch Doctor			6	2	10

* Treat as chieftain with level equaling Hit Dice.

- 17 Ship captain
- 18 Magistrate
- 19 Engineer
- 20 Minor slave lord(8th level or greater)

Personality

- Die Roll
- 1 General Personality
- 2 Helpful and concerned
- 3 Honest and open
- 4 Cooperative, but unwilling to take risks
- 5 A wheeler-dealer, willing to help only for profit
- 6 Cringing and nervous, afraid of consequences
- 7 Moody and sad, fatalistic in outlook
- 8 Outgoing and pleasant but noncommittal
- 9 Petty and vain, impressed by his own power
- 10 Vengeful and quick-tempered
- 11 Dim-witted
- 12 Official and un-adventurous, a great believer in rules
- 13 Solitary, dislikes disturbances
- 14 Nervous and jumpy, given to overreacting
- 15 Calm, efficient, often using own initiative
- 16 Obedient and unimaginative
- 17 Pent-up, outwardly calm but inwardly raging
- 18 Dour, grim, a strong believer in hardship and suffering
- 19 Ill-tempered, cruel and vengeful
- 20 Unrefined and savage, but not stupid
- 21 Has difficulty suppressing bloodthirsty impulses

Jobs Available

It is likely that when the player characters first enter Roark they will need money and equipment. The best way to get some is to get a job. The description of each building type lists the general class of work available there. These are explained below with a listing of the types of work (and the pay rate) for jobs within that class.

Menial Jobs: These are the worst type of work available. They pay 2-12 copper pieces a day. As an inducement, many offer a place to sleep (the manger, etc.) and perhaps very poor quality food.

Stableboy, spitboy, potboy, apprentice to a trade, fish cleaner, rat catcher, common laborer, laundry man, gravedigger, wood chopper, waterboy, stevedore.

Common Jobs: These are jobs which, while not requiring special training, are better paying and less taxing than menial work. In addition, some may be jobs which have special requirements or risks. These pay 1d12 silver pieces a day.

Guardsman, soldier, tavern or inn help, household servant, groom, fisherman, cook, teamster, bodyguard, sailor.

Skilled Jobs: These are jobs which require special knowledge to perform, either training in a skill or special abilities which only the character can perform. Sometimes the skill is no more than being able to read and write. This also includes any job where the character's class is an important factor. The amount of pay is highly variable and must be negotiated with the prospective employer, but a minimum of 2 gold pieces a day can be expected.

Any skilled craft, officer of the guard, scribe, clerk, navigator, artist, specialized bodyguard, herald, discreet messenger, foreman, artilleryist.

INFORMATION

While living in Roark, the player characters will certainly want to gain information about the slave lords and any prisoners passing through the city. Each building entry lists the type of information the characters may be able to get. Of course, whether the player characters learn anything depends on who they meet and how they treat him. Obviously, agents of the slave lords are not likely to talk freely to strangers. Likewise, a derelict may ramble on, finally revealing some interesting fact he has observed or overheard.

The information is divided into types explained below. The exact wording is not given, since there are so many questions and so many NPCs. Instead, decide what the player characters need (or don't need) to know and bring it out in a conversation with an NPC. The personality of the NPC will help determine what you should say and how you should say it.

What the Characters Need to Know

Before the player characters tackle the Temple of Ikka Paatang, they need to know the following facts:

- a) The slaves are taken to a secret processing center somewhere in the city.
- b) The Temple of Ikka Paatang is this processing center.
- c) The location of the Temple of Ikka Paatang.

In addition, the following facts can be added if the player characters dig deeper or pose their questions carefully:

- d) Slave dealers visit the processing center to examine the stock. They enter and leave by the main gate.
- e) There is more than one entrance to the Temple including one generally regarded as secret.
- f) The location of the secret entrance.
- g) A quick idea of the inhabitants and defenses of the temple.
- h) Recent shipments of slaves included a group which came from the Linnard area. One of the slaves matches Dame Silver's general description.

Information Types

A: This is common information known to most long-time inhabitants of Roark. Most people know that slaves are shipped through Roark, that the city is under the protection of the slave lords, and that the activities of the slave lords are generally quite secretive. Too much questioning along these lines makes the NPC suspicious. Those whose living depends upon the slave lords will report their suspicions. Those who indirectly earn a living from the slave lords (which is most people in Roark) will refuse to talk further and, if pressed, report their suspicions. Naturally, other common information can be gained – the location of a known building, the name of an official, etc.

B: This is specialized information, generally known only to people who need to know. It is not truly secret, but it is not bandied about. Specialized information includes the dates of ship arrivals, contents of most cargoes, the activities of the city guard, the name of a ship captain, the current prices on the slave market, the current selection of slaves, the procedures for registering as a slave merchant, the next open market date, etc. Most of this information is known by people in government or bureaucratic positions. As bureaucrats, they are generally unwilling to release information. Bribery and friendly forms of persuasion may be needed. Persistent questioning about one area or

topic arouses their suspicions. They then refuse to cooperate and probably report their suspicions to others.

C: This type of information is dubious in nature. It can potentially fill in many missing gaps for the player characters, but can also mislead them greatly. It is generally known only by disreputable types – people with their ear to the ground and in contact with many sources. As such, innkeepers, tavern patrons, sailors and even derelicts often have bits of this type of information. The characters may be able to learn nearly anything they need to know. However, there is a catch. Before revealing anything, roll percentile dice. The number that comes up is the percentage of accuracy concerning the information. Thus, a 48 would indicate that about half of what the characters are told is accurate. The remaining information may be pure fancy, confused facts or simply out of date. You should decide what is true and what is false.

D: The last type of information is sensitive information. This has the huge advantage of being accurate and vital to the player characters' mission. Sensitive information can answer any type of question the player characters may have, provided they go to the right source. Thus, the Master of the Port's office would be able to produce answers about slave shipments – their arrivals, cargoes and who delivered – but could reveal little about the movements of slaves once ashore.

This type of information is very hard to get. It is only known by high-level and important members of the local government and agents of the slave lords. They do not freely talk about this information. It can be obtained by theft, trickery or threat. Theft is the most effective, although risky. Trickery requires careful planning and acting on the part of the player characters. It is very hard to do properly. Threat is the worst method. More than likely the person threatened will lie and the characters will have no way to test the truth of his statements. Some trickery may be required.

SPECIAL ENCOUNTERS

In addition to just wandering around Roark looking for information and work, the player characters can also have a number of special encounters. Each encounter has a purpose – to gain information, money or equipment. You should use each as you see fit.

THE THUGS

Since it is likely the player characters will enter Roark with little in the way of equipment, normal or magical, you can use this encounter to give them a chance to become properly outfitted.

The encounter begins on a night when the player characters are in an inn or tavern, whether they are customers or employees. Since early evening, one table in particular has been liberally carousing and celebrating. The patrons are a wicked looking band of five cutthroats. They are dirty, smelly and loud. Since they came in, they have acted as if they own the place and from the amount of money they have thrown around, they probably could buy it. Rudely they push the other customers around. Hands go for hilts only to reconsider at the last instant. There is no doubt that these customers are tough. Several times they have boasted of the plunder they took from the towns of the south. It is clear that their haul was large. They brag of the treasures they found hidden away and claimed. They even tell of their horrible crimes, gloating over their own cruelty. On and on into the night they carouse, drinking heavily.

There is no doubt that these characters are black-hearted villains, perhaps not worthy of any compassion. Their night of celebration may have also weakened their normal caution. A group of brave adventurers (if a little desperate) might be able to avenge the poor victims of these cutthroats. However, attacking the thugs in the tavern will not succeed. A general brawl will quickly break out among the 15 patrons (0-level humans, HF 0, EP 26-29, AC 10, hp 20 + 1d4, D by weapon, Hon: Ave, ToP 10-12, Crit BSL: Def AC -4, FF 5) of the establishment and shortly after that 20 guardsmen arrive to break up the riot. They will not be gentle.

THIEVES

There are four thieves present, including one leader.

Talasin, male human thief (Leader)

(HF 2, EP 483, T5, S 10/27, D 15/62, C 10/47, I 13/37, W 12/67, Cha 11/54, Com 10/79, AL LE, AC 6 (leather armor, Dex), MV 12", HD 5, hp 43, SZ M, #AT 1, D 1d6 (short sword), SA backstab +2 damage dice, SD nil, Lang: common, Hon: 25 (ave), TOP 21, Crit BSL Def AC -2 (short sword), FF 5, Age 28, Height 5'9", Weight 136 lbs., Quirks and Flaws: none, Talents: none, Skills: none; Thief abilities: pick pockets 40, open locks 20, find traps 10, remove traps 10, move silently 75, hide in shadows 75, detect noise 40, climb walls 80, read languages 0; Possessions: leather armor, dagger, short sword, thieves' tools, 11 gp on his person.)

HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ████

Leather Armor: AC 8 9
 ███ █

Khybar, male human thief

(HF 1, EP 172, T3, S 11/02, D 14/61, C 10/33, I 11/70, W 10/18, Cha 11/46, Com 11/22, AL LE, AC 6 (leather armor, Dex), MV 12", HD 3, hp 28, SZ M, #AT 1, D 1d6 +2 (Short Sword +2), SA backstab +1 damage die, SD nil, Lang: common, Hon: 20 (ave), TOP 14, Crit BSL Def AC -1, FF 5, Age 25, Height 5'8", Weight 129 lbs., Quirks and Flaws: none, Talents: none, Skills: none; Thief abilities: pick pockets 30, open locks 15, find traps 10, remove traps 10, move silently 65, hide in shadows 65, detect noise 30, climb walls 70, read languages 0

Possessions: leather armor, dagger, **Short Sword +2**, thieves' tools, 3 gp on his person.)

HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 ███ █

Sharrok, male human thief

(HF 1, EP 180, T3, S 10/25, D 14/89, C 11/30, I 10/52, W 9/66, Cha 12/02, Com 11/22, AL LE, AC 6 (Leather Armor +1, Dex), MV 12", HD 3, hp 30, SZ M, #AT 1, D 1d6 (short sword), SA backstab +1 damage die, SD nil, Lang: common, Hon: 20 (ave), TOP 15, Crit BSL Def AC -3, FF 5, Age 23, Height 5'10", Weight 140 lbs., Quirks and Flaws: none, Talents: none, Skills: none; Thief abilities: pick pockets 30, open locks 15, find traps 10, remove traps 10, move silently 65, hide in shadows 65, detect noise 30, climb walls 70, read languages 0

Possessions: **Leather Armor +1**, dagger, short sword, thieves' tools, 4 gp on his person.)

HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 ███ █

Treiu, male human thief

(HF 1, EP 192, T3, S 11/02, D 14/51, C 10/33, I 10/65, W 11/89, Cha 12/35, Com 11/22, AL LE, AC 6 (leather armor, Dex), MV 12", HD 3, hp 33, SZ M, #AT 1, D 1d6 (short sword), SA backstab +1 damage die, SD nil, Lang: common, Hon: 20 (ave), TOP 16, Crit BSL Def AC -3, FF 5, Age 25, Height 5'9", Weight 135 lbs., Quirks and Flaws: none, Talents: none, Skills: none; Thief abilities: pick pockets 30, open locks 15, find traps 10, remove traps 10, move silently 65, hide in shadows 65, detect noise 30, climb walls 70, read languages 0; Possessions: leather armor, dagger, short sword, thieves' tools, **Stone of Controlling Earth Elementals**, 6 gp on his person.)

HPs ██████ ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 ███ █

FEODOR

The second special encounter characters can have is with Feodor, the cousin of one of the galley slaves. Feodor is attempting to find the men who kidnapped his cousin and thereby find his cousin. The trail has led him to Roark. But here his luck has ended. Although he knows much, he has been unable to get any closer to his goal.

The player characters have to make an effort to find Feodor by discreetly asking around for him. The characters should have to ask around quite a bit before they are successful. Each time the characters ask, they have a 5% cumulative chance of successfully finding a person who knows Feodor and where he can be found. Thus, after checking with four different people, the characters have a 20% chance of success. To keep this feeling realistic, you may want to make the characters do some legwork during this search. Replies such as, "No, but you should go talk to Arrezzo at the fish-market. He knows a lot of people," or, "Well, let's see, my memory just isn't that good anymore..."

In addition to finding Feodor, there is a chance that the player characters will be found by an agent of the slave lords. There is a 10% chance of this happening each time a person is questioned. This is not cumulative; the chance is always 10%. If noticed, the player characters will be followed from then on by the agent, who makes reports on their activities. Unless he is discovered and dealt with, the player characters will be unable to deceive the slave lords about their true intentions. While this will not prevent the characters from completing their mission, it can make the task much harder.

Feodor is currently living in the Barnacle Rock Inn, near the waterfront. This is a sad and run down building, barely decent accommodations. Since arriving in Roark, Feodor has gradually gone from bad to worse. He has been unable to find his cousin or the kidnappers and his funds are nearly exhausted. Despair and fear have set in.

Living in the midst of the enemy has taken its toll on him. He now drinks heavily and is seldom sober. Neither is he clean or attractive. When the characters find him, he is little more than a bum. Indeed, he has sunk to such depths that he refuses to help the player characters unless paid.

Still, he does have good information. He knows where the slaves are taken upon their arrival in Roark (the temple) and has scouted the area around it, finding the secret entrances. He knows the temple is manned by humans and bugbears, although he is unaware of the Hoar-Daa or any dispositions within the walls. He has watched carefully as the shipments of slaves have been unloaded and remembers seeing a woman matching Dame Silver's description. He is positive she was taken to the holding center. Finally, he remembers seeing an unusual flask taken to the temple, one that matches the description of the flask formerly held by the player characters.

Although a good deal of his spirit can be restored by meeting allies in his quest, it is many weeks before he once again is ready to take up his quest. It should be clear that the player characters do not have that long, and that he will be of questionable help if they do wait. Still, when they depart, observant characters may note a strong positive change in his outlook. It seems that he may get his life back together.

SLAVER AGENT

This fellow is a small, wiry man with a youthful face and a generally cheerful expression. Moav has black hair, lightly streaked with gray and balding on top. He is of medium height and weight. He carries a dagger openly on his belt and two smaller blades, one hidden in each boot. He wears a light suit of **Chain Mail +1** under his clothing. Although not a thief, he is particularly good at trailing people and will not lose the characters unless they specifically try to ditch him - outrunning him being a particularly good tactic due to his asthma!

Moav, male human slaver agent

(HF 1, EP 74, FI, S 7/41, D 13/75, C 10/36, I 14/81, W 12/23, Cha 10/52, Com 10/47, AL N, AC 3 (Chain Mail +1, Dex), MV 12", HD 1, hp 27, SZ M, #AT 1, D 1d6-3 (-1 to-hit), SA nil, SD nil, Lang: common, Hon: 12 (ave), TOP 13, Crit BSL Def AC -4 (melee dagger) Def AC -3 (ranged dagger), FF 5, Age 22, Height 5'7", Weight 142 lbs., Quirks and Flaws: asthmatic, male pattern baldness, Talents: none, Skills: forgery 27, glean information 49, slip into the shadows 41, stealthy movement 54, tracking 67, weapon maintenance; Possessions: Chain Mail +1, 3 daggers, 4 sp, 1 gp on his person.)

HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

Chain mail +1

AC	4	5	6	7	8	9
	□□□□□ □□□	□□□□□ □□□	□□□□□ □□	□□□□□ □□	□□□□□ □□	□□□□□ □□

STALIN KIM AND EDRALVE

During the time the player characters are in Roark, Stalin Kim's attention is drawn elsewhere. He is not able to monitor their movements or give them special aid. However, if the player characters run afoul of the Roark government, Klim's attention is drawn to their plight through agents he has in the jail. He ensures they are not executed and are eventually released, after perhaps paying a heavy fine. His agents let the player characters know that a "friend" has arranged their release and that they should be grateful. Indeed, this "friend" would be greatly appreciative if they would investigate the temple in Roark.

However, pulling so many strings also alerts Edralve's agents and they report back to her. She begins investigations about the player characters. Thereafter, there is a 20% chance that the characters are discovered by her agents each day they remain in Roark. Once discovered, she too begins attempting to manipulate the player characters.

The Temple of Ikka Paatang

If the characters decide to investigate the Temple of Ikka Paatang use this section. If the PCs survived previous sections of this adventure they should have sufficient motivation to go after the slavers without the need for being hired by Baron Fendelwood. If so, skip the mission section and go right to the Temple of Ikka Paatang section. If all the PCs either died or were resigned to a life of slavery in the previous sections of this adventure, you can begin the campaign anew here. The adventure should begin with the new PCs being hired by an agent of the local Baron (Fendelwood) either in the Town of Indurkar (if they traveled to the area by sea) or the City of Pars Fell if they came by land. Either way, once they accept the assignment, they will need to make their way to the Village of Roark.

THE MISSION

You have been summoned to the region of the Gulf of Kaldacia by a Baron Fendelwood. Upon your arrival, a human man greets you and welcomes you to Star'da, the northernmost province in the Empire of Goremunya. "My name is Rahkmon," he tells you. "I have been sent by my master Baron Fendelwood to greet you and give you the details of your mission. You see, our once peaceful region has fallen prey to a wicked scourge in recent times. Slavers ply the coast and take innocent citizens from both our country and the Kingdom of Hazaar to the east. Their operation has gotten so large that we must act before they spread their influence even further. We have learned that they make their base in a village on the coast called Roark. While this village was once under the protection of Fendelwood's Barony, it was overrun by humanoids descending from the Vesper Mountains and now only barbaric tribes and men of wicked intent reside there. The slavers operate out of a former temple to the gawd Ikka Paatang. Your mission is to go there, do all you can to disrupt their operation and recover information regarding the extent of their activities. For this the Baron is prepared to pay you the sum of 1,000 gp each upon you return with favorable results.

Rahkmon has very little information other than what he has already given the PCs. Furthermore, he is not willing to negotiate and even seems to be a little annoyed if the PCs drag on their conversation too long as he has other mercenary groups to meet with for similar missions.

THE TEMPLE OF IKKA PAATANG

Unless the PCs are already in the village of Roark, the GM should roll for random encounters along the trip to Roark. As the party approaches the Village of Roark, the adventure begins with the player characters standing outside the walls of a ruined temple compound on the edge of the dilapidated settlement. Read the following text to the PCs as they approach the village.

As your party approaches the ruins of the Village of Roark, you see the walls of a ruined temple compound on the edge of the village. Most of the buildings around the temple are composed of nothing more than ruined wood and stone debris. Though a few passersby are in evidence, none of them pay the slightest attention to you.

The walls of the temple are composed of large stone blocks closely fitted together and appear to be in decent shape. However, there is still evidence of massive fire damage. No doubt much of the interior was gutted and burnt. From the carvings and decorations still remaining on the temple exterior, it is obvious that this was once a temple to the gawd of nature, Ikka Paatang. The Village beyond and its port both appear to be bustling with some activity. Apparently the village is still inhabited even though it is rumored to have been overrun by humanoids.

If the characters don't investigate the temple and proceed to the village, go to The City of Roark section described previously and allow the new characters to investigate the city. If the characters decide to take some time to observe the temple, they will notice that:

- bored-looking guards (composed of humans and humanoids) patrol the walls at irregular intervals
- parties on foot and horseback arrive at the stable door or main gate. These parties hail the guards, announcing that they have business within, and are then admitted by the guards in small groups.
- no slaves are visible
- at night, guards are more numerous, and strange creatures are seen to fly from the compound up into the night sky.

FINDING AN ENTRANCE

Of course one way to enter the complex is by the main gate. Clever PCs might be able to bluff their way in that way if they observe the activities of the temple inhabitants long enough. However, if the PCs circumvent the temple, they may notice three alternate entrances besides the guarded main gate. There is a small, concealed door on the back wall. It is some ten feet up on the wall. The characters should recognize this as a 'sally port' – typically found on castles, this small, easily overlooked door is set partly up a wall. From it, defenders could secretly "sally forth." Elves and half elves will notice the concealed door 3 in six times simply by passing it while other types of PCs must state they are looking for such doors. If they do so, they can easily spot it.

Another alternate entrance is the stable on the eastern side of the building (room 9). Gaining entry that way is no easy task however as an earthen pit (10 feet deep) bars access to the doorway. A sturdy wooden drawbridge (currently raised) that looks as if it will span the length of the pit if it is lowered covers the outside of this entryway. However, on the inside of the drawbridge is a set of barred wooden doors that represent the final line of passive defense for this entry point. The PCs may try to enter this way but will need to come up with some clever techniques for overcoming the engineered defensive structure of the entrance.

The third alternate entrance is the stonemason's shop near the graveyard (room 14). The outside doors to this room are barred and difficult to open due to disuse.

If the PCs do not circumvent the temple or do not think to search for concealed doors, they may encounter Prilo, a recently escaped dwarven slave who will tell them of the existence of the sally port. Prilo will be unable to divulge much more information however, as he promptly dies of a stroke (from the severe beatings he's taken at the hands of his masters) soon after the PCs glean the information from him. If the party has no rope or wall climbers, they can still cobble together a makeshift ladder from burnt timber and tree branches that they can use to reach the door and enter, proceeding to the end of this 10-foot-long hallway.

Finally, really creative PCs may try to scale the walls or simply fly overhead using magic or innate abilities (such as a pixie fairy). Those who do will find two areas to be open to the elements. The first is the graveyard in area 13, which is surrounded by a mere 15' wall. The second is the garden in area 20. This is where creatures (harpies) fly out of the compound at night.

KEY TO THE TEMPLE

1. Sally Port Outer Door and Pit Trap

Trap: Spiked Pit; 3d6 points of damage (FOR TOURNAMENT USE: 13 points).

Encounter: none

Potential Yield:

- Disarming pit trap: 12 EP (FOR TOURNAMENT USE: 10 EP)

At the end of this narrow, 10-foot-long hallway you see a simple wooden door. This space is quite cramped and obviously not intended as a main thoroughfare.

If the PCs examine the ceiling in the narrow passageway between doors 1 and 2, they will notice a large number of tiny holes, no larger than 1" in diameter. These holes were designed as a further defense for the sally port by enabling soldiers above the room to dump flaming or boiling oil onto the occupants of the room below. With the temple complex in its ruined condition, no such threat currently exists but the sight of the holes should make PCs a bit nervous.

The door at the end of the hallway (2) is trapped from the opposite side so that anyone entering the temple through the sally port will trigger the trap. Opening the door without disarming the trap causes anyone in this narrow passage and within five feet of the other side of the door to fall into a spiked pit (15 feet deep). Any character falling in the pit suffers 1d6+6 points of damage (FOR TOURNAMENT USE: 10 points of damage). Pixie-fairies may simply fly out of harm's way.

2. Sally Port Inner Door

Encounter: none

Potential Yield:

- Statue Bust (GPV = 0)

The passage extends both east and west beyond this door.

On the east, about halfway down this passage set into the wall is a narrow stone column just over four feet tall. On top of this column sits a crudely-carved bust of what appears to be a human male. His head is turned so he looks as if he is watching for someone to exit the door.

The position of the bust in the hallway is what triggers the trap on the other side of the door. If the head is facing forwards, the passage is safe to walk through. Turning the head, however, makes the pit trap 'live,' to protect the temple against invaders sneaking through the sally port.

3. Bricked Up Room

Encounter: none

Potential Yield: none

This room, like the rest of this area, is scorched and crumbling. The floor is covered with much debris (mostly scorched brick and burned wood), making it hard to walk on. However, the ceiling appears to still be mostly intact. The western wall of this room is almost completely covered with patchwork mortar, and in several places new stones are visible.

There is no real treasure hidden anywhere in this room, though PCs with slings should feel free to load up on small rocks. The explanation for the new work on the western wall is that the bugbears maintain it to keep in the two Lesser Basilisks (see area 24).

4. Collapsed Ceiling

Encounter: Tainters (8)

Potential Yield:

- Slaying 8 Tainters (EPV = 270 each)
- Azurite – average quality, huge size (GPV = 500)
- Garnet – average quality, large size (GPV = 1,000)
- Two Topaz – average quality, average size (GPV = 500 each)
- Diamond – badly flawed, large size (GPV = 500)
- Black Pearl – average quality, average size (GPV = 500)
- Potion of Fire Resistance** (GPV = 400) (EPV = 250)

This wooden door in front of you can hardly be called a door anymore. Missing several center boards, charred with the black and gray color of charcoal and with half-melted metal fittings, it is more of an ugly frame showcasing the room beyond, than the door it used to be.

The holes in the boards are large enough for a pixie-fairy to pass through, but are still too small for a gnome or a halfling.

If the players look through the holes, read the following boxed text:

The room beyond the door is well-charred and covered with large amounts of debris. The smell of rot drifts through the holes in the door, making you wrinkle your nose. Several burned timbers poke upwards from the pile, leading your eye up to see that the center of the ceiling has collapsed, revealing another room above. From what you can tell, about three to four feet of the ceiling is still intact, forming a sort of jagged ledge running around and above each wall.

Because of the melted hinges and doorknob, this door cannot be opened in the normal manner. However, two solid blows against the wooden portions of the door (either with a weapon like a mace or axe or with a battering ram like a torchbearer with a great helmet on) will remove enough of the charred wood such that there is enough room for a Small-sized character to step through. One more blow will be required for Medium-sized characters, and two more blows for Large-sized characters. Otherwise, a character may burst through the wood in one round, provided he is wearing bronze plate mail (or heavier) armor. However, this character must make a successful Dexterity check or spend the entire next round getting to his feet from where he has become entangled in the debris.

Hidden on the ledge above this room are eight Tainters. Whenever anyone enters this room, the creatures will leap down upon them, emitting a blood-curdling howl as they do so. Unless the party members are actively watching the ledges when they enter the room, the monsters automatically get surprise. Also hidden on the ledge above the room is a sack containing six 500 gp gems (1 huge azurite, 1 large red garnet, 2 golden yellow topaz, 1 very small diamond and 1 black pearl) and a **Potion of Fire Resistance** (liquid is colored icy blue).

Tainter (8)

(HF 10, EP 270, Int 3, AL NE, AC 3, MV 9", HD 4, HP 50, 45, 44, 44, 38, 33, 30, 30, SZ M, #AT 2, D 1d4-1 (claw x2), SA Taint, SD Fight at negative hit points, Lang: none, Hon: Average, ML 19, TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference: HoB 7 p 127.) For tournament purposes, each Tainter will fight down to -10 HP, at which time its body is too pulverized to contin-

ue. Unless the bodies are burned or somehow totally destroyed, they will eventually reform back to whole (not within the time constraints of the tournament, however). No combat EP should be awarded for defeated Tainters whose bodies are not totally destroyed.

- = negative HPs □ = normal HPs
- HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 - HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

5. Collapsed Floor
Encounter: none
Potential Yield: none

Reaching the top of the stairs and opening the door, you see another open doorway on the opposite side. Unfortunately, you also see that the floor of this room has collapsed. Only a narrow wooden beam stretches across the open floor. However, charred and crumbling sections of floor cling to the walls on each side. It's just possible that you could walk around the chasm by hugging the walls and moving slowly. Or you can take your chances on the beam.

If the players look down, they see a gray stone floor about thirty feet below. Rubble covers the floor, and any possible exits would surely be filled with rubble.

The beam across the open floor is shaky, but characters may cross without falling. The crumbling section of floor on the right will collapse if probed. If the left-hand side is probed, only a few small pieces of wood and plaster will fall away. However, once a character reaches the halfway point, his weight will cause a loose beam to shift and the wall beside him to collapse inwards. If characters are roped together, each character after the first must make a successful bend bars/lift gates check to stay on the ledge. However, the fallen wall now blocks this ledge. Falling to the old cellar below will do 3d6 damage (FOR TOURNAMENT USE: 12 points of damage).

6. Barrel Alcove
Encounter: none
Potential Yield:

- **Flask of Potion of Healing** (GPV = 400) (EPV = 200)

This small alcove on the northern wall contains nothing more than three dusty wooden barrels.

These barrels are still sealed, but smashing their tops with a weapon such as a mace or axe or a battering ram such as a torchbearer with a great helmet on will easily open them (smashing the barrel lid takes one round per barrel). Inside the first two barrels is a dark, thin, foul-smelling liquid. This is wine that has been sitting so long it soured – now tasting more like vinegar. The third barrel contains the same liquid, however, lying in the bottom of the barrel is a sealed flask of **Potion of Healing** (green colored liquid).

7. Stairway and Stable Door
Encounter: none
Potential Yield: none

Looking down the stairway, you are surprised to see that the passageway suddenly ends. However, upon closer observation, you see that there is in fact a door there. You did not spot it at first because it is only three feet tall!

This small door leads into the rear of a horse's stall in the stable, cleverly concealed so that, from the stable side, it appears to be part of the wall. Unfortunately, a Giant Sundew has chosen this stall (see area 8) as its new home.

8. Sundew's Lair
Encounter: Giant Sundew (1)
Potential Yield:

- Slaying Giant Sundew (EPV = 1,400)
- Coinage (GPV = 500)
- Turquoise – average quality, average size (GPV = 10)
- Topaz – very small size, excellent quality (GPV = 500)
- Star Ruby - badly flawed, average size (GPV = 50)
- **Ring of Spell Storing** (GPV = 22,500) (EPV = 2,500)

Opening the small door, you find yourself in a wooden enclosure with four-foot-high walls. Looking up, you see that the ceiling is still ten feet high. The walls here are wooden, and approximately ten feet long and five feet wide. The floor here appears to be made of dirt, covered over with scattered hay. The earthy smell of horses and hay touches your senses, along with a sickeningly sweet smell coming from a fly-infested pile of rags in the far corner.

The pile of rags is actually a Giant Sundew. It will attack any character coming within five feet, but because it has sprouted roots, it will not move from its position. The vinegary wine (see area 5 above) can be used to dissolve the Giant Sundew's glue. One barrel will cover the entire floor space of this stall, though it will quickly sink into the dirt.

Hidden under the Giant Sundew are 500 gp, three gems (1 turquoise worth 10 gp, 1 topaz worth 500 gp and 1 star ruby worth 50 gp) and a **Ring of Spell Storing** (Befriend, Shatter, Jump).

Giant Sundew (1)
 (HF 13, EP 1400, Int 3, AL N, AC 7, MV 1", HD 8, HP 64, SZ M, #AT 3, D 1-3 (tendrils), SA Sap, suffocation, enzymes, SD half damage from projectiles and fire, Lang: Nil, Hon: Ave, ML 9, TOP n/a, Crit BSL: Def AC+6, FF n/a, Reference HoB 7 p 121.)

- 1) HPs: ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

9. Main Stable
Encounter: Horses (3)
Potential Yield:

- Slaying Three Horses (EPV = 65 each, FOR TOURNAMENT USE: 0 EP)

Upon exiting the stall, you see you are in fact in a large stable. The stable appears to be in good condition, in comparison to the

burned and ruined area you just passed through. Both the northern and southern wall hold eight stables, each about five feet wide and ten feet long. The three stables to the southeast are occupied by fine-looking horses. A set of double doors stands on the eastern wall, while a single wooden door stands on the western wall. A ladder near the single door leads to the hayloft.

The double doors lead to the outside, while the single door leads further into the temple complex. The double doors are barred with a sturdy plank from the inside. A winch mechanism also rests to the side of the barred doors. This winch lowers a small drawbridge over the pit on the other side of the door allowing easy entrance and exit from the stables. Hiding in the hayloft is a Doppelganger, who will pose as a Bugbear, human merchant, fighter or slave – depending on the situation. At the first opportunity, the Doppelganger will attempt to lead a party member away from the others and then take his place. See room 17 for the Doppelganger's statistics if necessary.

10. Equipment Storage Room

Encounter: Bugbears (4)

Potential Yield:

- Slaying Bugbears (EPV = 175 each)
- Coinage (GPV = 74 gp, 3 sp, 6 cp)
- One Battle Axe (GPV = 5)
- Two Broad Swords (total GPV = 20)
- One Footman's Mace (GPV = 8)
- Three Saddles (total GPV = 30)
- Assorted Tack and Harness (total GP = 6)
- Small Horn (GPV = 1)

Opening the door to this room, you see tack hanging from the walls, saddles piled in the southeast corner and several sacks of grain piled haphazardly in the center of the room. Four large, muscular, hairy humanoid sit on the sacks, weapons sitting on the sacks beside them.

One of the Bugbears has a small horn concealed under his cloak. However, he is overconfident, and will not blow it until the first sign of trouble (i.e. when the players succeed in killing one of them). If he raises the alarm, more Bugbears will arrive from areas 14, 15 and 16 in 1d4+1 rounds (FOR TOURNAMENT USE: 3 rounds). One of the Bugbears from area 16 will go alert those in area 26 before going to investigate the alarm.

The Bugbears have a small amount of coins on them as follows: #1 24 hsp, 18 gp, #2 31 cp, 20 sp, 8 gp, #3 5 cp, #4 28 hsp, 8 gp. There is nothing else of value in this room except for the saddles and the bugbears' weapons.

Common Bugbears (4)

(HF 2, EP 175, Int 6, AL CE, AC 10 (unarmored), MV 9", HD 3+1, HP 43, 40, 36, 32, SZ L, #AT 1 (+1 "to hit" due to Str), D 2d4+2 (battle axe or broad sword, Str) or 1d6+3 (footman's mace, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 21, 20, 18, 16, Crit BSL: +2, FF 6, Reference: HoB | p 96.)

- 1) HPs (battle axe) □□□□□ □□□□□ □□□□□ □□□□□
- 2) HPs (broad sword) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
- 3) HPs (broad sword) □□□□□ □□□□□ □□□□□ □□□□□
- 4) HPs (footman's mace) □□□□□ □□□□□ □□□□□ □□□□□

11. Food Storage Room

Encounter: none

Potential Yield: none

This room contains various crates, sacks, barrels and boxes.

If the PCs open the various containers, they will find that the sacks contain meal. The barrels contain apples, lard, pickles and watered-down wine (25% chance of either). The crates contain salt and dried peas (50% chance of either), and the boxes contain beef jerky, whole barley, salted cod and salted pork (25% chance of either).

12. Ruins

Encounter: none

Potential Yield:

- Assorted Coinage (GPV = variable)

Stretching out before you is a huge debris-strewn area of charred and burnt heaps of plaster, stone and timber. Apparently no attempt has been made to repair this section of the compound. Half-fallen walls and collapsed ceilings are everywhere. It would take quite some time to pick your way through here.

If the players are determined to scavenge through the ruined portion of the temple compound, it will take them 5d6 minutes to search any one 10-foot section. If the players search, roll 1d6. On a 1, 2 or 3, the players are successful as follows:

1. 1d4 gold pieces.
2. 1d8 silver pieces.
3. 2d10 copper pieces.

After the PCs have searched the area, roll to see if they have contracted a disease as per Table 10: Chance of Contracting Ailment on page 22 of the GameMaster's Guide. Use a base chance of 4% for rural, +2% for sub-tropical climate, +10% for dirty conditions and -5% for low contagion level, for a total of 11%.

13. Cemetery

Encounter:

Malicious Pod Plants (3)

Malicious Pod Plant Podlings (6)

Potential Yield:

- Malicious Pod Plants (EPV = 270 each)
- Slaying Podlings (EPV = 125 each)

Obviously, this was once the cemetery for the entire temple compound. Now, as you look around, you see that it is almost completely overgrown with weeds, gnarled bushes and dying trees. Through the undergrowth, small crypts and stone markers can still be seen protruding. A small cobblestone path twists through the vegetation, and appears to be less overgrown than other areas. Looking at the spooky scene, a chill runs up your spine. Yet despite the dark appearance of the place, a pleasant, fragrant odor fills the air

Slaves, humans and Bugbears alike avoid the cemetery like the plague. They will only come in large numbers, for they fear the plants that have taken over the area. These plants were originally animated through the will of Ikka

Paatang, as guardians over her faithful followers who were buried here. Now, with the original clerics and followers gone, the plants have become savage.

Each of the three Malicious Pod Plants has two Podlings encased within it. The Podlings will emerge and engage enemies if combat with the host plant ensues for five or melee rounds, or if their host plant sustains damage equal to or greater than half its HPs.

The secret trap door indicated on the map is also well concealed by vegetation and very difficult to find without knowing its location in advance. It leads to a stairway and corridor that ends at area 21 in the sewers below.

Malicious Pod Plants (3)

(HF 5, EP 270, Int 3, AL N, AC 8, MV Nil, HD 5, HP 56, 42, 36, SZ L, #AT 1-4, D 1d8, SA Alluring poison, SD Acidic blood, Lang: n/a, Hon: Ave, ML 15, TOP n/a, Crit BSL: Def AC+3, FF n/a, Reference HoB 6 p 85.)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Malicious Pod Plant Podlings (6)

(HF 0, EP 125, Int 1, AL N, AC 7, MV 6", HD 2, HP 34 each, SZ M, #AT 2, D 1d6 (club), SA Acid, SD Nil, Lang: Nil, Hon: Ave, ML 19, TOP n/a, Crit BSL: Def AC, FF n/a, Reference HoB 6 p 85.)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 5) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 6) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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14. Stonecutter's Workshop

Encounter: Bugbears (6)

Potential Yield:

- Slaying Bugbears (EPV = 175 each)
- Coinage (GPV = 78 gp, 3 sp, 1 cp)
- Very small, flawed diamond (GPV = 50)
- Holy Symbols (GPV = 2 each)
- Six Short Swords (GPV = 40)
- Assorted Stonecutting Tools (total GPV = 20)
- Chain mail armor (GPV = 350)
- Hide armor (GPV = 75)
- Studded leather armor (GPV = 40)
- 2 suits of leather armor (GPV = 5 each)

As you approach the door to this sturdy stone building you notice that the door can be barred from the cemetery side though it is not currently. Opening the door, you see a clutter of tools and other junk hanging on hooks and leaning against the walls. There are axe handles, large stone slabs, hammers, chisels and all sorts of stoneworking equipment. Also hanging in apparently random locations along the walls are many holy symbols of both good and evil religions. In the center of the room, you see a dim and sputtering fire, around which stand six Bugbears, glancing about nervously and fingering their halberds.

These six Bugbears were ordered to stand guard here to both prevent any intruders from entering through the cemetery and to keep watch on the plants. The eastern exit from this room is barred, and the doors are old and in disrepair (+1 penalty to open door rolls). The Bugbears are terrified of the cemetery, so they will only stand guard in groups of six or more. They have retrieved every holy symbol they could find, including those they took off slaves and other victims, and hung them up inside the workshop.

If the Bugbears are surprised, they will immediately flee (if possible). If they cannot flee, they will fight out of sheer ferocious panic, gaining a +2 to their attack rolls. Each Bugbear carries a short sword. Bugbear #1 wears studded leather armor and carries 15 hsp, 1 pp and a holy symbol of Draper (2 gp). Bugbear #2 wears chain mail and carries a copper ingot worth 2 sp, 12gp and a holy symbol of Ikka Paatang (2 gp). Bugbear #3 wears leather armor and carries 81 cp, 12 sp and a silver holy symbol of Ikka Paatang (2 gp). Bugbear #4 wears leather armor and carries 61 sp, a very small, flawed diamond (50 gp) and a silver holy symbol of Ikka Paatang (2 gp). Bugbear #5 wears hide armor carries a silver holy symbol of Ikka Paatang (2 gp). Bugbear #6 wears no armor and carries 8 gp, 3 pp and a silver holy symbol of Skraad (2 gp).

Common Bugbears (6)

(HF 2, EP 175, Int 6, AL CE, AC 5 (chain mail), 6 (hide), 7 (studded leather), 8 (leather) or 10 (unarmored), MV 9", HD 3+1, HP 43, 40, 36, 35, 32, 32, SZ L, #AT 1 (+1 to-hit due to Str), D 1d6+2 (short sword, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 22, 20, 18, 17, 16, 16, Crit BSL: +2, FF 6, Reference: HoB 1 p 96.)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Studded Leather Armor: AC 7 8 9
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- 2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
AC 5 6 7 8 9
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- 3) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Leather Armor: AC 8 9
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- 4) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Leather Armor: AC 8 9
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- 5) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor: AC 6 7 8 9
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- 6) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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15. Inner Portcullis Winch

Encounter: Bugbear (1)

Potential Yield:

- Slaying Bugbear (EPV = 175)
- Chain Mail Armor (GPV = 350)
- Dagger (GPV = 2)
- Long Sword (GPV = 15)
- Chipped Bowl (GPV = 0)
- Spoon (GPV = 0)
- Opal - average size, average quality (GPV = 1,000)
- Rope, 100 feet (GPV = 2)
- Standardized Key (GPV = 1)
- Ring of Protection +1 (GPV = 5,000) (EPV = 1,000)

To the rear of this room, you see a large winch that must obviously be for raising the portcullis outside. In the center of the room, a Bugbear sits at a table eating gruel from a chipped bowl. The light from a candle flickers across his face as he stares at you in apparent surprise, spoon poised in front of his mouth. On the western wall, three slaves, each chained by the neck, stare sullenly back at him. The remainder of this room is cluttered with wooden blocks, stools and ropes.

The Bugbear wears chain mail and carries a dagger and long sword. He will attempt to flee if possible, and will only fight as a last resort. If he believes the party is goodly aligned, he will threaten the slaves with his sword in an attempt to get the party to leave the area, so he can flee. He wears a **Ring of Protection +1** on the fourth digit of his left hand that he claims is a wedding ring.

If the Bugbear should come within reach of the slaves, they will attempt to choke him unless he is obviously brandishing a weapon at them. In his pocket is the key to the slaves' neck collars, plus an average-size, average-quality opal worth 1,000 gp. This standardized key will work for the manacles of any slave in the temple.

Common Bugbear (1)

(HF 2, EP 175, Int 6, AL CE, AC 4 (chain mail, **Ring of Protection +1**), MV 9", HD 3+1, HP 37, SZ L, #AT 1 (+1 to-hit due to Str), D 1d8+2 (long sword, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 18, Crit BSL: Def AC+2), FF 6, Reference: HoB I p 96.)

1) HPs:

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Chain mail

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16. Main Courtyard

Encounter: Bugbears (7)

Potential Yield:

- Slaying Bugbears (EPV = 175 each)
- Four Light Crossbows (GPV = 115)
- Seven suits of chain mail (GPV = 2,450)
- Three spears (GPV = 2 gp, 4 sp)
- Four short swords (GPV = 40)
- 40 light quarrels (GPV = 4)

The floor of this large, open area is nothing but bare dirt, with sparsely scattered grass stems here and there and tall weeds growing in the corners. On the south side, two large portcullises block any trespassers from entering and exiting the main courtyard. On the north side is a pair of huge double doors, which must lead into the temple itself. Scattered in this courtyard you also see two unhorsed carts filled with straw and hay, one near the temple doors and one to the south, near the inner portcullis. Several Bugbears are milling about the carts.

The Bugbears will dive behind the carts, firing bolts with their light crossbows and defending themselves in melee range with spears. Unless they are in danger of being flanked, they will stay behind the carts and attempt to kill the party with missile fire. Four of the Bugbears are armed with spears. The other three are armed with light crossbows and short swords.

Common Bugbears (7)

(HF 2, EP 175, Int 6, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 45, 40,

40, 37, 36, 32, 32, SZ L, #AT 1 (+1 to-hit due to Str), D 1d6+2 (short sword or spear, Str) or 1d8 (light crossbow), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 22, 20, 20, 18, 18, 16, 16, Crit BSL: Def AC+2 (melee) or Def AC+1 (missile), FF 6, Reference: HoB I p 96.)

1) HPs:

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Chain mail

AC	5		6		7	8	9
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2) HPs:

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Chain mail

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3) HPs:

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Chain mail

AC	5		6		7	8	9
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4) HPs:

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Chain mail

AC	5		6		7	8	9
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5) HPs:

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Chain mail

AC	5		6		7	8	9
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6) HPs:

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Chain mail

AC	5		6		7	8	9
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7) HPs:

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Chain mail

AC	5		6		7	8	9
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17. Outer Portcullis Winch

Encounter: Doppelganger (1)

Potential Yield:

- Slaying Doppelganger (EPV = 270)
- Club (GPV = 0)

This small room has no decoration of any kind, save for an arrow slot looking into the section of courtyard between the two portcullises. The center of this room is dominated by a large winch, at either end of which stand two men. Each is a human dressed in the rags of a slave and appears to be identical to the other. One of the men has his foot caught in part of the winch. The other man looks badly beaten and is scrambling to pick up a makeshift club that is several feet out of his reach.

The man with his foot caught in the winch is an escaped slave named Rodro. Rodro knows absolutely nothing about this area or about the operations of the slavers. He was only recently abducted from a nearby city and escaped before he could be inducted into the operation. The other is a Doppelganger who wants to infiltrate the slave operation but got caught up in a fight with Rodro minutes before the party arrives in the room. The

Doppelganger will, of course, insist that Rodro is actually the shape changer and attempt to play on the party's sympathies.

The real Rodro is a 0-level human non-combatant with no combat experience or skills. He is quite cowardly and will try not to fight, instead tending to cower and whimper and cry. He was moments away from being slain by the Doppelganger.

Doppelganger (1)

(HF 5, EP 270, Int 12, AL N, AC 5, MV 9", HD 4, HP 45, SZ M, #AT 1, D 1d12 (club with automatic Doppelganger damage), SA Surprise 7 in 10, SD Immune to sleep, save as 10th level monster, ESP, shape changing, Lang: Common, Orc, Dwarf, Hon: Ave, ML 9, TOP 22, Crit BSL: Def AC+2, FF 6, Reference HoB 2 p 64.)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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18. Hall of Candles

Encounter: none

Potential Yield:

- 8 candles (GPV = 8 cp)

This stone passageway seems rather common, though it does have unlighted candle sconces inserted every 20 feet along the left wall. On the northern wall, you see a typical wooden door with a long narrow window on each side.

If the PCs examine the candles, they will see that small pieces of wax have been pulled off of several of them.

19. Collapsed Passageway

Encounter: Sewer Grubs (random)

Potential Yield:

- Slaying Sewer Grubs (EPV = 1 each)

As you turn the corner toward the northern end of this passage, you stop suddenly in surprise. Stretching out in front of you is a long, narrow corridor of plastered stone, roofed by an arched ceiling composed of heavy wooden beams. Unfortunately, the floor of this corridor has completely collapsed, revealing a 15-foot drop to what appears to be dark crusted dirt. This collapse extends for 60 feet, after which point the floor returns, only to disappear around another corner. The air in this corridor is quite foul.

Characters without access to flight may decide to simply lower a rope to the dirt and walk across. However, the floor is not, strictly speaking, solid dirt. It is actually a crusted-over three-inch layer of human sewage, beneath which lies a 2-foot-deep liquid mass of thick, sluggish sewage. This sewage is left over from the days when the temple was in full operation, and has not completely hardened yet. The sewage travels underground from the privy (area 20) and continues further south.

If the players decide to drop an object onto the ground to test it, the hardened sewage will hold an object of one pound or less. Anything heavier breaks through, revealing the liquid sewage beneath.

Characters may reach the other side in several ways, including: magical flight, natural flight (pixie-fairies), wading through the sewage and using spikes to climb up and down the walls, somehow attaching a rope to either end of the corridor (three rounds to travel from one end to the other), or other spells such as Spider Climb. A clever player could even unhinge a door to use as a raft, and use a long pole to propel him forward. Alternatively, the

characters can simply ignore this passageway and travel through the garden instead.

Any player with an open wound who wades through the sewage has a chance of becoming infested with Sewer Grubs (1% per point of damage from the wound). Victims will initially only take one point of damage, which they have a 25% chance of noticing. As the grub lays eggs, the victim will take 1-6 points of damage over the next 1-6 hours.

Sewer Grubs (40)

(HF 0, EP 1, Int 0, AL N, AC 9, MV 1", HD <1-1, HP 1-2, SZ T, #AT 1, D 1-2, SA lay eggs, SD Nil, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: Def AC - 4, FF n/a, Reference: HoB 7 p 46.)

20. Untended Garden

Encounter: Harpies (4)

Potential Yield:

- Slaying Harpies (EPV = 1,900)

If the characters open the door or look through the windows, barely any bigger than arrow slits, read the following:

Looking through one of the windows, you see what appears to once have been a lush flower garden. However, it now appears to be untended. Though bright flowers of many colors still bloom in several places, weeds are now the prominent plant. Alongside the stone path that stretches from end to end, several blighted and dying trees stand as a mute testament to the garden's decay.

The Bugbears and slavers use the path through the garden to reach the rooms beyond. There is a 2 in 6 chance that the PCs will spot the harpies, and be spotted by them, when they look through the window. Smart players will use the candle wax to plug their ears.

The harpies will begin to sing whenever anyone enters the garden. If the characters show no reaction after one round, the harpies will assume that the PCs are slavers who have business in the temple compound, and ignore them. If the heroes should suddenly attack, or proceed towards the harpies, they will return the attack in kind. If the heroes succeed in killing two or more of the harpies, the survivors will fly away in fear. They will not return until the heroes have left.

21. Bunk Room

Encounter: none

Potential Yield: none

This chamber is approximately 40 feet by 30 feet, and contains several crude beds and bedrolls. A light dust covers everything in the place. The floor is wooden and engraved with simple carvings of trees, leaves, acorns and other aspects of nature. On either side of the two doors exiting this room are tallow candles mounted on wall sconces, identical to those in the outer passageway. On the southern wall, you see a narrow window on each side of that door.

There is a 25% chance that a group of four Bugbears will be encountered here resting in their off duty time. If this is the case, adjust the room description accordingly. Use the statistics and possessions from any other surviving Bugbears that have not already been encountered in the temple.

The windows look into the garden (area 20). The candles in this room also have small pieces of wax removed from them – the slavers use the wax to protect them from the harpies' songs.

You see more ruins like those around you. Along the walls are several broken, chipped, cracked and otherwise damaged statues of unknown people. These statues are in a wide variety of positions – crouching, kneeling, fighting, praying and so on. Whoever the craftsman was, he was certainly a master of his craft.

22. Ruined Bunk Room

Encounter: none
Potential Yield: none

The room, like many others, is filled with charred and burned ruins. The ceiling has collapsed in several places, though the floor appears to be mostly intact. Dozens of crushed and debris-covered bunks are partially visible through the rubble.

This area actually holds two Lesser Basilisks, asleep behind some debris. The half-orcs use them to punish traitors and other enemies (provided, of course, that they don't get carried away and kill the prisoners before they can bring them to the basilisks). This is generally the fate of anyone attempting to mount a rescue attempt to free the slaves. For each round a character spends in this pen (looking over or through the logs counts as well), the GM should roll 1d6: a "1" indicates a basilisk awakens. Any loud noise (such as a fighter in full armor trying to climb the wall) or constant, annoying sound (like a player steadily chipping away at the hole-covering plaster on the barricade) will easily awake both of the basilisks and draw them to its source.

If the players decide to explore this room, they will find nothing more than charred and otherwise unusable bits of furniture. Any major excavation of the room (banging against or knocking holes in walls, moving partially-fallen beams) will cause another collapse. The walls and ceiling will collapse in a radius of 1d10 + 5 feet from the center of the disturbance, doing 3d6 points of damage to all within that area. There is a further 3 in 6 chance that any hero injured by the falling debris will be trapped and unable to free himself.

Lesser Basilisks (2)

(HF 12, EP 975, Int 1, AL N, AC 4, MV 6", HD 6+1, HP 48 ea, SZ M, #AT 1, D 1d10, SA petrification gaze, Lang: Nil, Hon: Ave, ML 12, TOP 24, Crit BSL: Def AC +4, FF 14, Reference HoB 1 p 49.)

- 1) HPs ██████ ██████ ██████ ██████ ██████ ██████
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- 2) HPs ██████ ██████ ██████ ██████ ██████ ██████
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23. Privy

Encounter: Latrine Ambusher
Potential Yield:
 Slaying Latrine Ambusher (EPV = 120)

The western side of this small room contains nothing more than a long wooden bench with several large holes cut into it – obviously a privy. A small pile of large green leaves sits on the ground beside the bench.

25. Temple Corridor

Trap: Falling Statues; save vs. paralyzation or suffer 4d6 points of damage
Encounter: none
Potential Yield: none

Players who explore the privy holes will be surprised to find a pair of eyes looking up at them. This is a Latrine Ambusher that has recently made the privy its new home. If the Latrine Ambusher sees multiple heroes, it will flee (the slavers always come here in groups of three or more, just to be safe). If a hero decides to use the facilities first, without checking, he will be attacked.

Beyond the temple doors, each some five feet wide and ten feet high, a long corridor stretches out as far as your eye can see. Approximately every 10 feet, a life-like carving sits in a niche on both sides of the corridor. These carvings, set on 5-foot-high pedestals, alternate in a series – slave, Bugbear, slave, Bugbear. Each Bugbear carries a different weapon in an attack position, while the slave statues are in various positions (crouching, praying, fighting, and so on). All of the statues are clean and look fairly new.

Latrine Ambusher

(HF 2, EP 120, Int 7, AL N, AC 7, MV 6", 12" swim, HD 2, HP 28, SZ M, #AT 3, D 1d4/1d4/1d6, SA surprise 5 in 10, disease, Lang: Nil, Hon: Ave, ML 5, TOP 14, Crit BSL: Def AC, FF 5, Reference HoB 4 p 75.)

HPs ██████ ██████ ██████ ██████ ██████ ████

The slave statues are, in fact, real people turned to stone by the Lesser Basilisks (area 24, which is not used in tournament play). A Glyph of Warding (marked by "G" on the map) has been cast on the floor between two facing statues. If anyone passes through this area without speaking the name of the glyph, which only the slavers know, the glyph will cause the two of the slave statues to be flung into the hallway. Any characters walking second in the marching order must save vs. paralyzation or suffer 4d6 points of damage (FOR TOURNAMENT USE: 16 points of damage). A successful save reduces damage by half. The crashing of a statue negates any chance for surprise in area 26. The statues are not animated in any way.

24. Basilisk Pen

Encounter: Lesser Basilisks (2)
Potential Yield:
 Slaying Lesser Basilisks (EPV = 1,950)

Looking to the eastern portion of this ruined area, you see what appears to a log palisade some 10 feet high. The upright logs are bound tightly with ropes, while here and there patches of plaster cover any former chinks or openings. There is no visible door.

26. Temple Chamber

Trap: Swinging Blade; 6d6 points of damage (FOR TOURNAMENT USE: 24 points)
Encounter: Bugbears (3), Female Human Cleric (1), Male Human Assassin (1), Master Doppelganger-kin (1)
Potential Yield:
 Slaying Bugbears (EPV = 175 each)
 Slaying Assassin (EPV = 405)
 Slaying Cleric (EPV = 1,445)

The log palisade is marked as a secret door on the map. If the players should chip away enough of the plaster to see through, or even climb this wall (or fly over it), read the following:

- Slaying Master Doppelganger-kin (EPV = 1,400)
- Coinage (GPV = 900)
- Two star sapphires - average size, average quality (1,000 GPV each)

Display illustration 9 on page IQ6 and read:



Opening these double doors, you see a large open area lit by candles and coal-filled braziers. The smell of incense drifts across your nostrils. To your right, a poor box is mounted on the wall. To your left, you see a small font with 10 slaves manacled to it, and then to each other. On the opposite side of the room, a semi-circular dais projects from out of the wall, where you see another single door. There are three steps leading up to the dais, and upon its center is a gigantic statue of a menacing one-eyed orc holding a long sword in both hands. The blade points up so that the tip almost touches the ceiling. In front of the statue, three Bugbears dressed in chain mail and carrying halberds stand growling at you. Behind them, underneath the statue, stands an attractive female human carrying a mace.

The Bugbears will immediately attack the party, preventing them from reaching the evil female cleric, who will stay underneath the statue and cast spells at the heroes. If the party tripped any of the Glyphs of Warding in the corridor, the cleric will have heard the crashing statues and be prepared.

The poor box is actually a Master Doppelganger-kin and will attack two rounds after the party enters the room, or if anyone tampers with it.

Hiding in shadows (FOR TOURNAMENT USE: this hiding in shadows is automatic) behind the font is a 4th-level human assassin. He will wait for an appropriate moment, then attempt to backstab (and assassinate) an unarmored character. He uses a short sword coated with Class C poison.

The slaves are simply slaves. If any of the slavers come within three feet of the slaves, they will attack the slaver, doing 1d6 points of damage with chains, hands and feet.

On the floor between the statue's legs, directly underneath where the cleric is standing, is an ornamental trap door leading to the lower sections of the temple through the sewers. In a small ledge at the top of the shaft are three bags with 300 gp each, two average size, average quality star sapphires (1,000 gp each) and papers detailing the next slave caravan's destination and departure time.

The trap door is, well, trapped. If it is opened without first locking the secret cache in the left big toe of the statue, the statue's arms will swing down, the sword blade doing 6d6 points (FOR TOURNAMENT USE: 24 points) of damage to anyone directly in its path. If, however, the blade trap is disarmed, it automatically arms dual pit traps on either side of the trap door, so if the PCs disarm the blade and stand off to the sides of the trap door when they open it, they will fall ten feet onto poisoned spikes for 3d6 points of damage (FOR TOURNAMENT USE: 12 points). Anyone who is damaged by the poisoned spikes will be injected with Class D poison (see GMG page 206). The only safe way to open the trap door is to first disarm the blade trap, then to stand in front of the door while opening it.

Arieta, human female cleric

(HF 8, EP 1445, Int 14, AL LE, AC 6 (Dex, garments), MV 12", HD 7d8 (7th level cleric), HP 62, SZ M, #AT 1 (+5 to-hit due to **Footman's Mace of Bashing +5**), D 1d6+6 (**Footman's Mace of Bashing +5**), SA Spell use, SD Nil, Lang: Common, Bugbear, Orc, Elf, Hon: Ave, ML 16, TOP 31, Crit BSL: Def AC+6, FF 5, Str 9/11, Dex 16/80, Con 11/34, Int, Wis 17/21, Cha 12/77, Com 9/53.) Skills: Berate 71, Eye Gouge 42, Glean Information 80, Interrogation 59, Reading Lips 28, Torture 60. Talents: Ambidextrous. Quirks/Flaws: Albino.

Spells memorized:

1st Level: Command x2 (PHB p 254), Detect Good (PHB p 255/189), Light

(PHB p 255/182), Protection from Good x2 (PHB p 256/184), Sanctuary (PHB p 256)

2nd Level: Cure Moderate Wounds x2 (PHB p 257), Enthral (PHB p 258), Resist Fire/Resist Cold (PHB p 258), Spiritual Hammer (PHB p 259)

3rd Level: Cause Blindness or Deafness (PHB p 261), Cause Nasty Wounds (PHB p 261), Dispel Magic (PHB p 261/199), White Hot Metal (PHB p 264)

4th Level: Touch of Death (PHB p 267)

Significant equipment: **Footman's Mace of Bashing +5, Wand of Repel Attack** (64 charges), **Potion of Invisibility**, emerald-encrusted platinum bracelet (1,500 gp).

Arieta HPs	□□□□ □□□□ □□□□ □□□□ □□□□
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Garments	AC 9
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Murtrius, human male assassin

(HF 9, EP 405, Int 14, AL LE, AC 1 (**Leather Armor +2, Cloak of Protection +2, Dex**), MV 12", HD 4d6 (4th level assassin), HP 40, SZ M, #AT 1 (+1 "to hit" with melee attacks due to Str), D 1d6+1+poison (short sword, Str, class C poison GMG p 206), SA back stab, SD thief skills, Lang: Common, Elf, Orc, Hon: Ave, ML 12, TOP 20, Crit BSL: Def AC-2, FF 5, Str 13/71, Dex 16/90, Con 10/11, Int 14/56, Wis 7/04, Cha 8/80, Com 12/21.) Thieving skills: Pick Pockets 15, Open Locks 40, Find Traps 10, Remove Traps 5, Move Silently 35, Hide in Shadows 35, Detect Noise 20, Climb Walls 70 (75 w/+5 for Balance), Read Languages 0. Talents Balance Bonus. Skills: Alchemy 14, Eye of the Tiger Advantage 42, Jugular Swipe 38, Tightrope Ventriloquism 27, Walking 40 (45 w/+5 for Balance). Quirks/Flaws: Kleptomaniac, Gullible.

Murtrius HPs	□□□□ □□□□ □□□□ □□□□ □□□□
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Leather Armor +2: AC	6 7 8 9
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Master Doppelganger-kin (1)

(HF 8, EP 1400, Int 15, AL N, AC 5, MV 9", HD 6, HP 52, SZ M, #AT 1+1 (Honor), D 1d12+1 (Honor), SA Surprise 8 in 10, SD Many - see HoB 2 p 65, Lang: Common, Elf, Dwarf, Hobgoblin, Kobold, Hon: Great (+1 to all die rolls), ML 14, TOP 26, Crit BSL: Def AC+5, FF 6, Reference HoB 2 p 65.)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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Common Bugbears (3)

(HF 2, EP 175, Int 6, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 40, 32, 30, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 1d10+2 (halberd, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 20, 16, 15, Crit BSL: Def AC+2 (melee) or Def AC+1 (missile), FF 6, Reference: HoB 1 p 96.)

1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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Chain mail

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Chain mail

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Chain mail

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27. Ruined Chapel

Encounter: Carnivorous Flying Squirrels (12)

Potential Yield:

- Slaing Carnivorous Flying Squirrels (EPV = 20 each)
- Jeweled Dagger (GPV = 1,000)

This large, high-ceilinged chamber appears to be some sort of altar room. However, the ceiling has partially collapsed, crushing any altar that might have been present. Giant shattered chunks of ceiling and decorated columns litter the floor, ivy creeps over the walls, and the sound of fluttering, squeaking and clicking echoes from above.

The players will most likely assume the noises to come from bats. Unfortunately for them, the noise is actually emitted from twelve Carnivorous Flying Squirrels who nest in the creepers on the walls. They will attack any character who is not carrying an open flame. The Carnivorous Flying Squirrels will flee if five or more are killed, but they will return to attack in 1d4 rounds. Players who search the room along the walls, under the vines, will find a jeweled (non-magical) dagger worth 1,000 gp.

Flying Carnivorous Squirrels (12)

(HF 0, EP 20, Int 1, AL N, AC 7, MV 9", 15" Fly (D), HD 1-1, HP 24 each, SZ T, #AT 1, D 1d4-2 (bite), SA Surprise 6 in 10, SD Nil, Lang: n/a, Hon: Ave, ML 14, TOP 12, Crit BSL: Def AC-3, FF 5, Reference HOB 7 p 109.)

- 1) HPs □□□□ □□□□ □□□□ □□□□ □□□□
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The Sewer

GM NOTES ABOUT THE SEWER

Though this level is labeled as the "sewer," it is in fact composed of three types of construction – dirt tunnels and chambers, stone corridors and rooms and of course, sewers.

The first dirt tunnel is used by the slavers and is supported by beams and roofed by wooden planks. However, dirt tunnels of the Hoar-Daa lair are roughly circular dirt tunnels four feet in diameter. Lair chambers are irregular and the walls and ceilings are not supported by wood in any way.

The stone corridors and rooms are comparatively dry, compared to the rest of this underground tunnel system. Walls, floors and ceilings are all constructed from large blocks of smoothly dressed stone. Doors are made of heavy oak, bound in iron and studded with large rivets.

The sewer tunnels are 20-foot-wide arched passages made of brick and stone. Walls are composed of crumbling, rotting brick covered with mostly harmless molds and slimes. Along one side (generally the northern or eastern sides) is a 5-foot-wide stone ledge running 6 inches above the sewage level. The sewage depth varies from 6 inches to 12 inches at any given point (roll 1d6 + 6 to determine, when necessary). Though there is a strong undercurrent, garbage floats sluggishly by on the surface. The sewage and water mixture flows at a rate of 3" per turn in the direction of the Larvae Hatchery (area 2). Anyone swimming downstream adds 3" to his movement rate, while anyone swimming upstream should subtract it. Ceilings in the sewer tunnels are composed of stone blocks, 7 feet high at the sides and 10 feet high in the center of the arch. Water drips from the cracks in the stone, and from tiny

stalactites hanging from the ceiling. Small plant roots also stick through cracks in the ceiling at various points. Stone arches support the ceiling every 10 feet.

Any player with an open wound who wades through the sewage has a chance of becoming infested with Sewer Grubs (1% per point of damage from the wound). See HoB 7 p 46 for information on Sewer Grubs.

TOURNAMENT START FOR THE SEWER SECTION

If you are running this game in a tournament, use the following read-aloud text.

After your arrival in Roark, you were able to make your way through the slavers' temple compound, battling the slavers who lived there and rescuing some slaves. Finding a trap door in the temple's inner chapel, you have climbed some distance down a wooden ladder into a dirt tunnel. The air is damp and foul, and you see many tracks in the mud around the ladder.

Underground Encounter Table

Roll 1d6. Encounters occur on a 1. Check each turn. On a 1, roll 1d10 to determine the type of encounter.

- 1. 1d4 Hoar-Daa Bulls
- 2-3. 1d6 Bugbears
- 4-5. Slave Band (see below)
- 6. 2d10 Giant Rats
- 7. 1-2 Giant Ants
- 8. 1 Green Slime
- 9. 1-3 Doppelgangers (see below)
- 10. 1d8 Ver'men

Slave band: 2d6 slaves are being herded through the sewers by 1d4 Bugbears armed with whips and long swords. There is a 50% chance that they will also be accompanied by a 7th level human fighter and a 2nd level half-orc fighter (acting as interpreter), preparing a caravan to leave the city.

Doppelgangers: There is a 75% chance the Doppelgangers will be posing as Bugbears. Otherwise, they will be in their true form.

KEY TO THE SEWER LEVEL

I. Entrance Chamber

Encounter: none
Potential Yield: none

As you stand at the bottom of the ladder, you see you are now in an underground tunnel. The ceiling is covered with wooden planks and supported by wooden beams appearing about 10 feet apart. The walls and the floor, however, are still composed of dirt. The air is damp and foul, and you see many tracks in the mud around the ladder.

The ladder is wood and in good condition, but it is not affixed to the wall. (FOR TOURNAMENT USE: Characters are expected to go forward into the tunnels, not return to the chapel above. If your players try this, inform them that the trap door has fallen down and cannot be opened from this side. They have no choice but to go forward.)

The tracks in the mud are those of Bugbears and humans coming and going, and of one strange insect-like track (a Hoar-Daa Bull).

This dirt tunnel is made of hard packed earth, with the ceiling supported by wooden beams and roofed by wooden planks. The beams are located every five feet along the tunnel. Passageways are generally 10 feet wide, though this varies depending upon the area. If the beams supporting the ceiling are destroyed, the walls and ceiling will collapse in a 10-foot-radius, blocking the passageway. Anyone in this radius suffers 2d10 points of damage (no saving throw). A character who takes more than 15 points of damage has been completely buried and must be rescued within five rounds or die of suffocation. Characters may dig five feet per round with shovels, or two feet per round without.

After a certain point, the tunnel branches and becomes a 4-foot-diameter tunnel, with no supporting wooden beams or planks.

2. Giant Ant Lair

The giant ant lair is nothing more than many small tunnels approximately 2 feet in diameter that branch off from the larger main corridor, connecting with multiple nest chambers averaging 4 to 8 feet in diameter. Only a halfling, gnome or pixie-fairy will be able to travel through the side tunnels.

2a. Ant Nests

Encounter: Giant Worker Ants (14), Giant Warrior Ants (4)

Potential Yield:

- Slaying Giant Worker Ants (EPV = 490)
- Slaying Giant Warrior Ants (EPV = 480)

Each nesting chamber contains 14 giant worker ants and 4 giant warrior ants. The chamber also contains either food (60% chance) or ant eggs (40%) chance.

Giant Worker Ants

(HF 1, EP 35, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 2 or 1, D 1d3/1d3 (pincers) or 1d6 per round (poison sting), SA Poison, pincer grab (1-3 points of damage per round), SD Nil, Lang: none, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

- 1) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 6) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 7) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 13) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 14) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Giant Warrior Ants

(HF 3, EP 120, Int 1, AL N, AC 3, MV 18", HD 2, HP 29 each, SZ S, #AT 2, D 1d3/1d3, SA Nil, SD Nil, Lang: none, Hon: n/a, ML 14, TOP n/a, Crit BSL: Def AC+0, FF n/a, Reference HOB 1 p 19.)

- 1) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 2) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 3) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
- 4) HP □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

2b. Ant Queen's Chamber

Encounter: Giant Worker Ants (10), Giant Warrior Ants (10), Giant Ant Queen (1)

Potential Yield:

- Slaying Giant Worker Ants (EPV = 350)
- Slaying Giant Warrior Ants (EPV = 1,200)

- Slaying Giant Ant Queen (EPV = 1,400)
- Blue Quartz – Ornamental Stone (GPV = 10)
- Two Jasper – Semiprecious Stones (total GPV = 100)
- Three Amber – Large Fancy Stones (total GPV = 600)
- Sapphire – Gem Stone (GPV = 1,000)
- Oil of Slipperiness (EPV = 400) (GPV = 750)

The Giant Ant Queen (a 10 HD creature) does not fight, but she is protected by 10 warriors and 10 worker ants. The warriors will fight anyone who enters this chamber while the worker ants remove the eggs (20 in all) to another chamber. The queen will flee – flying when there is enough room, crawling when there is not. If the queen is killed, the Giant Ants will become confused (as per the spell of the same name, roll each ant individually every round) for 6 melee rounds, and then flee.

The only treasure in the ant lair will be found under the body of the queen – a Potion of Oil of Slipperiness, one 10 gp blue quartz ornamental stone, two 50 gp jasper semiprecious stones, three large 200 gp amber fancy stones and one 1,000 gp sapphire gem stone.

Giant Ant Queen

(HF -, EP 120, Int 1, AL N, AC 3, MV 18", 22" Fly, HD 10, HP 65, SZ S, #AT -, D -, SA Nil, SD Nil, Lang: none, Hon: n/a, ML 14, TOP n/a, Crit BSL: -, FF n/a, Reference HOB 1 p 19.)

- HP: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3. Hoar-Daa Entry Chamber

Encounter: Hoar-Daa Bulls (4), Giant Ants (6)

Potential Yield:

- Slaying Hoar-Daa Bulls (EPV = 2,400)
- Slaying Giant Ants (EPV = 720)
- Four Shields (GPV = 80)
- Eight Long Swords (GPV = 120)

Looking into this large natural dirt chamber, you see much activity going on. Four man-sized, yet insect-like, creatures stand or crouch in various positions. They appear to be working at repairing and tightening shield straps, sharpening weapons and making nets, while several giant ants scurry around their feet. There are five more exits of varying size.

Unless the characters have already encountered another Hoar-Daa, or make a lot of noise, the Hoar-Daa will be surprised. Unfortunately, there is a silken trip cord set at the entrance of the three man-sized exits from this chamber. If the heroes do not detect it, it will release a camouflaged 5-foot by 5-foot net hung over the tunnel entrance. The net has been soaked in the sap of the Giant Sundew, making it very sticky. A character trapped by the net must have a 18 Strength or greater to break the net in three rounds. All other characters must be cut free.

When the heroes are spotted, the Hoar-Daa Bulls will order the six giant ants to attack while they ready their weapons and shields. On the second round, the Hoar-Daa will enter melee, first attacking anyone caught in the net. If two or more of the Hoar-Daa are killed, they will retreat to the breeding chamber and call for reinforcements to protect the Hoar-Daa Cow.

Three of the tunnels (including the entrance) are large enough for a human to walk through. The others are only large enough for a small gnome or halfling to crawl through.

4. Breeding Chamber

Encounter: Hoar-Daa Bulls (4), Hoar-Daa Larvae (7), Hoar-Daa Cow (1), Giant Warrior Ants (2d12, NOT FOR TOURNAMENT PLAY)

Potential Yield:

- Slaying Hoar-Daa Bulls (EPV = 600 each)
- Slaying Hoar-Daa Larvae (EPV = 85 each)
- Slaying Hoar-Daa Cow (EPV = 1,400)
- Slaying Giant Warrior Ants (EPV = 120 each)

The floor of this large dirt chamber is puddled with water. Scattered all throughout this room are dozens of what appear to be two-foot long grub worms. In the center, you see a huge, bloated slug-like creature with six tiny legs, large horn-like protrusions and a tentacle-filled mouth below dozens of solid black eyes. Several insect-like humanoids, obviously guards, rush towards you.

There will be four Hoar-Daa Bulls here, each of whom is at +2 to hit and damage on all of their attacks. They will attack on sight.

If the PCs enter the room, the Hoar-Daa Larvae will crawl away from them (1" movement) unless all the Hoar-Daa Bulls are defeated. Then they will attack and chase the PCs en masse.

Once the PCs enter the breeding chamber and begin to battle the Bulls, the Cow will direct the Giant Ants to attack. 2d12 Giant Ants will arrive in 1d4 rounds from other areas of the lair. (FOR TOURNAMENT PLAY: There will be no Giant Ant reinforcements.)

If both the Bulls and Ants are defeated, or if the Larvae are threatened, the Cow will attack.

Hoar-Daa Bulls (4)

(HF 13, EP 600, Int 11, AL N, AC 3, MV 15", HD 6, HP 55, 46, 42, 38, SZ M, #AT 2 (+3 "to hit" due to Honor and guardian status), D 1d6+3 (club x2, Honor, guardian status), SA Progressive attack bonus, special critical, SD Immune to electrical and cold, half damage from fire, partial mind attack immunity, Lang: Hoar-Daa hive mind, Hon: Great (+1 to all die rolls), ML 19, TOP 27, 23, 21, 19, Crit BSL: Def AC+7, FF n/a, Reference HoB 4 p 8.)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

Hoar-Daa Cow (1)

(HF 12, EP 1,400, Int 6, AL N, AC 7, MV 3", HD 10, HP 78, SZ L, #AT 1, D 3d6, SA Nil, SD Acid, Lang: Hoar-Daa hive mind, Hon: Ave, ML 12, TOP 36, Crit BSL: Def AC+9, FF n/a, Reference HoB 4 p 8.)

- 1) HPs:

Hoar-Daa Larvae (7)

(HF 2, EP 85, Int 0, AL N, AC 6, MV 1", HD 2, HP 27 each, SZ S, #AT 1, D 1d6+1, SA Nil, SD Immune to acid, Lang: Hoar-Daa hive mind, Hon: n/a, ML 14, TOP 13 each, Crit BSL: Def AC, FF n/a, Reference HoB 4 p 8.)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:

5. Reserve Food Chamber

Encounter: none
Potential Yield: none

This dirt chamber is small in comparison to the others and, except for four pits dug in the ground, appears to be empty.

There is plenty of room to walk around and between the four 3-foot-deep pits. Examining them will reveal a scattering of grain in them, but nothing else.

6. Garbage Room

Encounter: Shambling Mound
Potential Yield:

- Slaying Shambling Mound (EPV = 6,000)
- Coinage (GPV = 600 gp, 7 sp, 6 cp)

As the tunnel opens up into a larger cavern, you feel warm air move gently over you. Unfortunately, also wafting over you is the horrible odor of rotting garbage, almost nauseating in its intensity.



ty. Looking into this room, you see that the floor is completely covered with drying garbage and other foul materials. The walls are covered by pale moist slime growths, and you see two other exits from this chamber. The exit to the east appears to be a brick and stone passage. However, the dirt to this exit appears to have dissolved away, forcing everyone who wishes to cross to wade through the sewage. The exit to the south appears to be a roughly circular dirt tunnel some four feet in diameter.

This room is actually a 6-foot-deep garbage pit, filled with sewage and other waste that has the consistency of slimy quicksand. Living in this pit is an 8 HD Shambling Mound who is very possessive about his treasure (located in the center of the pit). The slavers have learned to hug the southern walls of this cavern (where there is a ledge some two feet below the surface of the sewage) and pass through as quickly as possible, while simultaneously tossing a weak or otherwise-useless slave into the center of the pit. The Shambling Mound seems to accept this sacrifice, and only attacks the slavers if he is very hungry. There is a 25% chance that he has been fed within the last hour, and so he will only attack anyone who comes into the center (10-foot diameter) of the pit. Otherwise, he will attack anyone who wades into the sewage. Characters that fly over the sewage will not attract the attention of the Shambling Mound.

The sewage is mildly corrosive, burning flesh and weakening cloth and leather. Characters take 1d4 – 2 (minimum 1) hit points per round for each significant area of their body (legs, arms, torso and head – each leg and arm counts as a separate area) that is submerged in the sewage pit.

Located in the center of the pit is a pile of coins containing 19,866 cp and 4,211 sp. Over the years, the occupants of the sewers have developed a superstition about dropping coins in the muck for good luck.

Shambling Mound (1)

(HF 26, EP 6,000, Int 6, AL NE, AC 0, MV 6", 12" Swim, HD 8, HP 69, SZ L, #AT 2, D 2d8 (appendage x2), SA Suffocation, SD Many, see HOB entry, Lang: n/a Hon: Ave, ML 18, TOP n/a, Crit BSL: Def AC+6, FF n/a, Reference HOB 7 p 49.)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□ □□□□

7. Sewer Drain

Potential Yield: none

Ahead, you see a larger than normal amount of trash floating beside one section of the sewer ledge.

If the characters spend a turn observing the flow of sewage beside and near this section of the ledge, they will realize that the garbage floats from both directions and collects here. Every few seconds, a piece of trash will disappear from the surface, so the floating garbage never seems to increase. The PCs should realize that there is a drain here.

Unless the PCs discover and disarm the ledge trap, the ledge will tip when 25 pounds or more is placed on it. The edge closest to the wall will flip up, while the other edge tips down, flipping the character into the sewage (5 feet away from the ledge, +2 feet for characters under 100 lbs.). Ways to avoid this trap include wedging the ledge, counterbalancing the ledge as characters cross, or moving across this section of ledge while pressing up against the wall.

Once a character has landed in the sewage, he must swim for his life! A character without the Swimming or Swimming, Dog Paddle skill must be pulled out of the sewage within two turns or be pulled under by the force of

the drain. A character with either of these skills must make two successful checks in a row to make it back to the safety of the solid ledge. Otherwise, the drain begins to pull him down on the third turn he is in the sewage. The drain is large enough for a human to fit through, making the body irrecoverable, though progress down the drain is slow.

A submerged character suffers 8 points of damage each round after the first. If a character on the ledge tosses down one end of a rope, the drain suction will draw the rope to the submerged character. On a roll of 1-4 on a d6, the submerged character will find the rope and grab it. A combined Strength of 36 is necessary to free a character from the drain suction; the character will reach the surface in two rounds.

As the characters leave this area, they will begin to hear the steady thumping of drums from somewhere ahead. The GM should make this a very dramatic moment – make the characters think they are about to be attacked by a cave troll, a giant swarm of goblins and orcs, or something equally dangerous. (FOR TOURNAMENT USE: There is no drumming sound.)

8. Sewer Fork

Encounter: none
Potential Yield: none

The sewer ledge here branches off in two directions – you may continue to the northeast on the ledge you are already on, or take the 5-foot-wide wooden bridge that crosses the river of sewage and connects with another stone sewer ledge you see to the south. The bridge is supported by stone pillars and has no railing, but it appears to be well-built and sturdy.

Have some fun while the PCs attempt to find the danger in this harmless, sturdy bridge!

9. False Drum

Encounter: none
Potential Yield: none

Ahead, you see that the end of this passage has collapsed. What must be several tons of rubble block the passageway, some of which forms a rough ledge extending into the sewage. The water appears stagnant and slimy, indicating that very little, if any, current flows through here. At the end of the ledge, you see an old cask sitting upside down. Strangely, the drumming sound appears to be coming from it.

The drumming sound comes from drops of water that fall from the ceiling to strike the cask at regular intervals. If the cask is moved, or otherwise disturbed so that the drumming sound ceases or is altered, the intelligent creatures of the sewer will be aware that someone is wandering in the area. They can no longer be surprised.

10. Small Sewer Channels

Encounter: none
Potential Yield: none

Turning northeast, you see that the ledge ends. The sewer tunnel splits off into three smaller branches, each approximately 5 feet wide. The tunnel furthest to your left appears to travel north, while the other two move northeast.

The sewage in these small tunnels is two feet deep, and the floor under the sewage is solid. All movement while wading through the sewage is reduced by one-fourth and all "to-hit" rolls are made at -1.

11. Outpost

Encounter: Greater Bugbears (2), Bugbears (8)

Potential Yield:

- Slaying Greater Bugbears (EPV = 2,000 each)
- Slaying Bugbears (EPV = 175 each)
- Two broad swords (GPV = 10 each)
- Two medium shields (GPV = 30 each)
- Two sets of large-sized hide armor (GPV = 75 each)
- Eight sets of chain mail (GPV = 350 each)
- Eight clubs (GPV = 0)
- Coinage (GPV = 331)
- Silver comb (GPV = 25)
- Ruby - tiny, excellent-quality (GPV = 500)

Coming up a small flight of stairs leading out of the sewage, you see what appears to be a small stone room. There is a door on the southern wall, and the eastern side up ahead appears to branch off further east.

If the characters disturbed the cask (area 9), the guards will be hiding on either side of the multiple stairways, ready to attack with automatic surprise. The Greater Bugbears are ferocious and egotistical, and will generally tend to wade to the front of combat. The common Bugbears naturally will allow this.

If the characters enter the room without having alerted the Bugbears, or enter from the southern door, read the following:

Entering the room, you see that the eastern half of the area, with dirt floors and a ceiling supported by wooden beams, appears to have been recently dug. Several Bugbears and what appears to be two giant Bugbears stand guard, looking surprised to see you.

The surprised bugbears will be unprepared, and will simply rush the party, relying on their greater numbers to win the battle.

The Bugbears have no treasure because the Greater Bugbears have "confiscated" it all. Greater Bugbear #1 has a belt pouch with a silver comb (25 gp), 35 hsp and 42 pp. Greater Bugbear #2 has 51 gp and a tiny, excellent-quality ruby (500 gp).

Greater Bugbears (2)

(HF 9, EP 2000, Int 10, AL CE, AC 3, MV 12", HD 8, HP 60, 48, SZ L, #AT 3/2 (+3 "to hit" due to Str), D 2d4+7 (broad sword, Str), SA Nil, SD Surprise 5 in 10, Lang: Bugbear, Orc, Hon: Ave, ML 15, TOP 30, 24, Crit BSL: Def AC+9, FF 7, Reference HoB 1 p 96.) *Note: These creatures have a natural AC of 9. Their armor cannot provide an AC in excess of its capability [AC 6] but will continue to absorb damage and offer a minor defensive bonus at the tail end of its service life.*

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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 Hide Armor: AC 6 7 8 8
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Medium Shield
 (AC bonus) +3 +2 +1
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2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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 Hide Armor: AC 6 7 8 8
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Medium Shield
 (AC bonus) +3 +2 +1
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Common Bugbears (8)

(HF 2, EP 175, Int 6, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 45, 40, 40, 37, 36, 34, 32, 32, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 1d6+2 (club, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 22, 20, 20, 18, 18, 17, 16, 16, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
 AC 5 6 7 8 9
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2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
 AC 5 6 7 8 9
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3) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
 AC 5 6 7 8 9
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4) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
 AC 5 6 7 8 9
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5) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
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6) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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7) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
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8) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Chain mail
 AC 5 6 7 8 9
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12. Collapsed Passageway

Encounter: none
Potential Yield: none

After passing through the southern door, you continue south for approximately 40 feet when you run into a problem – the roof ahead appears to have undergone a major collapse, and the passage is almost completely blocked. In the center of the passage, a slightly tilted 7-foot-tall wooden beam extends from floor to

ceiling, blocking most of what remains of the passage. On the floor around the beam are five 6-inch-thick flat pieces of rock, two 5-foot-long broken wooden beams and a broken set of manacles. On the walls are scrawled crude drawings and runes.

The tilted beam blocking the center of the passage supports a large stone block in the ceiling. There is enough room for a gnome or halfling to squeeze through on either side of the beam, and a pixie fairy can make it through with ease. If the beam is removed without any precautions, the stone block will fall and completely block the passageway. If the characters attempt to move the beam, the beam will spin slightly, causing the block to slip down 1d4 inches with an ominous rumble and a clatter of small stones.

If the block falls, it will do 3d10 points of damage (FOR TOURNAMENT USE: 18 points) to anyone under it. The fallen block can be levered out of the passage by using beams and stone, but will require three turns and a combined Strength total of 50 or greater to accomplish.

A character with 18 or greater Strength may hold up the block for one round, while the beam is removed and other characters slip through. To hold the block longer, the character must make a bend bars/lift gates roll every round thereafter. The characters may instead place two of the pieces of rock under one or both of the 5-foot-tall beams, wedging the new beam into place under the stone. Now the tilted beam can be easily removed.

13. Witch-Doctor's Camp

Traps: Collapsing ledge trap, 2d6 damage (TOURNAMENT: 6 points)

Encounter: Bugbears (14), Bugbear Shaman (1)

Potential Yield:

- Slaying Bugbear shaman (EPV = 300)
- Slaying Bugbears (EPV = 175 each)
- 7 suits of hide armor (GPV = 75 each)
- 8 suits of studded leather (GPV = 40 each)
- 1 club (GPV = 0)
- 8 short swords (GPV = 10 each)
- 6 broad swords (GPV = 10 each)
- Coinage (GPV = 73 gp, 5 sp, 4 cp)
- 3 Potions of Extra-Healing (EPV = 400, GPV = 800)
- +3 Dagger of Vital Organ Seeking (EPV = 500) (GPV = 3,000)
- Ring of Protection +1 (EPV = 1,000) (GPV = 5,000)
- Platinum ingot (GPV = 500 pp)
- Bloodstone - average size, perfect quality (GPV = 5,000)

Here the sewer resumes with water to the west side and a 5' wide ledge to the east. A low wall of rocks (3' high) block the ledge at this point. Across the water to the west from the wall of rocks are three ledges extending 5' into the water. Each is ringed by a low rock wall (2' high). Almost all the way south along the ledge, there is a lever on the wall in the down position.

Eight Bugbears live in the chamber just east of the ledge, armed with short swords. At present, two are on guard duty behind the 3' high wall across the eastern ledge. If fired at with missile weapons, these Bugbears are considered to have 50% cover for as long as they remain behind the wall (-4 bonus to AC and +4 bonus to all saves versus physical damage spells, such as Fireball or Lightning Bolt).

On the first attack, the Bugbears will fire their heavy crossbows and then draw their short swords and engage in melee. If the PCs stay back and fight with missile weapons and spells only, the Bugbears will flee into 13a and wait until the PCs approach, then all eight will flow out and attack. If the PCs engage in melee right away, the six Bugbears in 16a will join the fight in three melee rounds. If two or more Bugbears are killed, the rest will fall back from the wall, forcing the PCs to cross over the wall to continue fighting. The round that any PC climbs over the wall he receives a +5 penalty to initiative.

A five by five section of the eastern ledge just over the wall is rigged to drop away by lifting the lever on the wall. If the Bugbears fall back, they will lift the lever after who they perceive to be the most dangerous PC comes over the wall. The character will plunge down into the sewage onto spikes, receiving 2d6 points of damage (FOR TOURNAMENT USE: 6 points of damage). The GM is reminded to make a Sewer Grubs check.

Depending on the sway of the battle, the shaman and his six Bugbear guards who sleep in area 13b will emerge into room 13 and either join the fray or flee through the south door.

If the PCs enter area 13a, they will find oily, reeking piles of rags used by the Bugbears to sleep on. There are small barrels of pickled eggs and fish, as well as various piles of coins hidden throughout the rags totaling 104 cp, 215 sp and 51 gp.

If the PCs enter area 13b, they will find similar sleeping arrangements at the north side of the cave (minus coins). At the north side of the cave, where the shaman sleeps, they will find a feather-filled mattress and a locked wooden chest. The lock is excellent quality as per Table 16H: Lock Quality on page 202 of the GMG and thus confers a -20% penalty to Open Locks checks. The key is on a chain around the shaman's neck. The chest contains bottles of all kinds of nasty things like dead salamanders, cat eyeballs, lizard intestines, pelican guano, etc. There is also a purple velvet pouch containing a 500 pp platinum ingot, an average-size, perfect quality bloodstone (5,000 gp), three Potions of Extra-Healing and a +3 Dagger of Vital Organ Seeking.

Common Bugbears (8)

(HF 2, EP 175, Int 6, AL CE, AC 7 (studded leather), MV 9", HD 3+1, HP 43, 38, 38, 35, 33, 33, 31, 30, SZ L, #AT 1 (+1 to-hit to melee attacks due to Str), D 1d6+2 (short sword, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 21, 19, 19, 17, 16, 16, 15, 15, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

1) HPs: Studded Leather Armor: AC 7 8 9

2) HPs: Studded Leather Armor: AC 7 8 9

3) HPs: Studded Leather Armor: AC 7 8 9

4) HPs: Studded Leather Armor: AC 7 8 9

5) HPs: Studded Leather Armor: AC 7 8 9

6) HPs: Studded Leather Armor: AC 7 8 9

7) HPs: Studded Leather Armor: AC 7 8 9

8) HPs: Studded Leather Armor: AC 7 8 9

Common Bugbears (6) - Shaman's Guards

(HF 2, EP 175, Int 6, AL CE, AC 6 (hide armor), MV 9", HD 3+1, HP 40, 37, 36, 35, 34, 33, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 2d4+2 (broad sword, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 20, 18, 18, 17, 17, 16, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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2) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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3) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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4) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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5) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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6) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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Bugbear Shaman (1)

(HF 3, EP 300, Int 10, AL CE, AC 4 (hide armor, **Ring of Protection +2**), MV 9", HD 3+1, HP 40, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 1d6+2 (club, Str), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 20, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

Spells memorized:

1st Level: Cause Fear (PHB p 256), Command (PHB p 254), Endure Heat/Endure Cold (PHB p 255), Protection from Good (PHB p 256), Sanctuary (PHB p 256)

1) HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Hide Armor: AC 6 7 8 9
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14. Gas Room

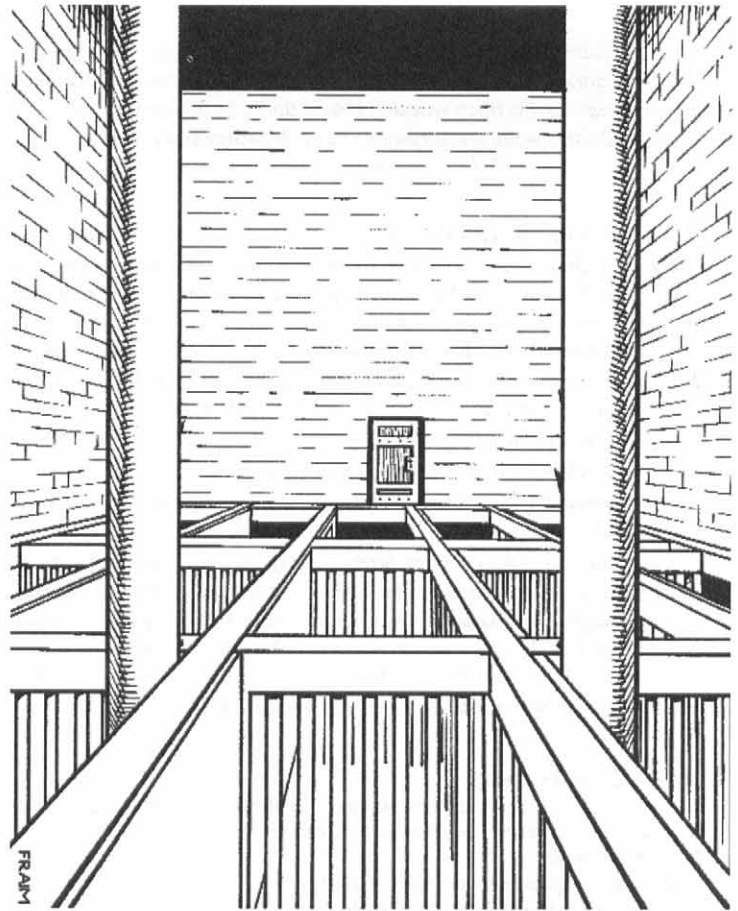
Trap: Gas (explodes when lit, doing 4d6 points of damage (FOR TOURNAMENT USE: 16 points) and blindness for 1d4+1 rounds). A successful saving throw vs. breath weapon results in half damage and no blindness.

Encounter: none

Potential Yield: none

Coming up a short flight of stairs, you arrive on a landing at the south end of the sewer. As you stand looking at the door in front of you, you notice that the air here has a bitter, acrid odor that is different from the rest of the sewer.

When the characters open the door, read:



Opening the door, you see a room some 20 feet square, cluttered with rags, rusting weapons, splintered armor and dirt. The air is bad and stings your eyes, but doesn't appear to cause any other ill effects. On the opposite wall, you see a door some 5 feet from the right-hand wall.

Torches will ignite the gas the instant the character holding it steps into the room. Lanterns explode one round after entering. It does not set anything on fire, merely scorches it. If the doors are closed, the room will refill in three turns.

15. Slave Pits

Encounter: Rogue Hoar-Daa Bulls (2)

Potential Yield:

- Slaying Rogue Hoar-Daa Bulls (EPV = 1,200)
- Four long swords (total GPV = 60)
- Four bucklers (total GPV = 20)
- 24 darts (total GPV = 12)

Opening the door to this large, high-ceilinged room, you see two 5-foot-diameter pillars reaching twenty feet from ceiling to floor. A grid of 10-foot square trap doors forms the floor of the room. The doors hang open, forming a grid of 6-inch-wide beams between them. Fifteen feet below the original floor you see the floor of these currently empty slave pits. Each pit is separated by iron bars some 6 inches apart.

Hidden behind each of the two pillars is a rogue Hoar-Daa Bull. These two creatures are rogues, for (due to a strange genetic quirk) they have individual senses of identity, and are not attached to the Hoar-Daa hive mind.

They work for the slavers. Consequently, they do not get the 'to-hit' bonus for their hive mind. Each Hoar-Daa Bull carries two long swords, two bucklers, and 12 darts (6 strapped to the inside of each shield). As the characters advance over the pit beams, the warriors will close to melee, using their hind legs to hold tightly onto the beams.

If any character is struck with a hit roll of 2 or greater than was necessary to hit, the character will fall into the pit below. Any Hoar-Daa Bull struck with a hit roll of 4 or greater than was necessary to hit will lose its balance and fall into the pit. Anyone falling into a pit will take 1d6 damage upon hitting the ground.

If a character falls into a pit, the trap door (connected to levers and long rods that run along the beams and disappear into the wall) will close. It will not close over a Hoar-Daa. If another character should walk on top of a closed trap door, the Hoar-Daa at area 16 will open the door just long enough to drop the second character in.

Hoar-Daa Bulls (2)

(HF 13, EP 600, Int 11, AL N, AC 1, MV 15", HD 6, HP 47 each, SZ M, #AT 2 (-1 "to hit" due to Honor), D 1d8-1 (long sword x2, Honor), SA Nil, SD Immune to electrical and cold, half damage from fire, Lang: Common, Hon: Low (-1 to all die rolls), ML 19, TOP 23, Crit BSL: Def AC+3, FF n/a, Reference HoB 4 p 8.)

1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██
 Buckler #1 +1
 (AC bonus) ████
 Buckler #2 +1
 (AC bonus) ████

2) HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██
 Buckler #1 +1
 (AC bonus) ████
 Buckler #2 +1
 (AC bonus) ████

16. Trap Door Control Room

Encounter: Rogue Hoar-Daa Bull (1)

Potential Yield:

- Slaying rogue Hoar-Daa Bull (EPV = 600)
- Long sword (GPV = 15)
- Two bucklers (total GPV = 10)
- Two belts (total GPV = 1)
- Periapt of Health** (GPV = 6,000) (EPV = 1,000)

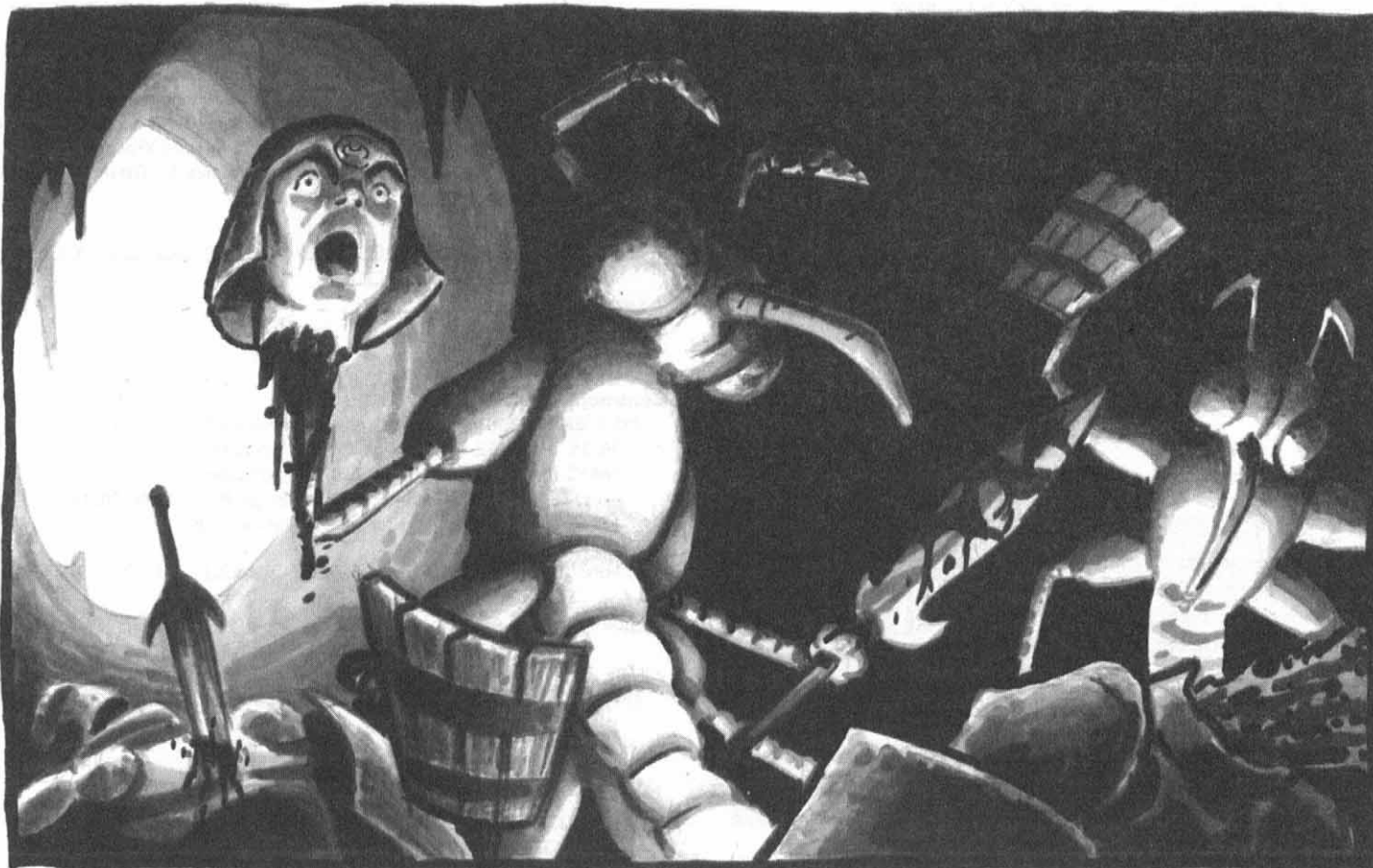
On the eastern wall of this small room are a large number of levers below a narrow horizontal slit. Standing in front of them, facing you, is another large insect-like creature. He carries a large sword, two bucklers and wears two belts that cross his thorax. Upon seeing you, he moves to attack.

This rogue Hoar-Daa Bull operates the controls to the trapdoors in area 18a, using the slit to watch for intruders. This viewslit is too small for missile weapons to be shot through it, and fire attacks only do damage if the center point of the attack is within 5 inches of the opening. The Hoar-Daa Bull has no treasure, save for a **Periapt of Health** he wears at the cross of his belts. He has no idea what it truly is.

Hoar-Daa Bulls (2)

(HF 13, EP 600, Int 11, AL N, AC 1, MV 15", HD 6, HP 40 each, SZ M, #AT 1 (-1 "to hit" due to Honor), D 1d8-1 (long sword, Honor), SA Nil, SD Immune to electrical and cold, half damage from fire, Lang: Common, Hon: Low (-1 to all die rolls), ML 19, TOP 20, Crit BSL: Def AC+3, FF n/a, Reference HoB 4 p 8.)

1) HPs: ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████
 Buckler #1 +1
 (AC bonus) ████
 Buckler #2 +1
 (AC bonus) ████



- 2) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□
 Buckler #1 +1
 (AC bonus) □□□
 Buckler #2 +1
 (AC bonus) □□□

west, you see an alcove containing a table and chairs, along with many crates and boxes, and a ladder leading to an opening high in the wall. Sitting at the table, a dangerous-looking man glowers at you. He stands quickly to his feet and yells a strange word, as if in command. Suddenly, the sewage in the moat begins to move

17. Stair Trap

Trap: Sliding Stairs (stair steps will drop, turning the stairway into a slide that carries the characters into the next room)

Encounter: none

Potential Yield: none

A small set of stairs goes down about 10 feet, ending in a small landing with a closed door facing the stairs.

If the character observe the stairs, they will see that the steps are made of flagstones set in mortar, and that the stones appear to be loose. If a trap is not detected, and the secret catch not locked, the stairs will suddenly slant when the characters reach the halfway point, sliding them into the door. The door will swing open automatically and the characters will continue to slide all the way down the stairs into area 21, automatically losing surprise and initiative for the next round.

A successful bend bars/lift gates roll will allow a character to grab the side of the staircase and stop his descent. He must make another successful bend bars/lift gates roll to maintain his hold each time another character slides into him. However, he will still not be able to stand up and the party will still lose all possibility of surprise in area 21.

18. Slave Lord's Chamber

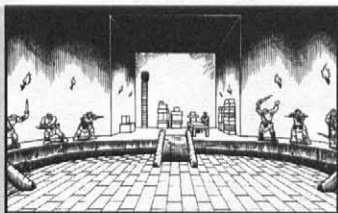
Encounter: Dire Giant Cockroaches (5), Human Assassin (1), Bugbears (6)

Potential Yield:

- Slaying Dire Giant Cockroaches (EPV = 120 each)
- Slaying human assassin (EPV = 702)
- Slaying Bugbears (EPV = 175 each)
- Coinage (GPV = 5,000)
- Black opal ring (GPV = 1,000)
- Star ruby ring (GPV = 1,000)
- Garnet ring (GPV = 1,000)
- **Potion of Invisibility** (GPV = 500) (EPV = 250)
- Dagger (GPV = 2)
- Six broad swords (GPV = 10 each) o Six light crossbows (GPV = 35 each)
- 30 Light crossbow bolts (GPV = 1 sp each)
- Six suits of hide armor (GPV = 75 each)
- Leather armor (GPV = 5)
- Short sword (GVP = 10)
- **Four +3 Darts of Homing** (EPV = 450 each) (GPV = 2,000 each)
- **Ring of Protection +2** (EPV = 2,000) (GPV = 10,000)

Display illustration 7 on page IQ4 and read:

This large circular chamber is ringed with a moat of sewage, surrounding a bare stone platform in the center that connects to the stair slide. Around the outer wall of this room is a 3-foot wide ledge, connected to the center platform by three small stone bridges arching over the sewage. Standing on this ledge are several Bugbears. To the



Rising from the sewage are five Dire Cockroaches. They will immediately move to attack.

Two Bugbears will stand at each bridge and fire their light crossbows at any character not fighting the Dire Cockroaches. The remaining Bugbears will position themselves halfway between the bridges. Otherwise, the Bugbears will only fight when all the Dire Cockroaches are dead, if they are directly attacked, if a character enters the alcove or tries to cross one of the bridges.

After ordering the Dire Cockroaches to attack, the slaver sitting at the table will run behind the boxes where he can secretly take a sip of his **Potion of Invisibility**. From there, he will wait to backstab any character who enters the alcove. He will sip the potion again after he attacks.

The crates and boxes contain rations, chains and manacles, and other supplies for a slave caravan. One crate contains bags of gold (5,000 gp total). In another crate is a tiny sack containing three rings set with gem stones - a black opal, star ruby and garnet (each worth 1,000 gp). On the table are records of the slavers' activities, plus a map of the slaver's route and stops along the way.

The ladder leads to a dirt tunnel that exits in the cemetery crypt (see the temple area 13).

Rodrigo, human assassin

(HF 5, EP 702, Int 12, AL LE, AC 3 (leather armor, Dex, **Ring of Protection +2**), MV 12", HD 6d6 (6th level assassin), HP 44, SZ M, #AT 1 (+3 "to hit" for melee attacks due to Str and Honor, +5 "to hit" for ranged attacks due to Dex and Honor), D 1d6+8 (**Dart of Homing +3**, Str, Honor) or 1d6+5 (short sword, Str, Honor), SA backstab, SD thief skills, Lang: Common, Bugbear, Orc, Gnome, Hon: Great (+1 to all die rolls), ML 16, TOP 22, Crit BSL: Def AC (melee) or Def AC+2 (ranged), FF 5, Str 16/40, Dex 17/32, Con 10/08, Int 12/29, Wis 8/82, Cha 16/93, Com 17/31) Thieving skills: Pick Pockets 40, Open Locks 40, Find Traps 30, Remove Traps 30, Move Silently 25, Hide in Shadows 45, Detect Noise 20, Climb Walls 80, Read Languages 10. Talents: none. Skills: Appraisal: Gemstone 34, Appraising 73, Anatomy, Basic 65, Anatomy, Vital (Human) 54, Feign Toughness 55, First Aid: Cauterize Wound 51, First Aid: Sew Own Wounds 51, First Aid: Sew Wounds 51, Glean Information 70, Jugular Swipe 48. Quirks/Flaws: Lisp.

- HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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 Leather Armor: AC 8 9
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Common Bugbears (6)

(HF 2, EP 175, Int 6, AL CE, AC 6 (hide armor), MV 9", HD 3+1, HP 40, 37, 36, 35, 34, 33, SZ L, #AT 1 (+1 "to hit" to melee attacks due to Str), D 2d4+2 (broad sword, Str) or 1d8 (light crossbow), SA Surprise, SD Nil, Lang: Bugbear, Orc, Common, Hon: Average, ML 12, TOP 20, 18, 18, 17, 17, 16, Crit BSL: Def AC+2, FF 6, Reference: HoB 1 p 96.)

- 1) HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Hide Armor:	AC	6	7	8	9
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Hide Armor:	AC	6	7	8	9
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Hide Armor:	AC	6	7	8	9
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Dire Cockroaches (5)

(HF 4, EP 120, Int 0, AL N, AC 4, MV 6", 12" Fly (D), HD 2+3, HP 42, 40, 39, 36, 31, SZ S, #AT 1, D 1d8, SA Nil, SD Nil, Lang: Nil, Hon: n/a, TOP n/a, Crit BSL: Def AC+1, FF 9, Reference HOB 2 p 29.)

1) HPs:	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	□□		
2) HPs:	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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4) HPs:	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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5) HPs:	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Facade of the Fortress

If the PCs successfully completed prior sections of this adventure, they should have found documents that indicate how slaves are taken from Roark to a semi-secret fort hidden on the bluffs overlooking Hokken Bay. With no natural harbor near the fort, the slavers land their ships in Roark and send slaves to Fort Strategy by caravan. The PCs can make their way to the fort by the same route the caravans take. Remember to check for random encounters along the way.

GM'S NOTES ON FORT STRATEGY

If the PCs are detected inside the slaver's fortress, the guards will immediately raise an alarm. If the guards use an alarm gong (of which there is one in each guard tower and one in the stables), then everyone in the fortress will be alerted at the end of the turn. If the guards shout the alarm and pass it by runner, the fortress will be alerted at the end of the following turn. The lower dungeon will be alerted two turns after the fortress.

Once the fortress dwellers are alerted, the guards in barracks will spend one turn donning their armor and retrieving their weapons. Guards already armed (all those on duty, unless otherwise specified) will move to areas 4, 8 and 13. Guards already on the walls and in the guard towers (areas 5) will attack any visible intruders with missile fire. The interior guards' strategy is mostly defensive. It is Daedul and Blood Fist's job to coordinate any attacks against the characters. They will send out squads of guards, not entering combat themselves if possible. If they need help, Greybones will come up from the dungeon to assist. Kristina will stay in the dungeon level, ready to ambush any heroes, then flee through her secret escape route.

Note: once the fortress is alerted, no one will be found asleep or unarmed. In this case, the GM may have to modify some area descriptions where NPCs will normally be found asleep and/or unarmed.

If the PCs alert the fortress, then decide to retreat and return later, they will find that there is now one extra guard in the fortress for every hour the PCs have stayed away, up to a maximum of 24. (If the characters stay away for 12 hours, there will be 12 more guards. For 13 hours, 13 more guards, and so

on.) Ambushes have been prepared in most areas, especially around the secret entrance.

If the party surrenders (or is captured), they will be stripped of all their weapons, armor and items. Kristina will then question them (using all methods, including torture) as to what they know about the slavers' plans. After learning all she can, Kristina will order the spell casters to be killed (assuming they can be identified). All other party members will be sent to the dungeon (area 6d) to serve as Owlbear food (area 14).

OVERLAND FROM ROARK

"The Temple of Ikka Paatang," the earlier part of this adventure, ends with the party leaving a temple compound occupied by the slavers. This part begins with the heroes entering a hillside fortress. For tournament play, the GM should assume that the party has successfully traveled overland from Roark.

For campaign play, the GM should role-play out the overland journey, rather than skipping it. In this case, the party begins in Roark after exiting the temple compound. All normal supplies (excluding armor and weapons) from the Player's Handbook are potentially available in Roark at the standard price and base availability. Armor and weapons cost twice as much (with standard base availability), unless the PCs can convince any merchants that they are actually slavers, in which case they may buy arms and armor for the standard price.

The slavers' fortress is about 20 miles southeast of Roark, on the edge of the Vesper Mountains. Because the party has a map (albeit a crude one) to guide them, there is only a 1 in 12 chance per day of getting lost. If the heroes do get lost, they may backtrack to the point where they got lost and try again.

The GM should check for overland random encounters three times per day (Terrain Table C, Temperate climate, pages 290-298 in the GMG). The standard encounter distance in this area is (1d6+4)x10 feet away from the party's center.

FORT STRATEGY

After successfully making the trek to Fort Strategy, this part of the adventure begins with the player characters hiding behind concealed positions on a nearby ridge. In the distance, they see the fortress of the slavers. A combination of stone and wood, the fort is situated along side a small stream which has been turned into a 10-foot-wide moat. Only one lone bush stands alongside the moat, the rest having obviously been cleared away to give the fortress guards a clear view of the immediate area.

If the characters decide to take some time to observe the fortress, they will notice that:

- the fortress walls are 25 feet tall
- each corner of the fortress has a guard tower, and each side appears to have a walkway on all sides, the walkway being some 10 feet above the main building and 25 feet above the ground.
- bored-looking guards (composed of hobgoblins) patrol the walls at irregular intervals
- there is a very long and wide moat that is generally kept down during the day and raised at night
- no slaves are visible
- guards are more numerous at night

FORTRESS DESCRIPTION

The exterior and interior walls are made out of stone, though the exterior walls show some signs that the fortress has been sacked in the past. Some areas of stone are blackened, as if by fire, while other areas have large cracks in them that have been crudely repaired by plaster. It seems obvious that the slavers did not originally build this fortress, but either found it abandoned or took it from someone else.

Interior floors are stone, while ceilings are generally made of plaster over wood hung on wooden rafters. The slavers are slowly converting the entire fortress to stone, but this takes time. Pavilion overhangs in the open garden section are also made of wood. The only vegetation in the fortress is the garden (not counting the mold and mildew).

The humanoids are filthy, and leave their surroundings the same way. Both the fortress and the dungeon interiors are filthy. The whole area is covered with dust, trash is tossed casually into the nearest convenient room or corridor and the walls are covered with mold, grime, mildew and cobwebs. Because of this, the entire area is infested with vermin (rats, spiders and such).

FORTRESS WANDERING MONSTERS

The wandering monsters will only be encountered in campaign play, and only in hallways, empty rooms or other areas already cleared by the party. However, wandering monsters will never be encountered in area 9.

The GM should roll 1d6 for wandering monsters each turn. A roll of 1 indicates an encounter. When an encounter is indicated, the GM should use the Fortress Encounter Table below to determine what creature the PCs meet.

Fortress Encounter Table

Die Roll	Encounter
1	Hobgoblin Patrol (3d4 Hobgoblins)
2	Ferrets, Man-Eating (3d4)
3	War Dawgs (1d6)
4	Ape, Carnivorous (1d4)
5	Gnoll, Standard (2d6)
6	Rats, Giant (2d4)
7	Anthraxian, Puppy (1)
8	Escaped Slave (1)

Anthraxian, Puppy: The Anthraxian will only be found nesting in piles of trash, curled up and looking cute and half-starved. If approached in a non threatening manner, it will wait 1d6 rounds, appearing playful and friendly in order to lure its victim into a false sense of security before attacking. Like the Giant Rats, it will attack anyone – they don't discriminate between slaver and hero. The Anthraxian is a new arrival to the fortress and has not yet infected any of the fortress inhabitants.

Anthraxian, Puppy (HF 1, EP 35, Int 3, AL NE, AC 9, MV 12", HD 10 HP, HP 10, SZ S, #AT 1, D 1-6, SA Cause disease, SD Nil, Hon Ave, ML 15, TOP 5, Crit BSL Def AC -4, FF 4, Reference HOB1 p 23)

Apes, Carnivorous: The apes are allowed to roam the fortress in search of food, for they are intelligent enough to avoid attacking the monsters and slavers that belong in the fortress.

Ape, Carnivorous (HF 4, EP 275, Int 7, AL N, AC 6, MV 12", 9" in trees, HD 5, HP 43, SZ L, #AT 3, D 1-4/1-4/1-8, SA Rending, SD +2 bonus on surprise roll, Hon Ave, ML 11, TOP 21, Crit BSL Def AC +3, FF 5, Reference HOB1 p25)

Dawgs, War: The War Dawgs will attack anyone who doesn't "smell right" (i.e. anyone not a slaver or servant of the slavers). If the PCs should take the opportunity to steal some of the clothes in the fortress in an effort to disguise themselves, there is only a 20% chance that the War Dawgs will attack them.

Dawgs, War (HF 0, EP 65, Int 4, AL N, AC 6, MV 12", HD 2+2, HP 31, SZ M, #AT 1, D 2-8, SA Nil, SD Nil, Hon Ave, ML 9, TOP 15, Crit BSL Def AC, FF 8, Reference HOB2 p 51)

Escaped Slave: An attractive woman recently captured by the slavers has escaped, arming herself with a short sword. If the party can convince her that they are not slavers, she tells them that she is Lady Aldweena Cammler (though in fact she is just a penniless maidservant). She will offer them "great riches" if they will rescue her from this dire situation. Unfortunately, she tends to be hysterical if she is placed in a dangerous situation (i.e. threatened), and will begin to cry out hysterically or faint (50% chance of either). She hates the slavers with all her heart and will attack them on sight.

Human Slave, Escaped (HF 0, EP 7, S 7/14, D 11/64, C 8/02, I 13/94, W

10/72, Cha 14/81, Com 15/90, AL CN, AC 10, MV 12", HD 1/2, HP 8, SZ M, #AT 1, D 1-4, SA Nil, SD Nil, Lang common, Hon Ave, ML 8, TOP 4, Crit BSL Def AC -5, FF 4, Reference HOB5 p 13)

Ferrets, Man-Eating: Like the War Dawgs, the Ferrets will attack anyone who does not smell like a slaver or other monster that belongs in the fortress.

Ferrets, Man-Eating (HF 1, EP 35, Int 1, AL N, AC 7, MV 6", HD 1+1, HP 25, SZ S, #AT 1, D 1-4, SA Jaw lock, SD See text, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB3 p 30)

Gnolls, Standard: A band of Gnolls (from the dungeon below) is also in the fortress. If they spot the PCs, they will attempt to kill or capture them. They will not sound the alarm because they want to "show up" the other humanoids.

Gnolls (13) (HF 1, EP 65, Int 5, AL CE, AC 5 (chain mail), MV 9", HD 2, HP 30 each, SZ L, #AT 1, D 1d8 (long sword), SA Nil, SD Nil, Lang: gnoll, troll, gnarl-ron, Orc, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).

Hobgoblin Patrol: If the patrol hears the party, but does not see them, the patrol leader will shout "Halt! Who goes there?" in the hobgoblin language. If the party manages to hide, the patrol leader will assume that he either imagined the noise, or that the party was actually other slavers who chose to ignore him. If the patrol sees the party, the leader will order them to "Drop your weapons and surrender immediately!" The patrol will attack if the party does not surrender immediately. They will not sound an alarm, because they do not want to split the reward for capturing runaway slaves (as they assume the party are).

Hobgoblin Sergeant (HF 1, EP 35, Int 10, AL LE, AC 5 (chain mail), MV 9", HD 1+1, HP 29, SZ M, #AT 1, D 1d8 (longsword), SA Nil, SD Nil, Lang hobgoblin, common, Hon Ave, ML 12, TOP 15, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

Hobgoblins (9) (HF 0, EP 35, Int 9, AL LE, AC 5 (chain mail), MV 9", HD 1+1, HP 24, SZ M, #AT 1, D 1d8 (longswords), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

Rats, Giant: Because of the filthiness of the fortress, these 3-foot-long rats can be found in almost any room. They will attack anyone: hero, slaver or monster.

Rats, Giant (HF 0, EP 9, Int 3, AL N, AC 7, MV 12", 6" Swim, HD d4+8 hp, HP 10, SZ S, #AT 1, D 1d6-2, SA Disease, SD Nil, Hon Ave, ML 4, TOP 5, Crit BSL Def AC -4, FF 6, Reference HOB6 p 114)

KEY TO THE FORTRESS

I. Secret Entrance

Encounter: none

Potential Yield: none

Beneath the lone dead bush outside the moat, there is a secret tunnel leading under the moat and into the inner courtyard (area 7). Examining the base of the bush and making a successful Find/Remove Traps or Detect Secret Doors roll will reveal the way in. Twisting the bush's trunk and pulling upwards shows that the bush and surrounding dirt is actually glued to a round wooden trapdoor some four feet in diameter. Beneath is a wet and muddy tunnel also four feet in diameter. If the PCs find the secret entrance and go into it read the following:

Entering the secret tunnel described in the slavers' stolen notes, you make your way under the moat, wet mud and dirt pressing against. You wonder what would happen if the moat above you suddenly collapsed into the tunnel, then push the thought out of your mind. Finally, you come to the end of the tunnel, where a circular wooden trap door rests above your head. Slowly and

quietly pushing it upwards, you peek through the opening and find yourself in what appears to be an attractive, empty garden.

least 10 feet in diameter. Around the courtyard wall, you see a wooden catwalk with Hobgoblin soldiers on patrol. Their voices drift down on the wind, adding to the chorus of crickets.

2. Moat

Encounter: Killer Frogs (8)

Potential Yield:

- Slaying Killer Frogs (total EPV = 280)

The 10-foot-deep moat is fed from a tiny northern stream, and is fairly clean. Any sewage dumped into the moat slowly drains out as the stream continues to the south. Living in the moat are eight Killer Frogs, trained by the slavers. These ferocious frogs will attack anything that smells good. The hobgoblins of the fortress always smell bad, and are safe from the Killer Frog attacks. Upon approaching the moat, there is a 25% chance the PCs will be spotted by the frogs. Once spotted, there is a 90% chance they will be attacked when they come within five feet of the moat.

Frog, Killer (8)

(HF 1, EP 35, Int 0, AL N, AC 8, MV 6", 12" Swim, HD 1+4, HP 27, SZ S, #AT 3, D 1d4-2/1d4-2/2-5, SA Nil, SD Nil, Hon Ave, ML 6, TOP 13, Crit BSL Def AC, FF 9, Reference HOB3 p 40)

- 1) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
- 2) HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████
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3. Drawbridge Winches

Encounter: none

Potential Yield: none

To the left and right of the drawbridge you see a small winch. A thick rope wraps around each winch and stretches tautly towards the edge of the drawbridge.

The winches must be turned simultaneously for the drawbridge to be raised or lowered. Each winch has three locks upon it to prevent unauthorized use.

4. Outer Courtyard

Encounter: Carnivorous Hornets (78)

Potential Yield:

- Slaying 78 Carnivorous Hornets (total EPV = 78) o Slaying Crickets (total EPV = 0.24)
- Capturing Cricket (EPV = 5)

A gentle breeze blows leaves and pieces of garbage about this courtyard. There is a strong odor of rot in the air. To the north you see a drawbridge flanked on each side by a small winch. To the west, a well-worn footpath leads to a wooden building from which comes the neighing of horses. To the southeast, you see a set of large double doors leading deeper into the fortress. Beside the doors there is a large puddle of mud and muck at

The outer courtyard serves as a foyer and entryway to the enclosed portions of the fortress. Here is where the horses are stabled, and where outgoing patrols assemble for missions or training.

As the players approach the gate to the inner courtyard, the crickets will cease chirping. This should give the PCs a clue that they should pay careful attention to what they're doing. If they don't... well, feel free to make them pay for it.

Any PC who studies the double doors leading to the inner courtyard will immediately notice a hive of Carnivorous Hornets hanging just above the left-hand (eastern) door. When their nest is disturbed, 1d6 (cumulative) Carnivorous Hornets will attack each PC per round, until a total of 78 Carnivorous Hornets have attacked the party. If the PCs dive into the large puddle of muck, or the fountain in the inner courtyard, the Carnivorous Hornets attacking that particular PC will return to the nest.

If the PCs open the right-hand (western) door, the nest will not be disturbed, and the Hornets will ignore them.

Catching a live cricket gives temporary good luck; the possessor of the cricket gains +1 to-hit on the next 1d4+1 combat rounds. Should the cricket die in his care, the possessor gets -1 to-hit for the next 2d4 rounds.

Hornet, Carnivorous

(HF 0, EP 1, Int 0, AL N, AC Special, MV 12" Fly (A), HD Special, HP 7, SZ T, #AT 1, D Special, SA Poison, SD Extremely small size, Hon Ave, ML Special, TOP n/a, Crit BSL Def AC -4, FF n/a, Reference HOB4 p 16)

Carnivorous Hornets

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5. Guard Towers

Height: 25' + 5' battlements

Dimensions: 15' x 15'

Levels: 2

Encounter: Hobgoblins (12)

Potential Yield:

- Slaying twelve Hobgoblins (total EPV = 420)
- 12 polearms (halberds) (total GPV = 120)
- 12 light crossbows (total GPV = 420)
- 144 light bolts (total GPV = 14 approx).

Each tower is hollow, and contains a set of stairs that the guards use to get to the wooden catwalk around the inner walls. Each tower is manned by one Hobgoblin guard, while two Hobgoblins patrol each catwalk section between the towers. Each of these Hobgoblins is armed with a polearm and a light crossbow with 12 arrows.

There is a cumulative 45% chance per round that the Hobgoblins patrolling the catwalk on the eastern wall will notice the PCs.

Hobgoblins (12)

(HF 0, EP 35, Int 9, AL LE, AC 5 (chain mail), MV 9", HD 1+1, HP 24, SZ M, #AT 1, D 1d10 (halberd) or 1d8 (lt. bolts), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

- 1) HPs ██████████ ██████████ ██████████ ██████████ ██████████
- Chain mail
- AC 5 6 7 8 9
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Chain mail					
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7) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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8) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Chain mail					
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9) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Chain mail					
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10) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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12) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Chain mail					
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6. Stables

Encounter: Hobgoblin (1), Lesser Kobolds (2)

Potential Yield:

- Slaying Hobgoblin (EPV = 35)
- Slaying Kobolds (total EPV = 14)
- Slaying Beasts of Burden (total EPV = 500)
- 2 mules (total GPV = 16)
- medium horse (GPV = 75)
- 2 heavy horses (total GPV = 800)
- Ox (GPV = 15)
- 2 daggers (total GPV = 4)
- Assorted tack and harness (total GPV = 60)
- 6 empty large saddle bags (total GPV = 24)

These two large wooden doors open into the fortress stable. The stalls along the eastern and western walls are crowded with various beasts of burden. Just to the right of the doors is a tall and tilted pile of hay bales, surrounded by a jumbled mess of saddles, bridles and other tack and harness. A small gong hangs on the wall above this mess.

A Hobgoblin groom can be found here, brushing down one of the horses. He is unarmed, and will assume the PCs are mercenaries unless his suspicions are aroused. He will then grab a pitchfork and attack (1d6 damage).

Two kobold servants are sleeping in one of the empty stalls. If discovered, they will defend themselves with the small daggers they carry. Otherwise, they will remain hidden until the PCs leave. At this point, they will sound the alarm by clanging on the gong hanging near the door.

Hobgoblin

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 12", HD 1+1, HP 24, SZ M, #AT 1, D 1d6 (pitchfork), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

Kobolds, Lesser (2)

(HF 0, EP 7, Int 8, AL LE, AC 8, MV 6", HD 1/2, HP 21, SZ S, #AT 1, D 1d6-2, SA Nil, SD Nil, Lang kobold, orcish, common, Hon Ave, ML 6, TOP 10, Crit BSL Def AC -4, FF 3, Reference HOB4 p 66)

- 1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □
- 2) HPs □□□□□ □□□□□ □□□□□ □□□□□ □

7. Inner Courtyard

Encounter: Carnivorous Ape (2), Cricket (12), Maulsquito (1)

Potential Yield:

- Slaying Carnivorous Apes (total EPV = 550) o Slaying Crickets (total EPV = 0.12)
- Capturing Cricket (EPV = 5)

Display illustration 5 on page IQ3 and read:

Opening the door, you see an enclosed courtyard wooded with small trees, shrubs and bushes. In the center is a circular stone fountain, while along either side and at the southern end is an attractive wooden gable, obviously part of the original fortress construction. The air is cool and still and the crickets chirp quietly, giving the place a surprisingly peaceful ambience.



From the fountain, the PCs will be able to see the double doors at the south end of the courtyard. If the party remains at the fountain for 2 rounds or longer, they will attract the attention of a passing Maulsquito darting down for a quick drink of water. It will take its drink of water first, then attack the PCs on the second round.

As the party passes between the trees, a Carnivorous Ape will leap from each tree to attack. By that time, the PCs should be in a rush to get inside, away from creatures flying or dropping down on them from above. Fortunately, actually getting inside will probably lend itself to a false sense of security that a good GM can exploit.

After combat begins, there is a cumulative 30% chance per round that the Hobgoblins patrolling the catwalk on the eastern wall (area 5) will notice the PCs. They will enter combat the following round, firing their light crossbows at the PCs.

Under the bush in the north-easternmost corner is the entrance/exit to the secret tunnel (area 1) leading under the moat.

Maulsquito

(HF 10, EP 120, Int 0, AL N, AC 4, MV 6", 18" Fly (C), HD 4, HP 39, SZ M, #AT 1, D Tackle or 1-4, SA Special, SD Magic resistant armor, Hon Ave, ML 19, TOP n/a, Crit BSL Def AC +2, FF n/a, Reference HOB4 p 126)

HPs ██████ ██████ ██████ ██████ ██████ ██████
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Ape, Carnivorous (2)

(HF 4, EP 275, Int 7, AL N, AC 6, MV 12", 9" in trees, HD 5, HP 43, SZ L, #AT 3, D 1-4/1-4/1-8, SA Rending, SD +2 bonus on surprise roll, Hon Ave, ML 11, TOP 21, Crit BSL Def AC +3, FF 5, Reference HOB1 p25)

- 1) HPs ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ████
- 2) HPs ██████ ██████ ██████ ██████ ██████ ██████
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8. Corridor

Encounter: none
Potential Yield: none

This bare stone corridor travels directly west for some distance before turning sharply to the south. Before the turn, you see that there are five doors set in the northern wall. The corridor has torch brackets set in the southern wall at 10-foot intervals.

A secret door across from the entrance leads to the next corridor over (and ultimately to area 18).

9. MadWoman's Lair

Encounter: Female Gnome (1)
Potential Yield:

- Slaying Female Gnome (EPV = 65)
- dagger (GPV = 2)
- Assorted Coinage (total GPV = 49 approx)
- 2 citrine – semiprecious stones (total GPV = 100)

This section of the fortress is shunned by the slavers and their allies, because it is believed to be haunted. In fact, the rooms are inhabited by an escaped (and insane) female gnome slave that made her way up from the dungeon level and hid in the ceiling crawlspace between the ceiling rafters and the roof. She began to kill the inhabitants of these rooms one by one, until finally the rooms were abandoned. The madwoman has set up a series of tricks to make anyone who enters think the rooms are haunted. She carefully covers her tracks by lightly brushing them away and then scattering more dust over them.

She wears a bizarre variety of rags, and is constantly dirty and covered with soot. Hidden in the crawlspace is a sack with all the equipment she needs to escape (clothing, rations, etc), along with various collected coins and jewels. Unfortunately, in her madness she has forgotten all about her goal of escaping.

To reach the crawlspace, she crawls up the chimney in area 9b. If intruders should try to follow her, she will drop a noose around their neck and pull them up. Each character noosed takes 2d4 points of damage per round until dead or cut loose. If the character dies, she will release the noose and let the body drop back down the chimney.

If attacked in the crawlspace, she will use her dagger to attack. Any character fighting in this space is subject to a -2 penalty to hit and damage rolls unless using a dagger or similar small weapon as well.

Gnome, Female Common

(HF 1, EP 65, S 16/79, D 13/13, C 9/67, I 8/02, W 12/50, Cha 8, Com 7, AL NG, AC 10, MV 6", HD 1, HP 27, SZ S, #AT 1, D 1d6-2 (+2 to hit, +4 to damage due to Strength), SA Special, SD Special, Lang Gnomish, common, Hon Ave, ML 12, TOP 13, Crit BSL Def AC -2, FF 3, Reference HOB3 p 75)

HPs ██████ ██████ ██████ ██████ ██████ ████

9a. Abandoned Bedroom

Encounter: Trick
Potential Yield:
 Discovering Trick (EPV = 25)

The room contains a dust-covered bed, small table, chest of drawers and wooden rocking chair. As you open the door, a wooden mug flies off the table to bounce off the wall beside you and fall to the floor with a clatter. Suddenly, the rocking chair also begins rocking with a creaky, eerie sound.

If the characters approach the rocking chair, or start to study it, the rocking stops. The madwoman has concealed wires attached to the wooden mug and the rocking chair, both of which she operates from a concealed, makeshift trapdoor hidden in the ceiling shadows. The controlling wires fly off and return up the trapdoor when she gives them a swift yank. There is a 5% chance that one of these wires will accidentally slap one of the characters in the face on its way back up the trapdoor.

If a character successfully searches the ceiling here for secret doors, he will notice a narrow crack in the ceiling in line with the path of the flying mug.

This bedroom originally belonged to the cook, who now lives in area 19.

9b. Abandoned Kitchen

Encounter: Trick
Potential Yield:
 Discovering Trick (EPV = 25, or 5 if a trick in another room has already been discovered)

This room appears to have once been a kitchen. There is a large fireplace on the northern wall. In the southwestern corner are two cupboards. Along each wall are shelves and hanging cooking implements, and in the center of the room is a heavy wooden table. Everything is bare, empty and covered with dust and cob webs.

Suddenly, out of the corner of your eyes, you see a vague luminous shape appear in front of the fireplace. In a deep, throaty croak, the words "Flee! Flee – or join me in my grave!" echo off the walls.

The luminous shape is candlelight, reflected off a mirror onto a piece of gauze hanging from a string in the chimney. After giving her warning, the madwoman "turns off" the light and pulls the gauze back up the chimney.

Overhead in the crawlspace is the mad gnome's lair. She has fortified a section of the rafters above with flooring and has made a wooden wall around it with benches on the side. She has left spaces between these through which she can fire her light crossbow. The benches also give her a +10 AC bonus due to having 90% cover. She has weakened some of the beams leading to her wooden platform. If the PCs notice which ones have footprints and which do not, they will be able to cross safely to her platform. Otherwise, the weakened beam will break once anyone steps on it, causing them to crash through the ceiling and take 1d6 points of damage from the fall.

9c. Abandoned Bedroom

Encounter: none
Potential Yield: none

Weredwolves in area 18 and the Gnolls in the Fortress Encounter Table above also bunk here. Important allies are given special guest quarters (area 21).

There are three sleeping standard Gnolls in this room. If awakened and not immediately slain, they will attack (all have battle axes).

The various crates and boxes are filled with mining tools, chains, candles, manacles, and rope. The ten small barrels are filled with lamp oil.

Gnoll (3)

(HF 1, EP 55, Int 6, AL CE, AC 10 (unarmored), MV 12", HD 2, HP 27, SZ L, #AT 1, D 2d4, SA Special, SD Nil, Lang gnoll, troll, gnarl-ron, Orc, hobgoblin, Hon Ave, ML 11, TOP 13, Crit BSL Def AC, FF 4, Reference HOB3 p 73)

- 1)HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 2)HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□
- 3)HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□

11a. False Armory

Door: The door is locked. It can be opened with a successful pick locks roll, open doors roll (the locked door value), or by breaking it down (successful bend bars/lift gates roll).

Encounter: none

Potential Yield:

- 2 Daggers (total GPV = 4)
- 3 Maces (total GPV = 24)
- 4 Spears (total GPV = 4 approx)
- 5 Short Swords (total GPV = 50)
- 3 Long Swords (total GPV = 45)
- 7 Hand axes (total GPV = 7)
- 2 suits of padded armor (total GPV = 8)
- 2 suits of leather armor (total GPV = 10)
- 1 suit of scale mail armor (GPV = 120)
- 9 silver pieces (total GPV = 1 approx)

This room contains a modest supply of weapons and armor. The left wall holds a scarce few sets of complete armor and boasts a large scrap pile in the near left corner. The wall on the right is devoted to long, empty racks of weaponry including only a few spears, several swords and axes, and a couple of daggers, maces and other weapons. Save for other assorted scraps of metal and garbage lining the ground near the north wall, there is nothing else visible in this room.

All armor is hobgoblin-sized. If the PCs search through the metal and garbage, they will find a few silver pieces (2d6).

This armory is false, designed to make enemies and invaders think that the slavers are poorly armored. There is a secret door in the back of this room that leads to the real armory.

11b. True Armory

Door Trap: Poison Dart Trap. Location: The center of the secret door.

Effect: 1d6 damage + class 0 poison. Trigger: Opening the door without disarming the trap.

Encounter: none

Potential Yield:

- Defeating Trap (EPV = 100)
- 10 daggers (total GPV = 20)
- 12 maces (total GPV = 60)
- 25 spears (total GPV = 20)
- 15 short swords (total GPV = 150)
- 20 long swords (total GPV = 300)
- 4 battle axes (total GPV = 20)
- 30 suits of leather armor (total GPV = 150)
- 5 suits of chain mail armor (total GPV = 1,750)
- 2 suits of plate mail armor (total GPV = 4,000)
- 1 barrel (3,000 applications) of armor oil (leather) (GPV = 150)

- 1 barrel (1,000 applications) of armor polish (metal) (GPV = 50)
- 1 barrel (3,000 applications) of weapon polish (metals) (GPV = 60)
- 5 sets of maintenance tools (GPV = 1 sp)

The secret door swings open to reveal a room crowded with full racks of polished weapons and gleaming armor of all sorts.

90% of this armor is Hobgoblin-sized. The other 10% is human-sized. Roll a d10 for an specific item with a "1" indicating human-sized. It is well maintained. The room also contains polish and maintenance tools for keeping the equipment in good condition.

12. Cold Storage Room

Door: The door leading into this room is locked. PCs with sufficient Strength may attempt to force open the locked door.

Thieves may also attempt to pick the lock. The lock is poor quality as per Table 16H:Lock Quality on page 202 of the GameMaster's Guide, thus giving a +15% bonus to Open Locks checks.

Encounter: Slaves (38), Hobgoblin (1)

Potential Yield:

- Slaying Hobgoblin (EPV = 35)
- Assorted coinage (total GPV = 3)
- **Cloak of Protection +2** (GPV = 10,000) (EPV = 2,000)
- **Waterskin of Daze and Confusion** (GPV = 10,000) (EPV = 1,000)



Display illustration 1 on page IQ1 and read:

As you open the door, you find yourself in a large, oddly shaped room. The air in this room is frigid, and a chill goes up your back. A central passage leads down through the center of the room then back up a slope to a door on the opposite side. To the left and right are three terraces, on which sit dozens of humans and humanoids staring blankly into space. They are attached to the terraces by neck chains, and appear to be wrapped almost entirely in dark cloaks. Scattered pieces of shredded cloth lie about the room, and cloaks and blankets hang on the walls. On the far side of the room, a dark figure stands motionless.

The slavers use this room to break the morale of their newly-acquired slaves, making them docile. The stones of this room have been enchanted so that the temperature within this area is always 35 degrees Fahrenheit. They strip the slaves of most or all of their clothing, forcing them to use these old, ratty dark cloaks to cover themselves against the chill. The slavers then leave them here for days, giving them only minute samples of food and water. The slaves have been here long enough to become numbed, and (except for one – see below) will not react to the party unless shaken out of their stupor.

One slave (a human male fighter named Garen) was accidentally given a **Cloak of Protection +2**. He is unaware of its abilities. Thanks to its protection, he is slightly more alert than the others, and will moan for help if the heroes come close to him. He is on the lowest terrace level along the southern wall, closest to the ramp. He is too weak to help the PCs in their fight, but could become an important recurring character for the GM's campaign.

The other slaves will remain stupefied unless removed from this room and nursed back to health. The slavers have left some of the slaves (1d8) in here for too long - they have died from exposure to the cold.

As the characters approach the figure by the door, read the following:

By the opposite door stands a hobgoblin, dressed in full plate mail armor so tarnished as to appear to be almost solid black. He is staring vacantly into space. In his right hand he holds a whip, and in his left hand he holds a waterskin. The smell of hard alcohol quickly strikes your nose as you approach him.

The hobgoblin's armor is normal plate mail (hobgoblin-sized, so it is of no use to most PCs unless taken to an armorer and resized). However, the waterskin he holds in his hand is actually a **Waterskin of Daze and Confusion**, now containing two drinks worth of Dead Viking Ale.

Hobgoblin

(HF 0, EP 35, Int 9 [6], AL LE, AC 3, MV 6" [4"], HD 1+1, HP 24 [25], SZ M, #AT 1, D 1d6-4 (whip, [-1 to-hit]), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1 [-2], FF 6, Reference HOB4 p 10)

Current state of intoxication: sloshed - bracked stats reflect this

HPs ██████████ ██████████ ██████████ ██████████
 Plate Mail
 AC 3 4
 ██████████ ██████████ ██████████ ██████████
 AC 5 6 7 8 9
 ██████████ ██████████ ██████████ ██████████ ██████████

Garen

(Human Male - Fighter Level 2) (HF 0, EP 120, F2, S 16/91, D 12/13, C 15/20, I 12/42, W 11/99, Cha 12/01, Com 14/28, AL NG, AC 10, MV 12", HD 2, HP 28, SZ M, #AT 1 or 2, D By weapon or 1d2/1d2, SA Nil, SD Nil, Lang common, elven, goblin, Hon 17, TOP 14, Crit BSL Def AC, FF 7)

HPs ██████████ ██████████ ██████████ ██████████ ██████████ ██████████

13. Corridor

Encounter: Marble Mugger

Potential Yield:

- Slaying Marble Mugger (EPV = 210)

This bare stone corridor travels directly east for almost 200 feet before turning sharply to the north. In the northern wall, you see three doors, along with one door set in the opposite wall at the end of the corridor where it turns north. The corridor has lit torches in torch brackets, set in the southern wall at 10-foot intervals.

No doubt, your players expected a trap in the last room. Well, now that they're out is the time to spring it on them! Lying in wait along the southern wall is a 6HD Marble Mugger. It will emerge from the wall and attack as soon as the PCs come within 5 feet of it. The Marble Mugger surprises 7 out of 10 times.

Marble Mugger

(HF 1, EP 35, Int 5, AL NE, AC 2, MV 9", HD 2/3, HP 4, SZ M, #AT 2, D 2-5/2-5, SA Special, SD Special, Hon Ave, ML 5, TOP n/a, Crit BSL Def AC -4, FF n/a, Reference HOB4 p 118)

HPs ████████

14. Hobgoblin Barracks

Encounter: Sleeping Hobgoblins (5)

Potential Yield:

- Slaying Hobgoblins (total EPV = 175)
- 5 long swords (total GPV = 75)

- Tapestry (GPV = 2)
- Assorted Coinage (total GPV = 15)

This place appears if it might quarter over twenty hobgoblins. Three rows of bunk beds divide this large room into thirds. On the northern wall you see a tapestry that depicts four kobolds seated around a table playing a game with small rectangular pieces of paper and small wooden chips.

This room contains five sleeping Hobgoblins. If awakened, they will grab their weapons and attack.

Hobgoblin (5)

(HF 0, EP 35, Int 9, AL LE, AC 10 (unarmored), MV 12", HD 1+1, HP 24, SZ M, #AT 1, D 1d8 (longswords), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

1)HPs ██████████ ██████████ ██████████ ██████████ ██████████
 2)HPs ██████████ ██████████ ██████████ ██████████ ██████████
 3)HPs ██████████ ██████████ ██████████ ██████████ ██████████
 4)HPs ██████████ ██████████ ██████████ ██████████ ██████████
 5)HPs ██████████ ██████████ ██████████ ██████████ ██████████

15. Hobgoblin Commander's Quarters

Door: The door leading into this room is locked. PCs with sufficient Strength may attempt to force open the locked door. Thieves may also attempt to pick the lock. The lock is poor quality as per Table 16H: Lock Quality on page 202 of the GameMaster's Guide, thus giving a +15% bonus to Open Locks checks.

Encounter: Hobgoblin Subchief (1), Female Wood Elf (1)

Potential Yield:

- Slaying Hobgoblin (EPV = 65)
- Slaying female Wood Elf (EPV = 420)
- Long sword (GPV = 15)
- Dagger (GPV = 2)
- 3 Antique wooden chests (total GPV = 900)
- Assorted coinage (total GPV = 70 approx)

This large room is Spartan in decoration and appears to be kept very neat. It contains a large bed with a comfortable-looking straw mattress, three small wooden chests, a chair and a writing desk. In the northwest corner, however, you see a smaller bedroll surrounded by a pile of pillows. Attached to the wall by this sleeping area is a sturdy chain and set of manacles. Held by the manacles, with a surprised look on her face, is an attractive female elf in a state of undress. In the center of the room, a large, naked hobgoblin yells at you in slurred tones.

There is one drunken (and completely undressed) hobgoblin officer here now. He will yell in slurred tones to the party to get out of his quarters, assuming that they are mercenaries.

At first glance, the party will no doubt assume that the hobgoblin is forcing himself upon this elf. In fact, the elf and hobgoblin are a couple, and ironically enjoy playing the roles of slaver and slave in their lovemaking.

If the PCs move towards the hobgoblin, he will grab his long sword from where it rests beside the bed, and the elf will scream for help. Of course, the characters will probably assume she's asking THEM to help HER, when in fact she's actually calling for more hobgoblins. None will arrive, being used to hearing strange noises from their commander's quarters.

If the PCs release her without learning the true story, she will grab a dagger from beneath her pillows in case she needs to attack. However, at the first

opportunity she will try to leave the room and find some guards to deal with the presence of the PCs.

The three wooden chests are actually valuable antiques, and hold the hobgoblin's spoils of war – 10 hsp, 50 gp, 5 sp and 100 cp.

Hobgoblin Subchief

(HF 0, EP 65, Int 12 [9], AL LE, AC 10, MV 12" [10"], HD 2, HP 29 [30], SZ M, #AT 1, D 1d8+2 (longsword, [-1 to-hit]), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC [-1], FF 12, Reference HOB4 p 10)

Current state of intoxication: sloshed - bracked stats reflect this

HPs ██████ ██████ ██████ ██████ ██████ ██████

Wood Elf, Female

(HF 2, EP 420, Int 12 [11], AL N, AC 10, MV 12" [11"], HD 1+1, HP 27, SZ M, #AT 1, D 1d6-2 (dagger), SA Special; SD Special, Lang elven, forest animal, treant, common, Hon Ave, ML 13, TOP 13, Crit BSL Def AC -1, FF 6, Reference HOB3 p 13)

Current state of intoxication: buzzed - bracked stats reflect this

HPs ██████ ██████ ██████ ██████ ██████ ██

16. Smith's Bedroom

Door: The door leading into this room is locked. PCs with sufficient Strength may attempt to force open the locked door. Thieves may also attempt to pick the lock. The lock is poor quality as per Table 16H: Lock Quality on page 202 of the GameMaster's Guide, thus giving a +15% bonus to Open Locks checks.

Encounter: Sleeping Hobgoblin

Potential Yield:

- Slaying Hobgoblin (EPV = 35)
- Short sword (GPV = 10)
- Chamber pot (GPV = 0)
- Chest (GPV = 2)
- Assorted Coinage (total GPV = 12)

You open the door to this chamber to reveal two wooden beds. The sound of loud snoring saws at your ears, as you see that the larger of the beds is occupied. The larger bed has a chest at the foot, with several pieces of clothing thrown over it. At the head of the bed, a short sword leans against the wall. A chamber pot rests in the northwest corner.

In the bed is the sleeping (and unclothed, save for a small key on a chain around his neck) hobgoblin blacksmith. If awakened, he will attack with the short sword. His apprentice, who occupies the smaller bed, is currently working in the smithy (area 17).

The key opens the chest at the foot of the bed. The chest contains 110 sp and 59 cp.

Hobgoblin

(HF 0, EP 35, Int 9, AL LE, AC 10 (unarmored), MV 12", HD 1+1, HP 24, SZ M, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

HPs ██████ ██████ ██████ ██████ █████

17. Smithy

Encounter: Hobgoblin (1), Kobold (1)

Potential Yield:

- Slaying Hobgoblin (EPV = 35)
- Slaying Kobold (EPV = 15)
- Dagger (GPV = 2)

- Leather apron (GPV = 0)
- Forging tools (total GPV = 5)

Entering this room, you notice immediately that it was constructed to have several holes in the ceiling. Through these, smoke drifts from the two large fire pits lying against the eastern wall of this room. Against the northern wall hang an assortment of blacksmith's tools, while in the center stands a large forging anvil, from behind which a small hobgoblin wearing a leather apron stares at you with wide eyes.

Hiding behind the young hobgoblin is a kobold. These are the blacksmith's apprentice and servant, respectively. They are both easily awed by authority, and if the PCs pretend to belong there, they will continue to work. If attacked, the hobgoblin will tell the kobold to escape and raise the alarm. The hobgoblin will fight with his back to the furnace so he cannot be taken from behind.

Hobgoblin

(HF 0, EP 35, Int 9, AL LE, AC 10, MV 12", HD 1+1, HP 24, SZ M, #AT 1, D 1d6 (warhammer), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

HPs ██████ ██████ ██████ ██████ █████

Kobold, Lesser

(HF 0, EP 7, Int 8, AL LE, AC 8, MV 6", HD 1/2, HP 22, SZ S, #AT 1, D non-combatant, SA Nil, SD Nil, Lang kobold, orcish, Hon Ave, ML 6, TOP 11, Crit BSL Def AC -4, FF 3, Reference HOB4 p 66)

HPs ██████ ██████ ██████ ██████ █

18. Kitchen

Encounter: Daedul, Werewolf (2), Hobgoblin (1), Goblins (5)

Potential Yield:

- Slaying Daedul (EPV = 2650)
- Slaying Werewolves (total EPV = 1300)
- Slaying Hobgoblin (EPV = 35)
- Slaying Goblins (total EPV = 75)
- Cooking implements (total GPV = 5)
- Damaged Plate Mail Armor (GPV = 1,500)
- 2 Hand axes (total GPV = 2)
- 6 Daggers (total GPV = 12)
- 2 Belts (total GPV = 1,400)
- Daedul's keys (total GPV = 0)
- Flying Kitten** (GPV = 1,600) (EPV = 400)
- Ring of Fire Resistance** (GPV = 5,000) (EPV = 1,000)
- Periap of Proof Against Poison** (GPV = 10,000) (EPV = 1,500)

This room appears to be a huge kitchen, about 75 feet long and approximately 30 feet wide. Attached to the walls are numerous cooking pots, large spoons, ladles and other cooking utensils, as well as several tables and cabinets. The walls are stained with greasy food stains. Another small door rests in the north end of the room. Near that door, a hobgoblin in a filthy apron uses a hand axe to hack away at something on a table. Around him, five goblins rush about performing various kitchen duties. On the southern wall, two fat bearded dwarves sit at a table drinking from foaming mugs. In the center of the room is a large fire pit, the fire in it crackling over a Carnivorous Ape, hanging down into the fire by chains attached to the ceiling. A tall, muscular bald black man in scraped and dented red plate mail armor is poking and turning the Carnivorous Ape with a two-handed sword. As he turns to face you, you see that he has no ears!

Upon sensing the PCs, the man (Daedul, the fortress commander) will shout an order. The two dwarves, seeing enemies, will immediately grab hand axes and throw them at the PCs. After the axes hit (or miss), Daedul will shout another command.

The second round, the five goblins who have been assisting the cook, and the hobgoblin cook himself, will attack with kitchen knives (treat as daggers). The two dwarfs will slip under the table and take this round to turn into Weredwolves.

The third round, the Weredwolves will move to attack fighters and any characters who are shouting orders, assuming them to be the leaders. Daedul himself will try not to enter combat. Though he has been without ears since birth, he received special training at a monastery that enabled him to sense vibrations coming through the air and any objects he touches (such as feeling the tread of boots in the floor). With this training, Daedul can "hear" better than a normal man. He is also immune to any spells that involve sound, though a Silence spell has no effect on his ability to hear. As a last resort he will try to flee through the secret door and rally the Hobgoblins from the guard towers.

Daedul wears a **Ring of Fire Resistance** and wields a **two-handed sword +1** that he calls *Flaying Kitten*. If forced into combat, he will attempt to draw his opponents into fighting within the fire pit, causing 3d6 points of damage each round (FOR TOURNAMENT USE: 10 points of damage per round). He, of course, is immune to this due to his magic ring.

Besides the table where the Weredwolves were sitting, there is another table near the fire pit where the hobgoblin cook was cutting up a giant rat for stew. Shelves line the walls of the kitchen and contain more foodstuffs along with crude tableware and cooking utensils.

The only things of value in the room are the belts that the Weredwolves wear (inlaid with gold and precious stones), a set of keys that Daedul wears at his waist and a **Periapt of Proof Against Poison** he wears under his armor. The keys open all the doors in the fortress.

Human

(Daedul - Fighter, Level 10) (HF 14, EP 2650, S 20/06, D 11/29, C 18/45, I 15/13, W 13/30, Cha 15/32, Com 18/89, AL LE, AC 3 (plate mail), MV 8", HD 9+3, HP 125, SZ M, #AT 2, D 2d4 (two-handed sword +5 to hit, +1 to damage due to Strength, weapon specialization and +1 weapon) or 1d6-4 (whip, +3 to hit, +8 to damage due to Strength), SA Nil, SD Nil, Lang common, hobgoblin, orcish, gnarl-ron, troll, Hon Great (93), TOP 62, Crit BSL Def AC +11, FF 9) Specialized in two-handed sword, Quirks & Flaws: maimed (no ears), deafness Skills: basic anatomy 58, basic leadership 72, tracking 59, berate 83

HPs

Plate Mail
AC 3 4
XXXXX XXXXX
AC 5 6 7 8 9

X indicates HP of armor already damaged

Weredwolf (2)

(HF 7, EP 650, Int 10, AL CE, AC 4, MV 12", HD 4+12, HP 54, SZ M, #AT 1, D 2-8 or short sword 1d6, SA Nil, SD Nil, Lang dwarven, common, Hon Ave, ML 12, TOP 27, Crit BSL Def AC +3, FF 17, Reference HOB4 p 108)

1) HPs
2) HPs

Goblins (5)

(HF 0, EP 15, Int 8, AL LE, AC 7 [hide armor], MV 6", HD 1-1, HP 22, SZ S, #AT 1, D 1d6-2 (daggers), SA Nil, SD Nil, Hon Ave, Lang hobgoblin, goblin, common, ML 10, TOP 11, Crit BSL Def AC -3, FF 4, Reference HOB3 p 81)

1) HPs
Hide Armor: AC 6 7 8 9

2) HPs
Hide Armor: AC 6 7 8 9

3) HPs
Hide Armor: AC 6 7 8 9

4) HPs
Hide Armor: AC 6 7 8 9

5) HPs
Hide Armor: AC 6 7 8 9

Hobgoblin cook

(HF 0, EP 35, Int 9, AL LE, AC 5 [chainmail], MV 9", HD 1+1, HP 24, SZ M, #AT 1, D 1d6-2 (dagger), SA Nil, SD Nil, Lang hobgoblin, goblin, common, Hon Ave, ML 12, TOP 12, Crit BSL Def AC -1, FF 6, Reference HOB4 p 10)

HPs
Chain mail
AC 5 6 7 8 9

18a. Larder

Encounter: none
Potential Yield: none

This small, dank and dusty room is filled with barrels of all sizes and kinds, each bearing a different word in a strange script. Some are stacked against the wall, others lie on their sides or sit on the floor. All the barrels are still sealed, and there is no indication of their contents other than the strange word painted onto their sides.

Each barrel, crate, cask and so on contains food and drink of various kinds - foul by human standards.

19. Cook's Quarters

Encounter: none
Potential Yield:
 Assorted coinage (total GPV = 1 approx)

The unpleasant smell of humanoid waste assaults your nose as you survey this room. This room contains a roughly hewn bed frame covered by a thick layer of hay. A chest at the foot of the bed is partially covered by a soiled white cook's apron. Garbage is scattered over the floor; puddles of a foul liquid collect in the corners and the walls are smeared with filth.

The chest contains 12 sp. There is nothing else of value in this room.

20. Mess Hall

Encounter: Grease Jelly (1)
Potential Yield:
 Slaying Grease Jelly (EPV = 650)

This room is dominated by large, sturdy tables and many chairs. Broken plates are piled in the corner to your right.

There is nothing of value in this room. However, if the characters explore the pile of broken plates they will disturb a Grease Jelly.

Jelly, Grease

(HF 7, EP 650, Int 0, AL N, AC 9, MV 3", HD 6, HP 32, SZ S, #AT 1, D 2-8, SA Special, SD Special, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +4, FF n/a, Reference HOB4 p 44)

HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

21. Guest Bedroom

Door: The door leading into this room is locked. PCs with sufficient Strength may attempt to force open the locked door. Thieves may also attempt to pick the lock. The lock is poor quality as per Table 16H:Lock Quality on page 202 of the GameMaster's Guide, thus giving a +15% bonus to Open Locks checks.

Encounter: Pixie-Fairy (Black Rose), Pseudo-Pseudo Dragon

Potential Yield:

- Slaying Black Rose (EPV = 35)
- Slaying Pseudo-Pseudo-Dragon (EPV = 425)
- Coinage (total GPV = 5)
- 10 pearls (total GPV = 1,000)
- partially charged **Wand of Magic Missiles** (GPV = 1,250) (EPV = 100)

This room contains two beds. Sitting on top of a desk against the southern wall, its back to you, is a pixie-fairy wearing a mouse-colored dressing gown. It turns as you open the door, revealing himself to be an elderly pixie fairy with a gray beard. He asks what he can do for you.

This is Black Rose, a pixie fairy slave merchant. He is currently waiting for his selection of slaves to be prepared for the drive to market. He is willing to talk to the party, unless they reveal themselves as heroes, not mercenaries or slavers. In the former case, he will become invisible and try to escape.

If the characters are openly hostile to Black Rose, his guard (a pseudo-pseudo dragon who is hovering above the door) will dive down and attack the PCs.

On the desk where Black Rose was working is a tiny (pixie-fairy sized) wand of wood. This is his **Wand of Magic Missiles**. When using this wand, an attack roll is required unless wielded by a magic-user. The wand has an initiative modifier of +3, and each missile costs one charge from the wand and does 1d4+1 points of damage. This wand has 1d10 charges left (FOR TOURNAMENT USE: 2 charges).

Black Rose has a small leather pouch hidden in the back of one of the desk drawers. It contains 5 gold pieces and ten pinkish pearls worth 100 gp each.

Pixie-Fairy Slaver

(Black Rose - commoner pixie-fairy) (HF 0, EP 35, S 5/99, D 15/30, C 12/14, I 16/02, W 15/01, Cha 19/49, Com 21/60,, AL CN, AC 7 (garments & Dex), MV 4", 18" Fly (B), HD < 0 level, HP 12, SZ T, #AT 1, D 1d4+1 (wand) +2 to-hit due to Dex, SA spell abilities (Farie Phantom 1/day), SD Invisibility 1/day, cannot be surprised, Tarkrin tattoo (-2 to all attacks from evil creatures), 35% magic resistance imparted by pseudo-pseudo dragon, Lang common, pixie, elven, butterfly, bird, Hon Ave, TOP 6, Crit BSL Def AC -3, FF 13, Reference PHB)

HPs □□□□□ □□□□□ □□
 Garments AC 9

Pseudo-Pseudo-Dragon

(HF 5, EP 425, Int 10, AL N(E), AC 2, MV 6", 24" Fly (B), HD 2, HP 35, SZ T, #AT 1, D 1d4-1, SA +4 to-hit, poison SD 80% chance to become invisible, can see invisible objects, 35% magic resistance, telepathy Lang Pixie, Pixie-Fairy, elven, common, Hon Ave, ML 13, TOP 17, Crit BSL Def AC +4, FF 13, Reference HOB6 p 95)

HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

22. Servants' Barracks

Encounter: Goblins (13), Hairfoot Halfling (1), Otterman (1)

Potential Yield:

- Slaying Goblins (total EPV = 195)
- Slaying Otterman (EPV = 35)
- Slaying 'Dying' Halfling (EPV = 10)
- 13 Clubs (total GPV = 1)
- Assorted Coinage (total GPV = 15 approx)

In this room are a large number of bedrolls and rough wooden bunks, pushed against the walls to make an improvised arena. Several goblins jump up and down on the bunks in glee or frustration, as they watch a strange fight going on in the center of the room. Apparently on his last legs, a halfling fist fights with a man-like otter.

The goblins have captured an Otterman and are wagering on his fights with captured slaves (in this case, a halfling).

Once the characters attack, if the halfling has not been killed, three goblins will rush the "arena". One will attempt to kill the halfling and the other two to restrain the Otterman. The remaining ten goblins will attack the PCs. All are armed with clubs.

Goblins (13)

(HF 0, EP 15, Int 8, AL LE, AC 10, MV 6", HD 1-1, HP 22, SZ S, #AT 1, D 1-6 (club), SA Nil, SD Nil, Hon Ave, Lang hobgoblin, goblin, common, ML 10, TOP 11, Crit BSL Def AC -3, FF 4, Reference HOB3 p 81)

1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 2) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 3) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 4) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 5) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 6) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 7) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 8) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 9) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 10) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 11) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 12) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□
 13) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□

Otterman

(HF 2, EP 35, Int 15, AL CG, AC 7, MV 6", 18" swim, HD 2, HP 29 [26], SZ S, #AT 1, D 1d4 (bite) or punch (see PHB p. 135), SA Nil, SD Nil, Hon Ave, Lang otterman, common, ML 13, TOP 14, Crit BSL Def AC, FF 13, Reference HOB6 p 46)

Halfling

(HF 1, EP 35, Int 11, AL LG, AC 10, MV 6", HD 1, HP 25 [19], SZ S, #AT 1, D punch (see PHB p. 135), SA Nil, SD Nil, Hon Ave, Lang common, ML 12, TOP 12, Crit BSL Def AC -2, FF 12, Reference HOB3 p 118)

Though forced into this barbaric duel, neither the Otterman (named Slappy Quickwit) nor the Halfling (Frankie Thistledown) wanted to seriously injure each other. In fact, sadly, they became friends in captivity. Though

they appear bruised (bracketed HPs are less subdual damage only), in fact each pulled his punches. Frankie was about to take a staged dive when the PCs burst in. Slappy will attack the goblin moving to finish off his friend - biting for real damage.

Should either of these two survive the melee, they will befriend their rescuers as best they can. Obviously they wish to escape, but they won't be averse to "helping out" in the meantime.

23. Daedul's Quarters

Door Trap: Poison Dart Trap. Location: The door handle. Effect: 1d6 damage + Type D poison. Trigger: Opening the door without using Daedul's keys or disarming the trap.

Encounter: Sirine (1)

Potential Yield:

- Defeating Trap (EPV = 54)
- Slaying Sirine (EPV = 2,000)
- Assorted Coinage (total GPV = 412)
- 10 Carnelian - Semi-precious stones (total GPV = 500)
- 10 silver and obsidian bracelets (total GPV = 1,000)
- Potion of Gnome Gibberish** (GPV = 500) (EPV = 150)
- Potion of Diminution** (GPV = 500) (EPV = 300)
- Magic Scroll** (GPV = 5,700) (EPV = 1,900)
- Ring of Warmth** (GPV = 5,000) (EPV = 1,000)
- Dust of Dryness** (GPV = 10,000) (EPV = 1,000)
- Ring of Friendship** (GPV = 3,000) (EPV = 1,500)

This impressive chamber obviously belongs to someone important. A large and elaborately carved wooden bed covered with cloth blankets rests against the southern wall. At the foot of the bed sits a large iron chest. Against the eastern wall sit a large chair and desk, while on the western wall is a long, crudely constructed metal tub full of water. Within the tub, a beautiful nude woman lounges contently.

The woman is actually a Sirine that Daedul encountered on one of his slaving voyages. He captured her by pretending to be overcome by her voice, and once close enough, slapped a **Ring of Friendship** on her thus making her his devoted follower. He carries her with him as a "trophy of war". Daedul also wears his Periapt of Proof Against Poison to protect him from her touch. She loves him and will protect his treasure (hidden in a secret door in the bottom of the tub) with her life. She will attempt to use her charm song and stupidity touch to overcome the PCs.

If the PCs try to move the tub, they will notice that it is much heavier than it should be.

Daedul's treasure consists of 904 sp, 264 gp, 29 hsp, 10 matched pieces of carnelian worth 50 gp each, and 10 matched silver and obsidian bracelets worth 100 gp each. Wrapped carefully in rags are a **Potion of Gnome Gibberish** and **Potion of Diminution**. Sealed in a scroll case is a **Scroll with the Wind Walk, Cure Light Wounds, Feign Death, Cure Nasty Wounds, Giant Insect and Purify Food and Drink spells**. The treasure pile also contains a **Ring of Warmth** and a pouch of **Dust of Dryness** (6 pinches left - sometimes used to transport water for the Sirine's tub).

Sirine (1)

(HF 20, EP 2,000, Int 13, AL N, AC 3, MV 12" 24" swim, HD 4, HP 40, SZ M, #AT 1, D unarmed, SA Charm Song, stupidity touch, SD Spells, Hon Ave, Lang common, elven, ML 20, TOP 20, Crit BSL Def AC +2, FF 5, Reference HOB7 p 63)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 □□□□ □□□□

24. Dungeon Entrance

Encounter: none

Potential Yield: none

At the end of this corridor, you see a set of stone steps leading deep into the earth.

Fort Strategy Dungeon Level

The dungeon corridors are 10 feet wide, with ceilings 10 feet high. Walls, floors and ceilings are all constructed from large blocks of smoothly dressed stone. Doors are similar to those in the fortress above - made of heavy oak, bound in iron and studded with large rivets.

Gnolls operate the dungeon, leaving the aboveground fortress to the management of the hobgoblins. There is a general rivalry between the two groups.

DUNGEON WANDERING MONSTERS

The wandering monsters will only be encountered in campaign play, and only in hallways, empty rooms or other areas already cleared by the party.

The GM should roll 1d6 for wandering monsters each turn. A roll of 1 indicates an encounter. When an encounter is indicated, the GM should use the Fortress Encounter Table below to determine what creature the PCs meet.

Dungeon Encounter Table

Die Roll	Encounter
1	Gnoll Patrol (3d4 Gnolls + 1 Gnarl-ron)
2	Kobolds, Lesser (4d6)
3	Spirit, Demented (1)
4	Troglodytes (1d4)
5	Hobgoblin Patrol (2d6)
6	Rats, Giant (2d4)
7	Lizard, Subterranean (1)
8	Treacherous Goblin (1)

- Gnoll Patrol:** If the patrol hears the party, but does not see them, the patrol leader (a Gnarl-ron) will shout "Halt! Who goes there?" in the gnoll language. If the party manages to hide, the Gnarl-ron will assume that he either imagined the noise, or that the party was actually a group of other Gnolls who chose to ignore him. If the patrol sees the party, the leader will order them to "Drop your weapons and surrender immediately!" The patrol will attack if the party does not surrender immediately. They will not sound an alarm, because they do not want to split the reward for capturing runaway slaves (as they assume the party are).
 Gnarl-ron Leader (HF 3, EP 120, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 2+3, HP 35, SZ L, #AT 1 (+1 to hit due to Strength), D 1d6+2 (club), SA Disarm, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 17, CRIT BSL: Def AC+2, FF 7, Reference HOB 3 p 71)
- Gnoll (HF 1, EP 65, Int 5, AL CE, AC 7 (studded leather armor), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 1d8 (long sword), SA Nil, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).

- Kobolds, Lesser:** The Lesser Kobolds are servants of the Hobgoblins, and will attack anyone who does not belong. They can be fooled into believing the PCs are mercenaries (60% chance).
 Kobolds, Lesser (HF 0, EP 7, Int 6, AL LE, AC 7, MV 6", HD 1/2, 22 HP each, SZ S, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang: kobold, orcish, Hon: Ave, ML 6, TOP 11, Crit BSL: Def AC-4, FF 5, Reference HOB 4 p 66).

Spirit, Demented: This poor creature was a former slave driven mad and finally killed as a result of Kristina's inhuman experimentation. Upon encountering the PCs, it will (80% likelihood) select one to latch on to. It will follow him around babbling mostly nonsense. It is left to the GM to intersperse information he may wish to give to the players - perhaps

to aid them or alternatively to throw them off. In any case, the spirit's "buddy" will get an earful and be unable to sleep as long as the spirit accompanies him. The baneful effects of sleep deprivation will begin to set in after 48 hours (see HoB 7 for details). This creature may be turned as a Wraith but this merely makes it switch hosts. If its victim ever manages to get 200 yards away from the demented spirit, the creature will seek another captive ear in which to babble.

Spirit, Demented (HF 2, EP 120, Int 9, AL CN, AC 10 (on ethereal plane), MV 12", HD 2, HP 28, SZ M, #AT 0, D special, SA sleep deprivation leading to death, SD can only be attacked on ethereal plane, Lang: common, ML 17, TOP n/a, Crit BSL: n/a, FF n/a, Reference HOB 7 p 100)

Troglodytes: These creatures are allowed to roam the dungeon in search of food, for they are intelligent enough to avoid attacking the monsters and slavers that belong there.

Troglodytes (HF 3, EP 120, Int 6, AL CE, AC 5, MV 12", HD 2, HP 25 each, SZ M, #AT 3, D 1d4-2 (claw), 1d4-2 (claw), 2-5 (bite), SA chameleon power: surprise 6 in 10, weakening stench: save versus poison or lose 1-6 Strength for one turn, SD Nil, Lang: troglodyte, common, Hon: Ave, ML 11, TOP 12, Crit BSL: Def AC+3, FF 5, Reference HOB 8 p 22)

Hobgoblin Patrol: Though the Gnolls are in charge of the dungeon, while the hobgoblins handle the fortress above, a group of disgraced hobgoblins are in charge of patrolling the dungeon corridors. If they spot the PCs, they will attempt to kill or capture them. They will not sound the alarm because they want to "show up" the Gnolls.

Hobgoblins (HF 0, EP 35, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 1+1, HP 27, SZ M, #AT 1, D 1d8 (long sword), SA Nil, SD Nil, Lang: hobgoblin, goblin, common, Hon: Dis (-1 to ALL die rolls), ML 14, TOP 13, Crit BSL: Def AC-1, FF 6, Reference HOB 4 p 10)

Rats, Giant: Because of the filthiness of the fortress, these 3-foot-long rats can be found in almost any room. They will attack anyone: hero, slaver or monster.

Rats, Giant (HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD d4+8 hp, HP 11 each, SZ S, #AT 1, SA Disease, SD Nil, ML: 4, TOP 6, Crit BSL: Def AC-3, FF 5, Reference HOB 6 p 114)

Lizard, Subterranean: This giant lizard crawls along the ceilings of the slavers' underground lair, eating slaver and hero alike.

Lizard, Subterranean (HF 7, EP 420, Int 0, AL N, AC 5, MV 12", HD 6, HP 52, SZ L, #AT 1, D 2-12, SA run along walls & ceilings, SD Nil, ML 14, TOP 26, Crit BSL: Def AC + 4; FF 7, Reference HOB 4 p 88)

Treacherous Goblin: This Goblin, Lonux by name, pretends to be a traitor to the hobgoblins and pleads with the party to free him. He will show the whip marks on his back (truly inflicted by the hobgoblins) as proof. He pretends to not know the full layout or trap placements of the dungeon, but the PCs may notice that he will never willingly walk into a trap or ambush. If he can convince the party that he wishes to join them, he plans to wait until the heroes have reached the last room in the dungeon before betraying them to Kristina, in the hopes of currying her favor and gaining a more prominent position in her service. If the party ever appears to be losing a battle, there is a 40% chance that Lonux will turn on them in hopes of siding with the winners.

Goblin, Lonux (HF 0, EP 15, Int 10, AL LE, AC6 (leather armor, small wooden shield), MV 6", HD 1, HP 27, SZ S, #AT 1, D 1-6 (javelin), SA Nil, SD Nil, Lang: common, goblin, bugbear, Hon Ave, ML 10, TOP 13, Crit BSL Def AC-3, FF 6, Reference HOB 3 p 81).

As you continue down the stairway, you see that the corridor before you is cloaked with dust and cobwebs, and the air is cool and earthy. At the end of this corridor the hall turns to the north. A lit bullseye lantern hangs on the eastern wall, throwing a faint glow over you. The hall is 10 feet wide.

If the players remove the lamp from the wall, the wall behind it will swing forward, pivoting on the right side. This reveals the secret guardroom (area 2). Players may spike the door closed, trapping the guards inside.

Just beneath the lamp is a small slit through which the guards watch the stairway.

2. Secret Guardroom

Encounter: Gnolls (6)

Potential Yield:

- Slaying Gnolls (total EPV = 210)
- 8 pole arms/halberds (total GPV = 80)
- 4 battle axes (total GPV = 20)
- 6 short swords (total GPV = 60)
- 3 sets of ring mail armor (total GPV = 195)
- 1 set of brigandine armor (GPV = 120)
- Barrel of pitons/iron spikes (total GPV = 35 approx.)

Suddenly, the wall swings open, revealing a 30-foot by 30-foot room. Around the walls, you see several racks of metallic weapons and armor, as well as a large barrel of iron spikes. In the center of this room, a group of Gnolls stares at you.

The Gnolls use this hidden guardroom to keep an eye on the stairway through a hidden slit below the lantern. If the PCs do not take the lantern to open the secret door, where they should leave their armor and metallic weapons, the Gnolls will know that the PCs are not supposed to be there. They will wait until the PCs encounter the Rust Monster trap (area 3) and then attack.

If the PCs do not immediately attack the Gnolls, the leader will say in rough common tongue: "Well? What are you waiting for? Take them off!" If the PCs do not immediately start to remove their armor, or if they begin to remove armor that is not metallic, the Gnolls will become suspicious. There is an 80% chance they will then attack, and a 20% chance that they will ask the PCs if they know what they are supposed to do. If the PCs reply that they don't or sass the guards, the Gnolls will attack.

Gnolls (6)

(HF 1, EP 65, Int 5, AL CE, AC 5 (leather armor, medium wooden shields), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 1d6 (wooden clubs), SA Nil, SD Nil, Lang: common, gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 4, Reference HOB 3 p 72).

1) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 Leather Armor: AC 8 9
 □□ □
 Medium Shield
 (AC bonus) +3 +2 +1
 □□□□ □□□□ □□□

2) HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
 Leather Armor: AC 8 9
 □□ □
 Medium Shield
 (AC bonus) +3 +2 +1
 □□□□ □□□□ □□□

KEY TO THE DUNGEON

1. Entry Hall

Encounter: none

Potential Yield:

- Locating Secret Door (EPV = 2)
- Spiking Secret Door Shut (individual EPV = 20)
- Bullseye lantern (GPV = 12)

3) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Leather Armor:	AC	8	9			
		□□	□			
Medium Shield (AC bonus)	+3	+2	+1			
	□□□□□	□□□□□	□□□			
4) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Leather Armor:	AC	8	9			
		□□	□			
Medium Shield (AC bonus)	+3	+2	+1			
	□□□□□	□□□□□	□□□			
5) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Leather Armor:	AC	8	9			
		□□	□			
Medium Shield (AC bonus)	+3	+2	+1			
	□□□□□	□□□□□	□□□			
6) HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
Leather Armor:	AC	8	9			
		□□	□			
Medium Shield (AC bonus)	+3	+2	+1			
	□□□□□	□□□□□	□□□			

3. Magnetic Rust Monster

Encounter: Magnetic Rust Monster (1)

Potential Yield:

- Slaying Magnetic Rust Monster (EPV = 420)

The smell of wet, oxidized metal strikes your nose, as you come upon an odd, large lumpy gray shape lying in the middle of the corridor. The motionless object appears to be some 50 feet from you.

Sleeping in the hallway is a Magnetic Rust Monster. The slavers leave their armor and metallic weapons in the secret guardroom, taking a handful of iron spikes with them to distract the monster as they pass it by.

Victims wearing metal within 40 feet of the creature must make a special Open Doors roll to resist the creature's pull. This chance is reduced by 10 minus the victim's AC. If the PC's Open Doors chance is 9 in 20 and his plate mail armor gives him an AC of 3, the roll would be 2 in 20. This formula assumes the victim is carrying metal or wearing metal armor. GMs can adjust this formula according to the circumstances.

Victims who fail their Open Doors rolls are pulled toward the creature at a rate of 10 feet per round. Additionally, any metal item that is dagger-sized or smaller has a 25% chance of being pulled off the character's body and onto the Rust Monster each round. Once a victim is stuck to the Rust Monster, the creature can strike with its antennae at +4 to hit. If the antennae strike metal it instantly rusts (any amount up to one full suit of armor per round). Magic times have a 10% chance for each plus and power of resisting the rusting attack. The beasts feed on metal rusted by their touch. Metal weapons that strike the Rust Monster are affected as though struck by the antennae. Metal magic items, except weapons, have a 20% chance of being unaffected by the rusting power.

Magnetic Rust Monster

(HF 13, EP 420, Int animal (I), AL N, AC 2, MV 12", HD 6, HP 48, SZ M, #AT 2, D nil, SA rusting, magnetism, SD Nil, Hon: Ave, ML 12, TOP 24, Crit BSL: Def AC, FF, Reference HOB 7 p 20).

HPs	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
	□□□□□	□□□□□	□□□□□	□□□		

4. Recently Built Wall

Encounter: none

Potential Yield: none

The passageway in this area has been partially blocked off by a 5-foot high wall of recently constructed brick and mortar. Unusual designs and glyphs cover the walls in this area.

The designs on the walls are, for the most part, nothing more than slightly artistic gnoll graffiti. Phrases that roughly translate as "Gorvar eats his own excrement" and "For a good time visit Kristina" abound.

The Gnolls built this low wall in order to keep the rust monster at area 3 from setting off the traps further down the corridor. It is high enough to deter the rust monster yet remains open enough to allow foolish intruders to walk down the hall of traps in area 5.

5. Pit Traps

Trap: Pit Trap. Location: every 10'. Dimension: 8' by 8' by 10'. Effect: 1d6+4 falling damage. Trigger: stepping on cover.

Encounter: none

Potential Yield:

- Defeating Traps (total EPV = 60)
- Assorted coinage (total GPV = 14 approx)

Turning the corner, you see that the walls ahead are also engraved with many strange designs and symbols. However, these appear to be different from the ones you just passed.

The designs on the walls are, like the previous wall, mostly nothing more than slightly artistic gnoll graffiti. Phrases roughly translate as "Daedul likes monkeys" and "Down With the Shattered Pinky!" However, there is one more piece of graffiti that exists on both walls, just before the pit traps. Translated, it reads "Let the Hobgoblin take the center path." This tells the Gnolls to walk along the 1-foot wide edge of this corridor to avoid the 8-foot square pit trap in the center. There is a pit trap every 10 feet.

There are exactly six pit traps. The PCs may use the six boulders from area 4 to set them off. Every other pit trap contains 1d4 gp, 1d6 sp and 1d8 cp from previous victims.

6. Hall of Screams

Encounter: none

Potential Yield: none

As you round the corner here, you hear screams of pain and moans of agony coming from the west. Spaced evenly along the northern wall are three doors.

The doors in this corridor are all locked.

6a. Storeroom

Door: The door is locked. It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Encounter: none

Potential Yield:

- 9 suits of leather armor (total GPV = 45)
- Assorted tools (total GPV = 17)
- Assorted torture equipment (total GPV = 10)

Opening the door, you see that this room is filled with many crates and boxes of various sizes.

These containers are filled with winter clothing, gnoll-sized leather armor, metal collars (new), chains and manacles (new), pick axes, shovels, nails, replacement boot soles and so on.

6b. Storeroom

Door: The door is locked. It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Trap: Stuffed 'unicorn' on platform. Effect: 1d10 striking damage. Trigger: opening door.

Encounter: none

Potential Yield:

- Defeating Trap (EPV = 10)

As you look into this room, you are startled to see a large white unicorn charging towards you! A low growling sound comes from the creature, its head down and horn pointed as if to attack!

The unicorn is really a stuffed white horse with a metal horn attached to its head. However, anyone standing directly in front of the door must save vs. petrification or take 1d10 points of damage from the stuffed horse striking with its metal horn. The stuffed horse was on a small, wheeled platform and propped at the top of a ramp. An anvil is placed on the base of the platform both to give it stability as well as some extra momentum (initial versions of the trap proved to be a bit rickety and lacking in penetrative force - the horse often tumbling off of the ramp before it reached the bottom). When the PCs opened the door, it rolled down the ramp (which is what caused the growling sound).

Some of the Gnolls set this trap up as a dangerous practical joke - to punish anyone who comes looking to 'acquire' supplies without the necessary paperwork. This storeroom is otherwise empty.

6c. Pantry

Door: The door is locked. It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Encounter: none

Potential Yield:

- 4 barrels of cheese (total GPV = 1,000)
- 3 barrels of honey (total GPV = 1,500)
- 6 crates of eggs (total GPV = 24 approx)
- 4 bags of salt (total GPV = 4)
- 5 barrels of pickled fish (total GPV = 15)
- 18 crates of salted fish (total GPV = 22 approx)
- 7 crates of corn dodgers (total GPV = 35)
- 3 crates of blood sausage (total GPV = 9)
- 4 crates of sailor's sausage (total GPV = 32)
- 9 barrels of ale (total GPV = 18)

You see that this room is filled with many barrels, chests, sacks and crates of various sizes.

There is nothing else in this room.

6d. Slave Pens

Door Trap: Poison Dart Trap. Location: The door handle. Effect: 1d8 damage + Type D poison. Trigger: Opening the door without disarming the trap. Also, the lock is excellent quality as per Table 16H: Lock

Quality on page 202 of the GameMaster's Guide, thus giving a 20% penalty to Open Locks checks. The door can be unlocked with Kristina's or the Gnarl-ron's key, a successful pick locks roll or an open locked doors roll.

Encounter: none

Potential Yield:

- Defeating Trap (EPV = 32)

Opening this door, the smell of death and sickness washes over you. Inside you see a large room, its walls ringed with barred cages. Inside these cages, a mix of human and humanoid slaves stare dully back at you.

There are 17 slave cages in this room (16 normal-sized, 1 large one for monsters), 12 of which are currently occupied by a mix of human and humanoid slaves. All are weak and unable to fight. They are, however, strong enough to bitch and moan about how the 'great heroes' have an 'agenda' if they are not immediately led to freedom.

7. Torture Chamber

Encounter: Standard Gnoll (6), Common Bugbear (2)

Potential Yield:

- Slaying Gnolls (total EPV = 390)
- Slaying Bugbears (total EPV = 350)
- 2 battle axes (total GPV = 10)
- 3 pole arms (halberds) (total GPV = 30)
- 1 short sword (GPV = 10)
- 3 coils of rope (total GPV = 3)
- Assorted torture equipment (total GPV = 124)

Opening this door, you see an enormous room, some 30 feet tall, with a terraced pit in the center. In this center landing is a long table from which two Gnolls drag a bloody corpse. Standing by this table is a large bugbear with bloody hands. To the east and west sides of the room are 10-foot-wide ledges. On these walls, two tortured bodies hang limply on their chains. Four more scream in agony as they are tortured by Gnolls with whips and strange metal implements. Around the room, you also see racks, hanging cages, an iron maiden, fire pits and braziers and other implements of torture. The floor and walls are covered with blood stains and the smell of death hangs in the air.

As the PCs enter this room, the bugbear at the table will shout an order at the Gnolls. They will drop the body to the floor and attack the PCs, drawing the battle axes strapped to their backs.

On the next round, the four Gnolls who were torturing the slaves will attack (three with halberds, one with a short sword). The bugbear at the table will throw a spear at the PCs.

On the third round, the second bugbear, who stood hidden in an alcove in the northwest corner of the room, will attack. The bugbear at the table will also charge into combat, if he is not already fighting.

Almost all the slaves in the room are dead. The still living, tortured slaves are:

Andar - A gnome illusionist (hp 24, currently 2) from Fernwickle.

Binni - An orc fighter (hp 28, currently 5) whose drunken brawling has led him to get chased out of nearly every town he has been through. In the last town, the officials actually sold him into slavery to get rid of him.

Terielian - an elderly elven female (hp 26, currently 1) from Linnard.

Against the rear wall, behind an iron maiden, is a secret passage leading to area 8.

In the southwest corner of this room is a bed of nails, another iron maiden, 20-foot long coils of chain, eight 4-foot long and 1-foot wide pieces of lumber, three 50-foot long coils of rope and a keg of nails.

Standard Gnoll (6)

(HF 1, EP 65, Int 5, AL CE, AC 6 (hide armor), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 2d4 (battle axe x2), Id10 (halberd x3), Id6+2 (short sword), SA Nil, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).

1) HPs ██████ ██████ ██████ ██████ ██████ ██████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □

2) HPs ██████ ██████ ██████ ██████ ██████ ██████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □

3) HPs ██████ ██████ ██████ ██████ ██████ ██████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □

4) HPs ██████ ██████ ██████ ██████ ██████ ██████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □

5) HPs ██████ ██████ ██████ ██████ ██████ ██████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □

6) HPs ██████ ██████ ██████ ██████ ██████ ██████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □

Common Bugbear (2)

(HF 2, EP 175, Int 8, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3+1, HP 34 each, SZ L, #AT 1, D 1d6+2 (spear), Id6+2 (short sword), SA surprise, +2 damage, SD nil, Lang: bugbear, goblin, hobgoblin, Hon: Ave, ML 12, TOP 16, Crit BSL: Def AC+1, FF 6, Reference HOB 1 p 97).

1) HPs ██████ ██████ ██████ ██████ ██████ ██████
 █████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □
Small Shield +2 +1
(AC bonus) ██████ ██████

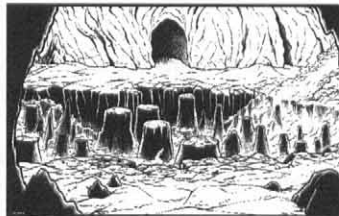
2) HPs ██████ ██████ ██████ ██████ ██████ ██████
 █████
Hide Armor: AC 6 7 8 9
 ██████ ██████ □ □
Small Shield +2 +1
(AC bonus) ██████ ██████

8. Chasm

Encounter: none

Potential Yield:

- Using boards to cross chasm (EPV = 25)
- Using boards and rope to cross chasm (EPV = 50)



Display illustration 4 on page IQ3 and read:

As you travel down this natural, winding corridor, you see that the passage opens up in front of you. It ends on a ledge some 30 feet above the floor of a large cavern that is covered with stalagmites. On the other side of the chasm you see another tunnel leading to who knows where. Between the two ledges are a series of rocky pinnacles whose flat tops are almost level with the ledges. As you stand there looking at the chasm, a hissing sound comes from below. Suddenly, the room fills with steam, obscuring all vision.

The steam, pouring out from a natural crevice in the chasm, also obscures infravision. It will continue to fill the cavern for 5 turns and then clear for 1 turn before filling again.

The edges of the chasm are weak and crumbling, and cannot be climbed up or down. Anyone falling into the chasm suffers 3d6 points of damage, and has an 80% chance to be impaled by a stalagmite for 2d6 points of damage.

The only way across the chasm (excluding magic and flight) is for the characters to cross the pinnacles. For a character to leap from stone to stone, he must roll under (or equal to) his Dexterity for each jump (six leaps in all). Of course, the steam will make it hard to determine exactly where the next jump should be, as well as making the stones slippery. If the PCs string a rope across the chasm, add a +2 bonus to the Dexterity check and roll only once for each character crossing. The PCs may also use the boards from area 7 - each board just reaches from pinnacle to pinnacle. Using the boards gives a +3 bonus to the Dexterity check, and the characters only need roll once. If the players use both the boards and a rope, they receive a +5 bonus.

9. Alchemist's Storeroom

Door: The door is locked (and trapped). It can be opened with a successful pick locks roll or open doors roll (the locked door value).

Trap: Falling Portcullis Trap. Location: corridor ceiling, parallel with door, one inch away. Effect: 2d6 damage. Trigger: Opening door without the key.

Encounter: none

Potential Yield:

- Defeating Trap (EPV = 12)
- Alchemist supplies (total GPV to another alchemist = 2,000)
- Disarming portcullis trap (EPV = 12)
- Basket of dried beef (GPV = 10)
- Cask of water (GPV = 0)
- Potion of Healing** (GPV = 400) (EPV = 200)
- Bead of Sleep Smoke** (GPV = 200) (EPV = 100)

Opening this door, you see that a small room has been hewn out of the cavern walls. The air is filled with the aroma of wild herbs and the pungent rot of decaying flesh. Inside are a long table and two cabinets. All are piled high with boxes, books, clay crocks and canisters, flasks and jars of herbs and other strange items. On the table, you see a severed hobgoblin head staring back at you from its position atop a small box.

This room serves as Kristina's storeroom and shortcut out of the dungeon (a secret door behind one of the cabinets leads to area 2).

The alchemist supplies are worth 2,000 gp to another alchemist (not to anyone else).

Sitting on top of one cabinet is a small cask of water and a basket of dried beef. Hidden in this basket is a **Potion of Healing**.

On the table, along with the hobgoblin head, are several half-filled flasks and beakers. If the PCs mix any of them, the potions will explode, doing 4d6 points of damage to anyone within a 10-foot radius (no saving throws), or produce a poison gas cloud that causes nausea and the loss of one point of Strength and one of Dexterity (no saving throw) for one day. There is a 50% chance of either.

Under the hobgoblin head is a small wooden box with an engraved image of a smoky cloud and a bee on the lid. Inside the box resembles a honeycomb. (Smart players will later realize they should use this against the bees in area 12b).

Resting in one of the divots is a small gray sphere that looks like a bead or marble. The empty divots show that all the other beads in this box have been used. This is a **Bead of Sleep Smoke**. It can be hurled up to 30 yards. Upon impact, the bead shatters, releasing a great cloud of magical smoke in a 20-foot radius. All creatures within the cloud must make a successful save vs. spell or fall into a deep sleep.

10. Gnoll Barracks

Door: This door is unlocked.

Encounter: Gnoll (2)

Potential Yield:

- Slaying Gnolls (EPV = 65)
- 2 short swords (total GPV = 20)
- Assorted coinage (total GPV = 32 approx.)

This room is cluttered with many bedrolls and blankets.

This room is where the Gnolls come when they need some sleep. There are two Gnolls sleeping here now. If surprised, they will attack with short swords on the second round.

If the PCs search this room, they will find three small pouches hidden in three bedrolls. Each pouch contains 2d10 sp and 1d10 cp. The two Gnolls also wear belt pouches (containing 2d6 gp).

Gnolls (2)

(HF 1, EP 65, Int 5, AL CE, AC 10 (unarmored), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).

- 1) HPs ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs ██████ ██████ ██████ ██████ ██████ ██████

11. Gnarl-ron Quarters

Door Trap: Poison Dart Trap. Location: The door handle. Effect: 1d6 damage + Type A poison. Trigger: Opening the door without disarming the trap. Also, the lock is poor quality as per Table 16H: Lock Quality on page 202 of the GameMaster's Guide, thus giving a 15% bonus to Open Locks checks. Breaking the door will arouse the attention of the sleeping Gnolls in area 10. The door can be unlocked with the Gnarl-ron's key, a successful pick locks roll or an open locked doors roll.

Encounter: Goblin (2 potential)

Potential Yield:

- Defeating Trap (EPV = 3)
- Slaying Goblins (total EPV = 30)
- Coinage (total GPV = 38)
- 12 lapis lazuli - ornamental stones (total GPV = 120)
- 4 carnelian - semi-precious stones (total GPV = 200)
- 2 daggers (total GPV = 4)

This room is a bizarre mix of lavish furniture and underground living. In the northeast corner is a four post bed beside an attractive armoire made of dark red wood. In the southeast corner sits a well-designed cabinet. A sturdy wooden club, a small box and a smelly chamber pot upon which crawl several small roaches all lie on the cabinet shelves. The walls and ceiling are roughly hewn from stone. On the dirt floor lies an attractive red rug covered with muddy footprints.

There is a 50% chance that the PCs will come upon this room at the same time it is being burgled by two goblins (carrying daggers). In this case, the door is unlocked and the trap is already disabled.

The box in the cabinet contains 14 gp.

The footprints on the rug appear to be those of a Gnoll, though they are a little shorter and wider. If the PCs lift up the rug, they will notice a wooden board lying in the dirt (they have a 20% chance to notice the board by stepping on it, assuming that they walk around in the room). Underneath the board is a hollow in the dirt. Within this hollow are twelve lapis lazuli ornamental stones, four carnelian semi-precious stones and 12 hsp

Goblin (2 potential)

(HF 0, EP 15, Int 10, AL LE, AC 8 (leather), MV 6", HD 1, HP 24 each, SZ S, #AT 1, D 1d6-2 (daggers), SA Nil, SD Nil, Lang: goblin, bugbear, Hon: Ave, ML 10, TOP 12, Crit BSL: Def AC-3, FF 6, Reference HOB 3 p 81).

1) HPs ██████ ██████ ██████ ██████ ██████
 Leather Armor: AC 8 9
 ██ █

2) HPs ██████ ██████ ██████ ██████ ██████
 Leather Armor: AC 8 9
 ██ █

12a. Bucket Trap

Encounter: none

Trap: Falling bucket trap. Location: 20-foot squared area in the center of the corridor. Effect: Four buckets of sugary syrup falling on up to four characters in the square. Trigger: Over 250 pounds stepping on trigger plate.

Potential Yield:

- Defeating Trap (EPV = 50)

A long passageway, approximately 100 feet long and almost 20 feet wide, stretches out in front of you. At its end, it appears to curve right, to the north.

A 20-foot squared area in this passageway is trapped. The entire square is a pressure plate. Once there is more than 300 pounds on the pressure plate, four evenly-spaced holes in the ceiling above will open up, and four buckets of sugary syrup will plunge down on whomever is below.



12b. Beehive

Encounter: Bees (221)

Potential Yield:

- Slaying Bees (total EPV = 221)
- Putting Bees to sleep (EPV = 10)

As the buckets fall, a sliding panel in the western wall will slide away, revealing a large conical clay hive inset in a wall alcove.

The bees will be drawn to the sugary syrup, immediately attacking any sugar-coated PCs (1d6 per round for 1 point of damage each).

Smart players will use the Bead of Sleep Smoke to put the bees to sleep. Once a character leaves the area he will be stung for damage for one more round, then the stinging will stop.

Bees (221)

(HF 0, EP 1, Int non, AL N, AC 3, MV 1"/3" fly (A), HD 1HP each, SZ T, #AT 1, D 1 per bee, SA Sting once, SD Nil, ML 19, TOP n/a, Crit BSL: Def AC-4, FF n/a, Reference HOB 1 p 62).

Bees HP table with 6 columns of 221 HP each, represented by empty boxes for tracking health.

12c. Gnoll Training Area

Encounter: Gnoll (20), Gnarl-ron (1)

Potential Yield:

- Slaying Gnolls (total EPV = 1,300)
- Slaying Gnarl-ron (EPV = 120)
- 20 large leather armor (GPV = 100)
- 10 long swords (GPV = 150)
- 4 battle axes (GPV = 20)
- 6 spears (GPV = 48 sp)
- 1 large ring mail (GPV = 65)
- 1 small shield (GPV = 20)
- 10 long bows (GPV = 750)
- 120 flight arrows (GPV = 3)
- 10 quivers (GPV = 1)
- 10 awl pikes (GPV = 50)

Looking into this spacious natural chamber, approximately 70 feet in diameter and 25 feet high, you see several Gnolls apparently fighting each other with various weapons.

The Gnolls here are in training. The shorter, stockier Gnoll is their Gnarl-ron leader. Upon spotting the PCs, they will attack.

Gnoll (20)

(HF 1, EP 65, Int 5, AL CE, AC 8 (leather), MV 12", HD 2, HP 30 each, SZ L, #AT 1, D 1d8 (long sword x10), 2d4 (battle ax x4), 1d6 (spear x6), SA Nil, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hobgoblin, Hon: Ave, ML 11, TOP 15, Crit BSL: Def AC, FF 6, Reference HOB 3 p 72).

Table listing 16 groups of Gnolls. Each group entry includes HP counts (e.g., 1) HPs) and Leather Armor stats (AC 8 9) with empty boxes for tracking.

17) HPs ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 □□ □

18) HPs ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 □□ □

19) HPs ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 □□ □

20) HPs ██████ ██████ ██████ ██████ ██████ ██████

Leather Armor: AC 8 9
 □□ □

Gnarl-ron (1)

(Gnarl-ron Leader: HF 3, EP 120, Int 9, AL LE, AC 5 (ring mail, small shield), MV 9", HD 2+3, HP 35, SZ L, #AT 1 (+1 to hit due to Strength), D 1d6+2 (club), SA Disarm, SD Nil, Lang: gnoll, troll, gnarl-ron, orcish, hob-goblin, Hon: Ave, ML 11, TOP 17, CRIT BSL: Def AC+2, FF 7, Reference HOB 3 p 71).

HPs ██████ ██████ ██████ ██████ ██████ ██████
 ██████

Ring mail: AC 7 8 9
 ██████ □□ □

Small Shield +2 +1
 (AC bonus) □□□□ □□□

13. Gelatinous Cube

Trap: Sliding wall. Location: 10-foot area in the center of the corridor. Effect: Wall slides down to release Gelatinous Cube into corridor behind PCs. Trigger: Over 300 pounds stepping on trigger plate.

Encounter: Gelatinous Cube (1)

Potential Yield:

- Defeating Trap (EPV = 50)
- Slaying Gelatinous Cube (EPV = 725)
- Pole arm (halberd), partially digested (GPV = 6)
- Assorted coinage (total GPV = 4 approx)

Looking down this passageway, you see a set of double doors almost 100 feet away.

If the PCs do not locate and deactivate the trap (spike the wall shut), a 10-foot square section of the wall will flip outwards and upwards behind them, and a Gelatinous Cube will come sliding out. The Gelatinous Cube fills the entire corridor, and will start to immediately advance on the PCs. They now have two choices - stand and fight, or retreat into the double doors. There is nowhere else to go.

Inside the Gelatinous Cube is a partially digested Gnoll body, a pole arm, and a coin pouch containing 2 gp and 19 sp.

Gelatinous Cube (1)

(HF 8, EP 25, Int non, AL N, AC 8, MV 6", HD 4, HP 32, SZ L, #AT 1, D 2-8, SA Paralyzation, Surprise 3 in 6, SD see HOB, Hon: Ave, ML 20, TOP n/a, CRIT BSL: Def AC+2, FF n/a, Reference HOB 3 p 48).

HPs ██████ ██████ ██████ ██████ ██████ ██████ □□

14. Kristina's Laboratory

Encounter: Kristina (MU6), Great Horned Owlbear (2), Goblin (14), Goblin chief (1), insane slave (1)

Potential Yield:

- Slaying Kristina (EPV = 723)
- Slaying Great Horned Owlbears (total EPV = 2,200)
- Slaying Goblins (total EPV = 210)

- Slaying Goblin chief (EPV = 35)
- Slaying insane slave (EPV = 15)
- 13 short swords (total GPV = 130)
- 4 short bows (total GPV = 120)
- 16 sheaf arrows (total GPV = 1 approx)
- golden bracers (GPV = 400)
- platinum necklace (GPV = 1,200)
- Leather Armor +1** (GPV = 1,500) (EPV = 500)
- Scimitar of Speed +2** (GPV = 2,000) (EPV = 3,000)
- Flask with Potion of Fog Cloud** (GPV = 900) (EPV = 300)
- Alchemist Supplies (total GPV to another alchemist = 3,000)
- Parchments (total GPV = 0)

Display illustration 2 on page IQ2 and read:

These doors open onto a large room some 40 feet wide and 60 feet long. Moving around the room and on two balconies are many goblins. Steps lead down to the central floor, where you see an incredible sight. A deformed figure, with a long clawed arm and distended mouth, lies on one of two blood-stained stone tables in the center of the room. Seeing you, it wails a pitiful scream. The goblin who, until now, had been watching the creature sees you, draws its sword and lets out a cry of anger.

Kristina is behind a small work bench in the northern end of this room. She is a small female grunge elf with ivory white skin and some impressive tattoo work. Her green eyes are cold and hard. The creature on the table is a human slave that Kristina has been experimenting on (without anesthetic, of course). The creature has been driven insane by the pain. The goblins are Kristina's assistants. Set in the wall on either side of the door (where the PCs cannot see them upon entering) are two cages, each containing a Great Horned Owlbear. The lever to open and close each cage is on the balcony above it.



Combat Breakdown

There are 14 goblins (four on the balcony and nine on the main floor) and their chief. There are also two Great Horned Owlbears, and Kristina herself.

Round 1: If surprised, Kristina will duck behind her work bench and cast Protection from Good upon herself, giving any good-aligned PCs a -2 penalty to their attack rolls against her. If not surprised, she will already have Protection from Good and Shocking Grasp cast upon herself, and will use her Magic Missile spell instead. The goblin archers fire twice.

Round 2: Kristina will cast Shocking Grasp upon herself, in case she needs to enter melee with someone (using her scimitar as a conductor!). If Kristina is not surprised, she will already have Protection from Good and Shocking Grasp cast upon herself, and will use her Magic Missile spell instead. The goblin archers on the balcony will pull a lever to open the Great Horned Owlbear cages. The Owlbears will rush out, attacking with surprise on a roll of 1-4 on 1d6.

Round 3: Kristina will use the Magic Missile spell against any obvious magic-user, or the strongest fighter if there is no magic-user. The goblin archers fire twice, while the sword wielders will melee anyone not fighting the Great Horned Owlbears.

Round 4: Kristina will cast a Lightning Bolt spell (a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet long) against the nearest PCs. Their arrows now exhausted, the goblin archers will climb down the ladders to enter into melee. The goblins and Great Horned Owlbears will continue to attack.

Round 5 and up: If the battle appears to be going badly for Kristina's side, she will either cast her Darkness spell, or pick up a flask and throw it to the floor, then flee into her secret door behind the tallest bookcase. The secret door follows a tunnel that ends aboveground, in a clump of bushes some 500 yards away from the fortress.

The contents of the shattered flask will form a cloud of smoke in a 10-foot radius that blocks all sight (even special vision such as infravision). The cloud will also sting the eyes of anyone who passes through it, blinding them for as long as they are in the cloud, plus one round after they leave the cloud. The cloud lasts for six rounds.

In the event that Kristina cannot escape and is forced into melee, she will use her **Scimitar of Speed +2**, automatically granting her the first attack in a melee round. It also allows her to attack twice per round, (gaining automatic initiative on the first attack) and normal initiative on the second.

Along with her **Leather Armor +1**, Kristina is wearing a set of golden bracers and a necklace of platinum. Shoved behind some books and papers on the top of one cabinet is a roll of parchment. These are three sheets, the first one listing various names of the slaver merchants Kristina does business with. The second sheet is a tally of slaves received, and where they are from. The third is a crude map of the slave caravan routes that show how slaves are taken to and from the secret city of Strugelhauf deeper in the Vespar Mountains.

On the many shelves and cabinets in this room are canisters, decanters and flasks of various compounds, and tables full of glassware, knives, needles and thread. These alchemical items will only be of interest to an alchemist.

Kristina, female grel

(HF 5, EP 723, F/MU 6/6, S 12/53, D 14/35, C 11/35, I 18/95, W 13/32, Cha 16/67, Com 12/15, AL NE, AC 5 (**Leather Armor +1**, Dex, Acrobatic skill suite), MV 12", HD 6, HP 62, SZ M, #AT 2, D 1d8 +2 (**Scimitar of Speed +2**), SA Spells, SD Nil, Lang elven, common, pixie fairy, Hon 30, TOP 31, Crit BSL Def AC +4, FF 12), Quirks & Flaws: sadistic, color blind, tone deaf, Talents: acrobatic skill suite, acute (high) alertness, dagger bonus, keen Sight (long distance), less sleep, magic identification, photographic memory, sixth sense, Skills: arcane lore 41, alchemy 38, basic anatomy 79, ancient history 31, astrology 51, surgery tools/suture kit 88, evil speak 40, first aid: cauterize wound 45, First Aid: Sew Own Wounds 45, first aid: sew wounds 45, torture 114, Spells: Protection from Good, Magic Missile (x3), Shocking Grasp (x2), Darkness, Preserve, Lightning Bolt, Phantom Steed.

HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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 Leather Armor +1: AC 7 8 9
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Great Horned Owlbear (2)

(HF 5, EP 1100, Int 7, AL N, AC 5, MV 12", HD 5+2, HP 45 each, SZ L, #AT 5, D 1d6 (claw x2), 2d6 (bite), 1d4 (horn x2) SA Charge, SD Nil, ML 13, TOP 22, Crit BSL: Def AC +3, FF 13, Reference HOB 6 p 51).

1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Goblin (14)

(HF 0, EP 15, Int 10, AL LE, AC 6 (leather armor, small wooden shield), MV 6", HD 1, HP 27, SZ S, #AT 1, D 1-6 (club), SA Nil, SD Nil, Lang: common, goblin, hobgoblin, Hon Ave, ML 10, TOP 13, Crit BSL Def AC-3, FF 6, Reference HOB 3 p 81).

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3) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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5) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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6) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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7) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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 Small Shield +2 +1
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8) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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 Small Shield +2 +1
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9) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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 Small Shield +2 +1
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10) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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11) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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 Small Shield +2 +1
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12) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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13) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
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14) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
 Leather Armor: AC 8 9
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 Small Shield +2 +1
 (AC bonus) □□□□ □□□

Goblin chief (1)

(HF 0, EP 35, Int 10, AL LE, AC 5 (chain mail, small wooden shield), MV 6", HD 1, HP 28, SZ S, #AT 1, D 1-6 (club), SA Nil, SD Nil, Lang: common, goblin, hobgoblin, bugbear, Hon great (+1 to ALL die rolls + a mulligan), ML 12, TOP 14, Crit BSL Def AC-3, FF 6, Reference HOB 3 p 81).

HPs

Chain mail

AC	5	6	7	8	9
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Small Shield	+2	+1
(AC bonus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Insane slave (1)

(HF 0, EP 15, Int 8, AL N, AC 10, MV 0", HD 1, HP 3 (8), SZ M, #AT 1, D 1-2 (unarmed), SA Nil, SD Nil, Lang gibberish, Hon 4 (Dishonorable), ML 2, TOP 4, Crit BSL Def AC -5, FF 3, Reference HOB5 p 13)

HPs

The Caves of Somberskud

After their assault on Fort Strategy, the PCs will have information that will lead them to the secret city of Strugelhauf deeper within the Vespar Mountains. The documents found can also confirm that Dame Silver and others were sent to Strugelhauf. The player characters should have no trouble in setting out on the trail to Strugelhauf.

For the caravans of the slave lords, the next leg of the journey is one made by a few, but not all. Only those with the most special talents and connections ever continue the journey to the final stronghold of the slave lords. Once there, some are kept for their skills and knowledge while others are sold or ransomed for the price they command.

THE TRAIL

At the outset, the secret route is clear: it goes higher and higher into the Vespar Mountains. Remember to check for random encounters along the way. During the first day, the trail winds through oaks and cottonwoods, then gradually rises into aspens and pine. The second day, the trail enters into a rugged rocky region. There are many granite outcroppings, ravines, fast-flowing streams, and switch-backed turns. Throughout the day the trail grows fainter and fainter. By the end of the second day, the trail frequently passes over rock fields and barren stretches, making it almost impossible to follow. That night, rain falls heavily. Everyone and everything is thoroughly soaked. By the next morning, only those with the tracking skill can follow the trail. Even they eventually lose the trail. Soon, the characters are in the wilderness without a trail or guide to follow.

ENTERING THE VALLEY OF STRUGELHAUF

Strugelhauf, the city of the slave lords, is hidden away in the crater-bowl of a dormant volcano. It cannot be seen by normal travelers, screened as it is by the high wall of the peak. The characters must discover an entrance into the valley.

There are two known entrances to Strugelhauf. One is the common entrance, used by virtually all who live and visit there, a steep and winding trail that switches up the side of the mountain. It is well-camouflaged, making it almost impossible to find without proper directions. Near the top there is a small gap in the cliff walls, a narrow defile through which all caravans pass. This entrance is carefully guarded at all times.

The second entrance is only known to a few besides the slave lords. It is a dangerous and seldom used series of tunnels that pass under the base of the crater wall and rise onto the island at the heart of the crater. It forms a type of emergency exit for the slave lords and their confidants. As such, it is filled with guardian monsters and other dangers to discourage the curious.

If the player characters are wandering through the area lost, there is a 5% chance per day they accidentally stumble upon the trail entrance. However it is much more likely they will find the secret entrance first.

Stalin Kim, in his plan to discredit Edralve, wants the characters to slip into the valley unnoticed. Thus, he has sent his agents to secretly assist the player characters. One morning the characters awaken and find an unusual sight not far from their camp. An arrow, carefully made from loose stones, points into the wilderness. This arrow was not there the night before. It points in the direction of the secret entrance. If the characters follow the arrow, they find others guiding their way. If they do not follow, they find a similar arrow each morning. The final arrow points directly to the cave openings through the crater wall. There are no tracks to indicate whether any of these entrances have been used recently.

You are one of these parties who have entered the wilderness in the attempt to track the slavers to their lair. In the course of your adventures, you received information that the next bastion of the slavers was in the Vespar Mountains. After many fruitless attempts at following parties of slaves and slavers, you discovered that they disappeared beneath one great peak in the Mountains. The search has taken many days of winding through cave and tunnel, seeking the pathway that the slavers use. At last you are standing on the rocky slope of a steep hill with your mounts tethered under some nearby trees. Four cave entrances stand before you, one of which might be the entrance to the Slaver's Den. Darkness fills the caves like the void of a starless night.

The entrances bear no tracks and no slavers will come or go through this area for weeks.

A. Blind caves

This cave ends after 100 feet. Piles of gnawed, yellow bones and other refuse litter the cave floor near the far wall. This is exactly the type of cavern you have been searching through time and time again over the past few days.

The cave is empty and inconsequential. There is nothing of value and no exit other than the cave mouth.

B. Entry tunnels

The caves are winding and natural, twisting deeper and deeper into the cliffs. They eventually come together in a large square room, 50 feet on a side and 10 feet high. The room is dusty and dirty, and in the northwest corner are two 10-foot long by 2-foot wide strips of bark or hide-like material. There is a 10-foot wide passageway of cut stone leading out of the center of the south wall.

The two strips of hide give off an odor resembling spoiled meat. If the two pieces of hide are examined closely, they appear to be strong and flexible. Also, the undersides of the strips are scored deeply, and crystals of a salt-like substance are in the grooves. This material is perfectly normal salt from the slide (area 1).

I. The salt slide

The rough-hewn north passage ends in a dimly seen door.

The door at the end of the hallway is false. If the PCs are using a torch for light, it will come into their range of view just as they enter the trapped area described below.

TRAP!! This trap can be found by searching for traps or by magical means and can be sprung safely if discovered. As the party approaches within 15 feet of the door, the floor suddenly drops out from under the lead characters! Up to the first two ranks of the party falls through the floor. The floor section snaps shut after one round unless it is held or spiked open. All those who fall drop 15 feet and take 1d6 points of damage. They will land on a great pile of salt and begin to slide rapidly down into the darkness.

There is a 20% chance that a character falling through the trap drops one or more items (one to two) that are in hand. Any object dropped into the salt mountain has a 75% chance of being lost forever. In addition, fragile items (like flasks of oil or potions) may break. Use the appropriate save vs. Fall, with penalties for height cancelled by the soft impact surface. For example, a ceramic oil flask will save on a roll of 11 or better. See GMG page 104, Table 8Y, Attack form 5: Fall.

If any of the PCs fall into the trap read the following:

As the floor gives way you drop about 15 feet and land on a great pile of salt and begin to slide rapidly down into the darkness. Those sliding down the mountain of salt pass through a large natural chute, which has strange luminous fungus growing on the walls.

The cavern and the salt remain from thousands of years ago when a subterranean river wended its way through here. *The combination of the fungal spores and the salt acts as a Slow spell (PHB p 205) lasting five turns.* Neutralize Poison or Dispel Magic counter its effects. Salt taken from the slide area is normal salt with no special properties. It only has slowing properties when crystals are touched and the spores are inhaled.

Any character who does not contact the salt or breathe the spores is not slowed; for example, those using a Fly spell or one of the bark toboggans found in room B. Armor or clothing does not negate the salt's effects. However, if a character attempts to slide down on a large shield he or she has only a 40% chance (minus his or her Dexterity) of being slowed. Descent takes one round if tumbling, sliding, flying, or levitating; it takes two rounds for a controlled descent using ropes.

Unfortunately, characters who slide down the shaft using devices as sleds (such as a shield or toboggan) may be in for another nasty surprise. If characters use the toboggan (up to 4 human-sized characters can ride at one time), they will avoid the slow effects, but will accelerate out of control and slam into the wall opposite the slide for 4d6 damage each. Characters riding items not made for speeding down salt chutes (virtually everything but the toboggans) suffer only 2d6 damage from the impact.

2. Guardroom

Encounter: Orgs (10)

Potential Yield:

- Slaying 10 Orgs (EPV = 120 each)
- Coinage (each Org has 12 gp and 4 ep) (GPV = 144)
- 10 light crossbows (GPV = 35 each)
- 10 long swords (GPV = 15 each)
- 60 light crossbow bolts (GPV = 6)
- Gold amulet (GPV = 50)

For anyone that traveled down on a toboggan read:

The make-shift toboggan slides easily down the tube, but accelerates quickly and before you can react plummets out of the chute sending you slamming into a solid stone wall.

For others, read:

Tumbling quickly out of the salt slide, you find yourself in an oddly-shaped room with many exits. Standing in a semicircle around the slide are 10 Orgs, aiming crossbows and armed with long swords. They fire their crossbows and reload very quickly.

The 10 Orgs all fire their crossbows for one round (remember that the party is probably slowed at this point). They concentrate their fire on spellcasters (guys with pointy hats, pixie-fairies and dudes with holy symbols). Then, three of the Orgs and the leader draw swords and defend the remaining six, who continue to fire crossbows. When two or more Orgs are killed, the remainder all enter melee with swords, concentrating on one or two characters at a time (taking whatever the party gives). Retreat up the slide is not possible unless a Fly or Levitation spell is used or a secured rope remains in place.

One Org (the leader) has a gold amulet and a scroll case. In the scroll case is what appears to be a very thick piece of blank paper, actually two pieces of paper glued together with a third piece in between. The inner piece of paper can be discovered simply by peeling the other two pieces apart or by cutting them. It cannot be found by gazing through the paper at a light source. The concealed paper is a map of this room (or one identical to it) with the westernmost hallway on the north wall marked with an "x". A ranger or anyone that makes a skill check for tracking (Modifier = Average, +20%. See GMG page 71) can tell that this exit is the most heavily traveled if he spends at least one turn looking for tracks.

Orgs (10)

(HF 1, EP 120, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 36 each, 36 (leader), SZ M, #AT 1, D 1d8+4 (longsword, +2 to hit due to Strength) / 1d8 (light crossbow, -2 to hit due to non-proficiency), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP 17, Crit BSL: Def AC+4 (longsword), Def AC+0 (crossbow), FF 6, Reference: HoB 6 p 43.)

Leader) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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3) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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4) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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5) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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6) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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7) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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8) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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9) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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10) HPs	□□□□	□□□□	□□□□	□□□□	□□□□
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3. The Piercer Cavern

Encounter: Piercers (30)

Potential Yield:

- ☐ Slaying 30 Piercers (EPV = 125 each)

The corridor widens into a rough hewn, approximately ovular natural cavern dimly lit by luminous fungus. The exact size of the room is difficult to determine because of the large number of pillars, stalagmites and stalactites present. Directly opposite the entry, 100 feet away, is a door of iron-banded wood. In the center of the north wall is a passageway that recedes into the darkness.

The door is false; the real exit is behind a secret door just inside the cave entrance (the Orgs and slavers use this entrance). If anyone asks or if the party scans the room, they'll notice a boulder against the south wall partially covering another passage. This false exit is easily seen from the false door.

The cavern is inhabited by Piercers of the largest size. There are a total of 30 Piercers, and they cannot be detected by infravision. (Should the party specifically state they are looking for Piercers, there is a 5% chance per character per round that the slight movement in the ceiling is noticed.)

The Piercers do not react to torches or noise alone, but if an area on the floor or in the cavern gains warmth (such as by a Fireball or similar spell), 1d4 Piercers will drop for every 100 square feet covered by the warmth. However, Piercers do move, so a safe path cannot be cleared for longer than one round. Shields should be taken into account for armor class if held overhead, but not unless stated and even if held high, will not give immunity to attack.

Each round that someone is in the cavern area two Piercers fall from the ceiling. If more than one person is in the area, determine randomly who is struck. If offensive measures are taken against the Piercers, the Piercers launch a mass attack of at least one Piercer per person in the area.



Piercers (30)

(HF 5, EP 125, Int 1, AL N, AC 3, MV 1", HD 4, HP 40 each, SZ M, #AT 1, D 4-24, SA 90% Surprise, SD Nil, Lang: none, Hon: Average, ML 14, TOP n/a, Crit BSL: Def AC+2, FF n/a, Reference: HoB 6 p 70.)

- 1) HPs ██████ ██████ ██████ ██████ ██████ ██████
- 2) HPs ██████ ██████ ██████ ██████ ██████ ██████
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4. Prancing Pigdawg Feeding Time

Encounter: Prancing Pigdawgs (4), Orgs (5)

Potential Yield:

- ☐ Slaying 4 Pigdawgs (EPV = 120 each)
- ☐ Slaying 5 Orgs (EPV = 120 each)

- Coinage (each Org has 10 gp and 5 ep) (GPV = 62.5)
- 10 heavy crossbows (GPV = 50 each)
- 5 broad swords (GPV = 10 each)
- 30 crossbow bolts (GPV = 6)
- Ring of Free Action** (GPV = 5000, EPV = 1000)

The entrance to this sty of a room is covered with rotting meat and spilled blood. As you approach, four large, collared pig-like dawg creatures charge your direction. The rest of the room is a jumble straw, bedding material, broken down pens, knocked-over furniture and shovels.

The Prancing Pigdawgs will have noticed (heard or smelled) the PCs long before they arrive and the Orgs and Dawgs will have had time to prepare and gain a segment of surprise. As soon as the adventurers enter the corridor, the Orgs, hidden behind two overturned tables (see map) will release the Pigdawg's leashes, and the Orkin Wardawgs immediately charge the party and attack. They are + 2 to hit the first melee round because of their charge (See GMG p 92).

From behind the tables (75% cover — +7 to AC and saves for physical damage), the five Orgs use their heavy crossbows to attack on the first segment and again the first round (they each have a handy, loaded spare), concentrating on the spellcasters and especially pixie-fairies if possible. When the party begins to break through the Wardawgs, one or two Orgs advance with broadswords. When all the Prancing Pigdawgs are dead, the rest of the crossbowmen draw their swords and enter melee.

The fourth Org is wearing a **Ring of Free Action**.

Prancing Pigdawgs (4)

(HF 2, EP 120, Int 2-4, AL CE, AC 6, MV 18", HD 3+4, HP 37 each, SZ M, #AT 1, D 2-12 (bite), SA Surprise 7 in 10, SD Surprised only on a 1 in 20, Lang: none, Hon: Average, ML 17, TOP 18, Crit BSL: Def AC+4 (charge), Def AC+2 (melee), FF 9, Reference: HoB 6 p 72.)

- 1) HPs
- 2) HPs
- 3) HPs
- 4) HPs

Orgs (5)

(HF 1, EP 120, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 34 each, SZ M, #AT 1, D 2d4+4 (broadsword, +2 to hit due to Strength) / 2d4+1 (heavy crossbow, -2 to hit due to non-proficiency), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP 17, Crit BSL: Def AC+4 (broadsword), Def AC+0 (crossbow), FF 6, Reference: HoB 6 p 43.)

- 1) HPs
- 2) HPs
- 3) HPs
- 4) HPs
- 5) HPs

5. Ozone room

Encounter: Bony Ridged Leeches (2), Groin Leeches (2), Luck-draining Muck Leeches (2), Sinus Leeches (2), Giant Leeches (2)

Potential Yield:

- Slaying Bony Ridged Leeches (EPV = 45 each)

- Slaying Groin Leeches (EPV = 15 each)
- Slaying Luck-draining Muck Leeches (EPV = 7 each)
- Slaying Sinus Leeches (EPV = 3 each)
- Slaying Giant Leeches (EPV = 120 each)

The passageway enters a 30-foot wide, 70-foot long, 20-foot high room. Stone steps descend into a pool of gray, bubbling goo and emerge from the muck at the other end. A 1-foot wide stone bridge arches some 5 feet above the pool crossing all the way to the other end of the room. Bisecting the room exactly halfway across the bridge is a 30-foot wide, 20-foot high, 5-foot thick wall of transparent, crackling blue fire that leaps from wall to wall and from ceiling to the surface of the goo. The air smells of ozone.

The blue fire is actually a field of magic force that strikes any character who tries to walk through it for 16 points of electrical damage (save vs. Breath Weapons for eight points, save at -4 if wearing metal armor, +2 if wearing leather).

A character who walks across the bridge after first coating himself or herself with the thick white goo suffers only half damage (eight points or save for four points). Whenever the electricity strikes a character for damage (including a thief climbing the walls), a Dexterity check must be made to see if the character falls into the goo. The character must roll his or her Dexterity or less on a d20 to avoid falling in; no damage is sustained from the fall.

A character crossing through the blue fire without touching the bridge, walls, or ceiling (by flying, for example) suffers no damage, but all metal on his or her body is strongly "magnetized" for five turns; a drawn sword will attach itself to metal armor or shield, and so on. This is not true magnetism, but magical magnetism, so even non-ferrous metals are affected. And don't let any wise guy physics majors try to get the best of you on this. The GM is always right!

The gray goo is 10 feet deep; the bubbles are caused by air being forced through the thick liquid. An unencumbered character can swim through the goo with great effort at a rate of 10 feet per round. Swimming is so difficult that a character who swims must make, once per round, save versus fatigue (roll under his (Wis + Con)/2). However, the curtain of fire does not effect characters below the surface of the goo. A character who walks across the bottom of the room will discover that the goo can be breathed without difficulty and that any taken into the body is harmlessly absorbed. The goo hides any character in it from the rest of the party. A character who wears the Ring of Free Action may move through the gray goo with no difficulty.

Inside the goo, the characters will be surprised (automatic) to find several varieties of leeches living in the goo. Their natural sleekness lets them cut through the goo at only half movement. Each round a person has a portion of his body immersed in the goo, there's a percent chance equal to the percent of his body in the goo (i.e., total immersion = 100%, wading to the waist in = 50%, swimming with head out = 90%, etc.). Roll on the table below (1d6) to determine the exact species that attaches:

- 1 Bony Ridged
- 2 Groin
- 3 Luck-draining Muck
- 4 Sinus (treat result as "no leech" if head is not submerged)
- 5-6 Giant

Bony Ridged Leeches (2)

(HF 2, EP 45, Int 0, AL N, AC 9, MV 4.5", HD 1, HP 24 each, SZ T, #AT 2, D 1-4 (bony ridge) / 1-4 (suction), SA Suction, SD Nil, Lang: none, Hon: N/A, ML 10, TOP N/A, Crit BSL: Def AC-2, FF N/A, Reference: HoB 4 p 77.)

- 1) HPs
- 2) HPs

Groin Leeches (2)

(HF 0, EP 15, Int 0, AL N, AC 8, MV 3", HD 1-1, HP 23 each, SZ T, #AT 1, D 1-3 (blood drain), SA Suction, SD bite 90% unnoticeable, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-3, FF N/A, Reference: HoB 4 p 79.)

- 1) HPs
- 2) HPs

Luck-draining Muck Leeches (2)

(HF 0, EP 7, Int 0, AL N, AC 8, MV 1/4", HD 1/4, HP 21 each, SZ T, #AT 1, D special (luck drain), SA luck drain (-1 to-hit and -1 to saves), SD gains luck as a Luckstone (See GMG p 265), Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference: HoB 4 p 80.)

- 1) HPs
- 2) HPs

Sinus Leeches (2)

(HF 0, EP 3, Int 0, AL N, AC 10, MV 1.5", HD <1-1, HP 1 hp each, SZ T, #AT 1, D special (suffocation), SA suffocation (3 rounds causes difficulty breathing, 6 rounds causes suffocation - Character will die in a number of rounds equal to his Constitution divided by 3. Character will black out on the second to last round.), SD Nil, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-4, FF N/A, Reference: HoB 4 p 81.) A sinus leech attacks its victim inside the throat such that when it becomes engorged with blood, it begins to choke off the windpipe. Swallowing dangerous items like poison, acid, flaming oil, torches or swords are likely to kill the leech on a successful hit. If the victim can relax using the Grace Under Pressure talent, Maintain Self Discipline skill (difficult, 0% modifier), inherent monk class self discipline, or reproduce the same with a spell or spell like effect, the leech can be pulled out with a successful hit and a Dexterity check.

- 1) HP
- 2) HP

Giant Leeches (2)

(HF 2, EP 120, Int 0, AL N, AC 9, MV 4.5", HD 4, HP 40 each, SZ M, #AT 1, D 4 (blood drain), SA blood drain, 50% chance of inflicting a blood disease - for purposes of the tournament the PC's fatigue factor drops to 1, SD attack 99% unnoticeable, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC+2, FF N/A, Reference: HoB 4 p 78.)

- 1) HPs
- 2) HPs

Rubbing salt from the chute at encounter #1 will cause a leech to detach in 5 segments. Any character with Survival, Jungle or Animal Lore will know this with an Easy Modifier (to their skill check. This is +65% for Animal Lore and +40% for Survival, Jungle.

Party members will discover as they leave the pool that the sticky gray goo has coated their bodies and hardens as it dries. For the next five turns the drying goo impairs fighting capability. Those so covered attack and defend with a -2 penalty. At the end of the five turns the rubbery material is solid enough to peel off easily. The drying process cannot be speeded up by any means, nor can the goo be removed with water, oil, or any other solvent save acid which will burn it off in 2 rounds.

6. The Hanging Rope

Trap: Pit Trap.

Location: Entire Floor

Effect: Floor drops out to reveal acid pool

Trigger: Pulling on rope

Hanging from the center of the ceiling of this bare 50-foot by 30-foot by 20-foot room is a thick (six-inch) rope that extends to the floor without being connected there. There are no visible exits from this room.

Careful examination by anyone with the appropriate skill (alchemy, geology, metalworking, mining) allows a skill check (modifier = Easy, +65% for alchemy and geology, +40% for metalworking and mining). Success indicates that the character notices that the rope has silver- and copper-colored threads intertwined with the hemp.

TRAP: There is a secret door directly opposite the door the party enters by. It may be detected in the normal way (1 in 6 chance when actively searching or 2 in 6 for elves or half-elves). Any elves or half-elves in the party will have a 1 in 6 chance of noticing it even if they don't search. The only way to open the secret door is to pull firmly on the rope; it always works. Opening the secret door triggers the floor to fold down and back against the walls, dropping anyone in the room (except anyone holding on to the rope) 10 feet down into a pool of clear liquid. The pool is filled to the depth of 1 foot with acid, causing 1d8 damage per round. The fall does 1d6 points of damage. Characters who escape the pool continue to take one point of damage each round for 8 rounds or until they remove the acid from their skin and clothing with water, wine, or some similar material or jump into the goo in room 5. A successful alchemy check will allow a player to figure this out (Difficulty = Average, +30%). This takes only one round.

Any unprepared character who pulled the rope (or who was holding the rope when the floor fell) may make a Dexterity check to grab the rope and a Strength check to hang on to the rope (a prepared character need only make a Strength check). A character who succeeds may swing back and forth and reach the door on either side of the room. A character who fails drops into the acid, leaving the rope hanging in the center of the room. After being pulled, the rope is but 6 feet from the real floor of the room, elven and taller characters can simply grab the rope to pull themselves out of the acid. Unfortunately, the rope has a primitive charged battery attached to it (in the ceiling). Anyone grabbing the rope is fine, but if standing in the acid, they'll complete the circuit and suffer 6d6 damage from a severe shock and anyone standing in the acid will also suffer 1d6 damage.

Leaping to the rope (for smaller characters) has a chance of success equal to the character's Jumping skill with a difficulty modifier of Easy (+40%) though even a successful skill check still means the character must make a successful Strength check to grab the rope. For untrained use of the Jumping skill, see GMG p 71. The percent chance is equal to the character's Strength score with a difficulty modifier of Easy (+40%). Success means that the character has caught the rope and can swing back and forth to either door. Failure means the character has fallen into the acid and is stunned for two rounds. The acid cannot be gathered or transported unless the characters have special containers - clay pottery or glass vials.

7. The Training Room

Encounter: Player Character Duplicates (variable), Roper (1)

Potential Yield:

- Slaying Player Character Duplicate (EPV = 350 each)
- Slaying Roper (EPV = 6,000 each)

The door opens into a 40-foot by 40-foot by 10-foot room, with a matted floor. Judging from the padded and wooden weapons, this is obviously a training area of some type. Opposite the door you've opened is another door that also just opened. A [describe lead character here] appears to be entering the room at the same time you are and he looks pissed off!

The “door” opposite the entrance is actually a **Mirror of Opposition** (See GMG p 260) that conceals a door behind it. The character entering in the boxed text is actually the identical opposite of the lead character coming out of the mirror (but looks like it is coming through a door because the mirror is reflecting the lead character’s actions). If anyone else looks at the door/mirror, their identical twin will come from the mirror and attack as well. They will have all the same equipment, abilities and current HPs of the character duplicated. If killed, the opposite and all of its equipment wink out of existence.

To make matters worse, in the northeast corner, hidden behind a weapons rack is a **Roper** (80% undetectable). Before the double engages in melee, the Roper will suddenly shoot out its tentacles at the lead party members. It will first weaken the fighters for the first two rounds, then attempt to drag any clerics into its maw.

The room has several serviceable wooden weapons: 2 long swords, one broad sword, one battle axe, one mace, one bastard sword and 3 staves.

Roper (1)

(HF 41, EP 6000, Int 15, AL CE, AC 0, MV 3”, HD 10, HP 69, SZ L, #AT 1, D 5-20 (bite), SA can shoot up to 6 sticky strands one per round, a hit causes a 50% Strength loss 1-3 rounds later that lasts for 2-8 turns, victims hit are pulled to the Roper at a rate of 10 feet per round, SD 80% undetectable, -2 to opponent’s surprise rolls, immune to lightning, half damage from cold attacks, -4 save against fire, Lang: Roper, Hon: Average, ML 15, TOP 34, Crit BSL: Def AC+8, FF 5, Reference: HoB 7 p 18.) Note that a single strand from the Roper can be pulled or broken off by a successful bend bars/lift gates roll. It can also be severed by a single hit from an edged weapon that does more than 6 HP of damage (AC 0).

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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8. The Spiked Door (Wimple’s quarters)

Encounter: Trap

Potential Yield:

- Silver amulet (GPV = 10)

This empty room is 25-feet wide and 20 feet deep. It appears to be an officer’s quarters as it has a simple bed, footlocker, chair and writing desk. The walls are nicely paneled. There is a wood en door on the opposite wall, near the southeast corner.

TRAP: Make a secret skill check for any character with a carpentry skill (Modifier = Easy, +40%) or a carpentry tools skill (Modifier = Average, +20%), success and they will automatically notice that all the wood in this room is similar a knotty pine: old, heavy, and full of knots. Others will notice this if they specifically state that they are examining the wooden furniture or walls. This room is actually a wooden room inside a stone one. There are two doors in the position indicated - the wooden one with knotholes described to the players (locked with a complex lock - 15% penalty to open locks attempts), and a second door behind it with spring-loaded spikes. Should the characters knock out knotholes and peer through the first door, there is a chance to detect the spikes (as detect traps). The first door can only be opened by slamming a heavy weight against it (as in “bashing open” a door). When this is done, the door slides two feet back on a track and slams up against the second door. The spikes in the second door then pierce the first door through the knotholes, inflicting 18 points of damage on anyone bashing the door. Once the trap is sprung, the real door may be safely opened. (The trap may be sprung harmlessly; for example, by throwing the dead body of a fallen comrade against the door.)

The writing desk has a single drawer (locked). Inside is a book (untitled) in Orcish that describes the wonders of their gawd Gruumsh. A silver amulet bearing a single eye (worth 10 gp) is also located in the drawer.



The chair is ordinary as is the table. The bed is normal. The key to the drawer is hidden under the straw mattress. Wimple keeps his spell books in a locked apartment in Strugelhauf.

9. The Throne Room

This room is locked. The lock must be picked or shattered (one turn smashing with weapons) before entering.

Encounter: Orgs (5), Wimple Huely (1), Rust Monster (1), Ankylosaurus (1)

Potential Yield:

- Slaying Orgs (EPV = 120 each)
- Slaying Rust Monster (EPV = 270)
- Slaying Ankylosaurus (EPV = 1400)
- Slaying Wimple Huely (EPV = 1480)
- Bracers of Defense AC 4 (GPV = 30,000, EPV = 3000)
- Dagger + 2 (GPV = 5000, EPV = 1000)

Display illustration 3 on page IQ2 and read:

The room is 130 feet long, 100 feet wide, and 30 to 40 feet tall. There are four rows of pillars, two on each side of the room, with a long space between them occupied by a large reptilian creature. The creature has a heavy shell and a tail that looks like a giant mace. At the far end of the room is a balcony, 25 feet above the floor level. Sitting there is a 10 foot tall, Orc figure whose protruding brow furrows over a single unblinking eye. The creature wears gleaming black platemail, holds a flaming torch in his left hand and a massive spear in his right. To the right of the great marble balcony stand six tall Orgs with halberds, and to the left are six leering ghouls. A loud bellow breaks from the reptile as it charges.



The occupants of this room are not surprised, as there is a small peephole in the wall looking out into the corridor. Most of the figures described to the players are illusions, except the Ankylosaurus. The illusion of the Orc gawd Gruumsh on the throne hides Wimple Huely, a lackluster magic-user

of 7th level. He has been hired by the slave lords to guard this entrance to Strugelhauf. The throne upon which Wimple sits has special magical enchantments to maintain these illusions. The ghouls and Orgs on the balcony are illusions. The real guards, five Orgs, are hiding among the pillars and pepper the party with arrows when they enter. When the Orgs are discovered, they protect the magic user (who they believe to be Gruumsh himself). Further, Wimple and his illusionary entourage sit and stand upon a balcony, right above the party's heads! What the party sees across the room is actually a mirrored wall with the bottom 20 feet painted to resemble a wall much deeper than it is.

All of the illusions in this room are actually Spectral Forces (PHB p 206) and cannot be dispelled simply by disbelieving them. Even if the Gem of Seeing is used, the actual nature of the illusions may not necessarily be revealed as the reflection itself is not an illusion, but a real reflection of an image (the actual illusion)! Otherwise each illusion is maintained until a character successfully strikes at it, at which time that illusion disappears. Wimple can maintain the illusion and still move but once he starts casting other spells, the illusion will disappear in 3 rounds.

While the Ankylosaurus delays the party, the illusionary ghouls and Orgs mock, then attack the party (if a cleric attempts to turn the ghouls they laugh evilly and ignore the attempts). As Gruumsh waves his hand, each will hang from the balcony and "disappear" when they drop to the ground, "teleport-

ing" to the door to bar any possible retreat. The illusions strike for real damage until they themselves are hit, at which point they disappear as will any damage caused by them. A character who is apparently "killed" or "knocked unconscious" by an illusion will enter a deep sleep and may be awoken by normal means (shaking, dousing with flaming oil or loud noise)

If the party is doing well against the Ankylosaurus (note the effect of striking it, or anyone else, with wooden weapons), two Orgs will pull a lever on the marked pillar (L). A 10-foot wide stone will slide away from the far wall, releasing a charging triceratops! The "triceratops" is actually an illusion that hides a standard Rust Monster. Like the other illusionary creatures in this area, its true nature will not be revealed until a character successfully strikes at it.

The Rust Monster fights until slain or distracted (by a large amount of iron spikes - at least seven). Note that any weapon striking the Rust Monster is subject to rust (unless the weapon is made of wood, like the practice weapons found in the Roper room). The real Orgs who are protecting Wimple fight to the death.

Wimple, on the other hand, casts the following spells and then flees.

1. As soon as possible (when most of the characters are fighting the Rust Monster) Wimple uses Fear, immediately following with Paralyzation.
2. Blur on himself.
3. Emotion, hopelessness
4. Blindness on a party spell caster
5. repeat 4
6. Color Spray
7. Color Spray
8. Darkness, in which he tries to escape.

If Wimple is ever seriously threatened, he casts the Darkness spell and tries to escape through the secret door behind the throne room. Three rounds after he ceases concentrating on his Spectral Force he reverts to his true form - a massively fat middle-aged man in tattered clothing. After passing through the secret door he activates a special lock that prevents the door from being opened for ten turns, then makes his escape. He has Bracers of Defense AC 4, and a Dagger + 2. The throne has a hidden panel in the rear which can be detected by tapping or by a similar method. After searching for one turn the party discovers how to open the panel, which conceals a duplicate key to the secret door.

If the PCs decide to use the wooden training weapons from the training room (area 7) to fight in melee, they will be effective as clubs but may be subject to breakage as they will need to save versus crushing blow (13 or higher) with each successful hit.

Ankylosaurus (1)

(HF 3, EP 1400, Int 1, AL N, AC 6, MV 6", HD 9, HP 65, SZ H, #AT 1, D 3-18, SA Nil, SD Nil, Lang: none, Hon: Ave., ML 20, TOP 32, Crit BSL: Def AC+7, FF 5, Reference: HoB 4 p 50.)

HPs

Rust Monster (1) (as "Triceratops" before illusion is revealed)

(HF 22, EP 270, Int 1, AL N, AC 2/6, MV 9", HD 16, HP see below, SZ H, #AT 3, D 1-8 / 1-12 / 1-12 (illusionary - damage negated if illusion is revealed), SA Rusting (magic items have a 10% change per plus of resisting rust attacks), the rust attack in NOT illusionary which may cause some doubt as to the beast's true identity, SD Nil, Lang: none, Hon: Average, ML 20, TOP 23, Crit BSL: Def AC+14, FF 5, Reference: HoB 4 p 56 - Triceratops.)

Rust Monster (1) (after illusion is revealed)

(HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 47, SZ M, #AT 2, D nil proficiency, SA Rusting (magic items have a 10% change per plus of resisting rust attacks), SD Nil, Lang: none, Hon: Average, ML 20, TOP 23, Crit BSL: Def AC+3, FF 5, Reference: HoB 7 p 21.)

HPs

Wimple Huely

(human male magic-user) (S 7/03, D 18/30, (-4 AC, -4 RA, +4 MA), C 16/49 I 17/92, W 14/03, Cha 12/13, Com 13/15, EP 1480, AL NE, AC 0
(Bracers of Defense AC 4, Dex), MV 12", HD 7th level MU, HP 48, SZ M, #AT 1, D 1d6-1 (+2 Dagger including -2 for Strength), SA Spells, SD Spells, Lang: common, orcish, goblin, roper, Hon: Average, ML 20, TOP 24, Crit BSL: Def AC+1, FF 8, Fatigue Check 15, SF -7 (dagger and Dexterity), Quirks and Flaws: flatulence, Talents: photographic memory (memorize 1 extra spell per level), Skills: muster resolve 32, skilled liar 29
 Spells Memorized: First (6+1) – Charm Person, Color spray x2, Grease, Light, Read Magic, Write
 Second (3+1) – Blur, Blindness x2, Darkness 15' Radius
 Third (3+1) – Dispel Magic, Paralyzation, Spectral Force x2
 Fourth (1+1) – Fear, Emotion

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Orgs (5)

(HF 1, EP 120, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 40 each, SZ M, #AT 1, D 2d4+4 (broadsword, +2 to hit due to Strength) / 1d8 (short bow with sheaf arrows, -2 to hit due to non-proficiency), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP 20, Crit BSL: Def AC+4 (broadsword), Def AC+0 (shortbow), FF 6, Reference: HoB 6 p 43.)

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Illusionary Orgs (6)

(HF 1, EP 0, Int 5-10, AL CE, AC 5, MV 9", HD 3+1, HP 0, SZ M, #AT 1, D 1d10+4 (halberd, +2 to hit due to Strength, SF +4), SA Nil, SD Nil, Lang: Orc, Hon: Average, ML 15, TOP N/A, Crit BSL: Def AC+4 (halberd), FF N/A, Reference: HoB 6 p 43.)

Illusionary Ghouls (6)

(HF 4, EP 0, Int 5-7, AL CE, AC 6, MV 9", HD 2, HP 0, SZ M, #AT 3, D 1d4-1 / 1d4-1 / 1-6 (claw/claw/bite), SA Paralyzation touch, SD Nil, Lang: common, Hon: Average, ML 20, TOP N/A, Crit BSL: Def AC+0, FF N/A, Reference: HoB 3 p 51.) Note that the GM should ask the PCs if they have fought Ghouls before. If their answer is yes, then the illusions will be capable of illusionary paralyzation (lasting for 3-8 rounds or until the illusion is revealed).

The Hidden City of Strugelhauf

You should paraphrase the following information to the PCs.

Beyond the secret mountain pass is the hidden valley of the slave lords. Nestled in a volcanic crater, the peaceful-seeming valley is dominated by a brilliant blue lake. There, in the middle of the lake, is the isle of the slave lords. It is accessible only by the boats and raft ferries visible at the docks of the island. The city on the island, while small, is surrounded by impregnable walls. The player characters entered the valley through the caverns that pass under the crater and under the lake itself and come out in a hill near the slums of Strugelhauf. If the PCs attempt to enter the valley through the commonly used mountain pass, they will encounter numerous guard patrols (equivalent to the wall patrol guards listed later).

North of the walled city of Strugelhauf, between the city and its harbor area, is the area known derisively to the locals as "ScumSlum". Peasant field workers for the farms, non-household slaves, and almost everyone who is not a tradesman, a slaver, or in the militia lives in shabby hovels clustered along

the harbor road. For a few coins, any of the inhabitants of this area will invite the player characters into their home, beckoning them to move quickly, with darting eyes searching for agents of the slave lords. Copper is the expected coin for these people, silver will bring a very friendly reaction and gold will raise eyebrows: "We don't see much gold here, stranger."

By bribing one of the commoners, the PCs can learn that passes into the city are given only to potential customers for the thriving slave market. Slaves who work inside the city and peasants who have business within are met at the gate by someone who resides within the city, and are given special passes valid until sundown. There have been a number of buyers of slaves going through the gates recently; there is probably an auction tomorrow. All buyers arrive at the docks and walk to Strugelhauf's gates. At the suggestion of one of the commoners, the PCs can easily ambush a group of slave buyers, and take their finely crafted clothing and entry papers and proceed to the city gates.

SLAVE BUYER'S CARAVAN

The guards make an effort to resist an attack, but if clearly outmatched they make only a token effort and surrender if given the chance. There are two men and one woman inside the veiled litters; when attacked they peer out fearfully and try to escape in the confusion. Slum inhabitants prevent their escape should the players be so careless as to allow this. All of the slave buyers are corpulent and well-fed, their soft, pale skin indicating that years have passed since they have done any real work. Once they learn that the PCs do not plan to kill them, their sniveling fear begins to turn to arrogance: "You fools! The slave lords know everything their enemies do! You haven't a chance."

Among the belongings of the slave buyers are found 100 gold pieces and 300 silver pieces (none in Strugelhauf currency), a letter of credit from a nearby fiefdom good only for the purchase of slaves, and passes identifying three privileged guests and 12 bodyguards. The loose, flowing clothes are large enough to go over armor, though this disguise won't stand up to a close inspection.

Guard/bearers, male humans (12)

(HF 1, EP 35, Int 9, AL N, AC 7 (medium shield), MV 12", HD 1, hp 24 each, #AT 1, D 1-6 (club or quarterstaff), Lang: common, Hon: Ave, ML 11, Top 12, Crit BSL Def AC -3, FF 5; Possessions: Each has a medium shield, a club and/or quarterstaff, and carries 1-10 cp, Reference HoB 5 p10 "caravan guard".)

1) HPs ██████ ██████ ██████ ██████ ██████
 Medium Shield
 (AC bonus) +3 +2 +1
 ██████ ██████ ██████

2) HPs ██████ ██████ ██████ ██████ ██████
 Medium Shield
 (AC bonus) +3 +2 +1
 ██████ ██████ ██████

3) HPs ██████ ██████ ██████ ██████ ██████
 Medium Shield
 (AC bonus) +3 +2 +1
 ██████ ██████ ██████

4) HPs ██████ ██████ ██████ ██████ ██████
 Medium Shield
 (AC bonus) +3 +2 +1
 ██████ ██████ ██████

5) HPs ██████ ██████ ██████ ██████ ██████
 Medium Shield
 (AC bonus) +3 +2 +1
 ██████ ██████ ██████

6) HPs ██████ ██████ ██████ ██████ ██████
 Medium Shield
 (AC bonus) +3 +2 +1
 ██████ ██████ ██████

7) HPs ██████ ██████ ██████ ██████ ██████

Medium Shield

(AC bonus) +3 +2 +1
 ██████ ██████ ██████

8) HPs ██████ ██████ ██████ ██████ ██████

Medium Shield

(AC bonus) +3 +2 +1
 ██████ ██████ ██████

9) HPs ██████ ██████ ██████ ██████ ██████

Medium Shield

(AC bonus) +3 +2 +1
 ██████ ██████ ██████

10) HPs ██████ ██████ ██████ ██████ ██████

Medium Shield

(AC bonus) +3 +2 +1
 ██████ ██████ ██████

11) HPs ██████ ██████ ██████ ██████ ██████

Medium Shield

(AC bonus) +3 +2 +1
 ██████ ██████ ██████

12) HPs ██████ ██████ ██████ ██████ ██████

Medium Shield

(AC bonus) +3 +2 +1
 ██████ ██████ ██████

NOTES ON STRUGELHAUF

Buildings: All are one story tall unless otherwise noted. Lighting is by oil lamps, suspended from posts 12 to 14 feet high. These posts are positioned on every street corner and in the middle of each block, thus providing overlapping areas of illumination. Those businesses that are open have two oil lamps in front of them. Thus, the business district is well-lit, while other areas of the city are somewhat darker.

Shops: Shops and places of business are now closed, unless otherwise noted. They are securely locked up and the proprietors have retired to their private quarters in the shops' back rooms. The streets are largely deserted. Shopkeepers are normal (0-level) humans and will often live with families and/or apprentice laborers (also 0-level humans). They can offer no aid to the party, and will not answer knocks or calls for assistance by persons in the streets. If molested in any way, they first seek to avoid combat or injury, and notify the police patrols if they, their dependents, or their property is abused. None of the townspeople can be threatened into any action, and even those who have clues to relate know nothing more than that which they tell. The only people who will accept bribes are those especially noted. Others will refuse the money, with fearful glances over their shoulders.

Most people in the city, whether encountered on the streets or in a tavern, will be able to give directions to the shops, other inns, and important buildings such as the Arena (3), but not to residences. If questioned concerning the Treasury (32) or storage warehouses, there is a 75% likelihood that they will report the party to a guard patrol after they leave. Directions will be general, locating the quarter of the city in which the building resides, but nothing more specific. For example: "A map shop? There's one over in the Official Quarter, that's southwest, but I'm not sure where." Other quarters are the Military (northwest), the Wealthy (northeast), and the Thieves' Quarter (southeast).

Taverns: It should be noted that taverns are, more often than not, frequented more by one type of person (or class of character) than others. In these taverns (and the guilds as well, of course), the minority classes are seen as inferior and will not receive a convivial welcome. At the Fighting Man's Haven, for example, a cleric or magic-user that enters will probably sit alone or be held up for ridicule by the fighters there. Violence will probably be limited to brawling or throwing the intruder out.

Moneychanger: Like most city-states, Strugelhauf mints its own money and insists that it be used within the city. Anyone attempting to purchase items with non-Strugelhauf money will be directed to the Moneychanger (6). The city charges a 10% tax on exchanged money, and the moneychanger adds a tidy 5% profit for himself. If anyone insists on using non-Strugelhauf money or tries to pass anything other than the official money after their first warning, guards will be called. The penalty for possession of unofficial money after being warned is confiscation of all money and possessions!

Guard Patrols: Guard patrols on the city walls consist of six soldiers each. They ceaselessly pace the great square formed by the city walls. The positions of the patrols are noted on the map, as is their direction of movement. If a party or character attempts to scale a section of the wall, the GM should note the relative position of the nearest patrol moving toward that area. Patrols move 60 feet per turn, and see up to 60 feet with the bullseye lanterns they carry. All soldiers on patrol carry whistles with which to sound an alarm, and each tower contains 20 guardsmen and a 3rd level (fighter) sergeant.

Wall patrol (six 1st level fighters)

(HF 1, EP 15, Int 10, AL LN, AC 5 (chain mail), MV 9", HD 1, hp 24 each, SZ M, #AT 1, D 2d8 (broadsword) or 1d6 (short bow, flight arrows), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL Def AC-3, FF 5, Reference HoB 5 p13.)

1) HPs ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████

2) HPs ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████

3) HPs ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████

4) HPs ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████

5) HPs ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████

6) HPs ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████

Guard patrols in the streets consist of 10 militia police, one of whom will act as a spokesman for the group. Their movement should be checked (as the wall patrols previously described) whenever the party enters a street currently under patrol.

Militia police (ten 1st level fighters)

(HF 1, EP 15, Int 10, AL LN, AC 4 (scale mail + small shield), MV 9", HD 1, HP 24 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██████ ██████ ██████ ██████
 Small Shield +2 +1
 (AC bonus) ██████ ██████

2) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

3) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

4) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

5) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

6) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

7) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

8) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

9) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

10) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

Patrols always ask to see the passes of a large band of characters (more than four) after dark. If not satisfied with the papers or if the conduct of the characters is suspicious, the patrol seeks to disarm them and take them under arrest to the Slave Cells (43). A patrol leaders can be bribed once to release a party for 200 gp, but will on no account do anything further to aid the party. If attacked, patrols blow their whistles, alerting nearby patrols and allowing warning to be given to the slave lords' citadel. A company of 60 foot soldiers will be dispatched in two turns to investigate and quell any disturbance. The company will be led by a 5th level magic-user and a 5th level cleric.

Company of foot soldiers (sixty 1st level fighters) - Statistics as Militia Police but with 26 hp each.

TOURNAMENT START

As you approach Strugelhauf from the north, you notice that the city wall, the gate and the corner towers are all well maintained. The stone wall is nearly 30 feet high, with 50 foot towers, and the heads and shoulders of armored soldiers can be seen above the battlements. The roadway ends at the main city gate. The outer doors are open, but the far end of the gateway is barred by a massive portcullis and flanked by two sentry posts. Darkness is beginning to settle upon the city as you near the gateway.

KEY TO STRUGELHAUF

I. Main Gate

Encounter: Guards (10)

Potential Yield:

- Slaying guards (total EPV = 240)
- 10 suits scale mail (total GPV = 1,200)
- 10 small shields (total GPV = 200)
- 10 broad swords (total GPV = 100)
- Assorted coins from guards (total GPV = 8)

The entrance to this arched gateway is guarded by a massive iron double door (now open) and a raised portcullis. At the far end of the gateway is a lowered portcullis, with two armed men on sentry duty standing before it. Beside each sentry is a single iron door, one set in the wall on each side of the gateway.

Each sentry post is maintained by a guard soldier. One of the two will stop the party and ask for their warrants and permits. If these are shown to him in a polite manner he will signal for the portcullis to be raised. If threatened, he will blow his whistle. This will summon 10 more soldiers from each of the two guard rooms.

Guards (ten 1st level fighters)

(HF 1, EP 15, Int 10, AL LN, AC 4 (scale mail + small shield), MV 9", HD 1, HP 24 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

2) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

3) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

4) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

5) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

6) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

7) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

8) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

9) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

10) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

As you pass through the main gate and take your first steps into the city, a wizened beggar who had been sitting with his back against a building looks at your group carefully and then hobbles over to you. "Alms for a crippled veteran?" he shouts, rattling the copper pieces in his wooden bowl. As he approaches your group a sergeant of the guard shouts at him to stop and charges forward, along with two guardsmen. The beggar, with remarkable dexterity, slips a hand inside a the pocket of [one of the PCs] and silently drops something. "I was just asking the noble folk for a copper or two" he croaks. "I'm a crippled veteran and there's nothin' wrong with that!" The sergeant strikes the beggar roughly across the face. "You know the law, scum - you can't accost people, you can only wait for them to approach you if they want to waste their copper on dirt like you!" He turns to your group and says, "A thousand pardons for the intrusion, gentles, but this one won't trouble you again."

The sergeant and his men take the beggar away under arrest despite any protestations of the party; other onlooking patrols should convince the players that it would be foolish to offer any resistance.

The item that the beggar gave to the PCs is a roughly-carved piece of wood in the shape of a tiger. It actually refers to a house of ill-repute (64), the Wild Cat.

2. Guard Towers

Encounter: Guardsmen (20), Sergeant

Potential Yield:

- Slaying Guardsmen (total EPV = 480)
- Slaying Sergeant (EPV = 237)
- 20 suits scale (total GPV = 2,400)
- Suit chain mail (GPV = 350)
- 20 small shields (total GPV = 400)

- 21 broad swords (total GPV = 210)
- Short bow (GPV = 30)
- 24 flight arrows (total GPV = 0.6)
- Assorted coins from guards (total GPV = 11)

These imposing stone structures, built into the city walls, stand about 50 feet high. There are entrances at ground level and on the walls.

Each tower has three rooms (ground level, wall level, and a roofed fighting platform) connected by winding stairways. Distributed throughout each tower are 20 1st level soldiers and one 3rd level sergeant-at-arms, all armed with broad swords and short bows and wearing chain mail.

Tower guardsmen (20 1st level fighters) - statistics as Wall Patrol guards.

1) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

2) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

3) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

4) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

5) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

6) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

7) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

8) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

9) HPs
 Scale mail: AC 6 7 8 9

 Small Shield +2 +1
 (AC bonus)

10) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

11) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

12) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

13) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ████ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

14) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

15) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

16) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

17) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

18) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

19) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

20) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

Tower sergeant (3rd level fighter)

(HF 2, EP 237, Int 12, AL LN, AC 5 (chain mail), MV 9", HD 3, HP 38, SZ M, #AT 3/2, D 2d8+2 (broadsword, +1 to-hit due to specialization) / 1d6 (short bow, flight arrows), SA Nil, SD Nil, Lang: Common, Hon: Average, ML 14, TOP 19, Crit BSL Def AC+0 (broad sword), Def AC-1 (short bow), FF 6)

HPs ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████
 Chain mail
 AC 5 6 7 8 9
 ██████ ██████ ██████ ██████ ██████ ██████

3. Slave Auction Arena

Encounter: Guards (10)

Potential Yield:

- Slaying guards (total EPV = 240)
- 10 suits scale mail (total GPV = 1,200)
- 10 small shields (total GPV = 200)
- 10 broad swords (total GPV = 100)
- Assorted coins from guards (total GPV = 3)

This is a massive, circular coliseum nearly 100 feet in diameter and slightly over 50 feet tall. There are doors leading to the interior of the structure every 20 feet. These doors are closed, and signs reading "Closed: Keep Out" are posted upon each.

Breaking open one of the locked and barred doors reveals vast open spaces underneath rows of stone and wooden seating. It resembles conventional stadium construction. Numerous passageways lead out to the seats that are arranged in ascending tiers around a central circular auction block, now deserted.

There are 10 guards individually patrolling through the arena complex. If the party remains inside the arena for four turns, a guard will surprise them on the fifth turn unless precautions are taken.

Guards (ten 1st level fighters)

(HF 1, EP 15, Int 10, AL LN, AC 4 (scale mail + small shield), MV 9", HD 1, HP 24 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

2) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

3) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

4) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

5) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

6) HPs ██████ ██████ ██████ ██████ ██████
 Scale mail: AC 6 7 8 9
 ██████ ██ ██████ ██ █
 Small Shield +2 +1
 (AC bonus) ██████ ████

7) HPs ██████ ██████ ██████ ██████ ██████
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 (AC bonus) ██████ ████

8) HPs □□□□ □□□□ □□□□ □□□□ □□□□
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 (AC bonus) □□□□ □□□

9) HPs □□□□ □□□□ □□□□ □□□□ □□□□
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 Small Shield +2 +1
 (AC bonus) □□□□ □□□

10) HPs □□□□ □□□□ □□□□ □□□□ □□□□
 Scale mail: AC 6 7 8 9
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 Small Shield +2 +1
 (AC bonus) □□□□ □□□

THIEVES' QUARTER

4. Tavern: The Fighting Man's Haven

- Encounter:** Davis,
Potential Yield:
 Slaying Davis (EPV = 143)
 Ring mail (GPV = 65)
 Dagger (GPV = 2)

This large, slightly run-down looking tavern has a painted sign above each door depicting a fighter-type in full armor. It is open, and raucous singing comes from within.

The tavern is occupied by 28 human fighters, including four soldiers of the city garrison. Half are 1st level, half are 2nd level. They are feeling happy with drink and cheerfully hail any newcomers with a demand that they stay for a drink and a song. The crowd will be annoyed by a refusal, and the tavern bully, Davis, a burly, red-faced fighter will challenge the PC with the lowest Charisma to a fight. Davis will attempt to overbear, then pummel the character into submission.

Davis (2nd level fighter)

(HF 1, EP 143, Int 8, AL N, AC 7 (ring mail), MV 9", HD 2, hp 36, SZ M, #AT 1, D 1d6+3 (dagger with Strength, +2 to hit/+4 to damage) / 1d2+4 (punch with Strength, +2 to hit/+4 to damage), SA Pummeling (see PHB p 135), SD Nil, Lang: common, Hon: Ave, ML 14, TOP 18, Crit BSL: Def AC-2, FF 6, Speed Factor -4 (dagger and Dexterity), -3 (punch and Dexterity).)

5. Tavern: Sign of the Waltzing Werebear

- Encounter:** none
Potential Yield: none

This large tavern has a painted sign above each door showing a dancing Werebear cavorting with a bottle in each paw. It is open, but little noise comes from within.

The door opens into the dining room of the inn. A stairway on the north side appears to lead to the private rooms on the upper story. There are many sets of tables and benches, half of which are occupied by normal human travelers and merchants, busily engaged in having their dinners. On the east side of the dining room is the bar counter, behind which works an overweight, sweating bartender named Hank.

In the back is an attached privy. If the PCs climb down the hole or examine it with decent light, they'll discover a passage. The passage resembles a section of the city's sewer system.

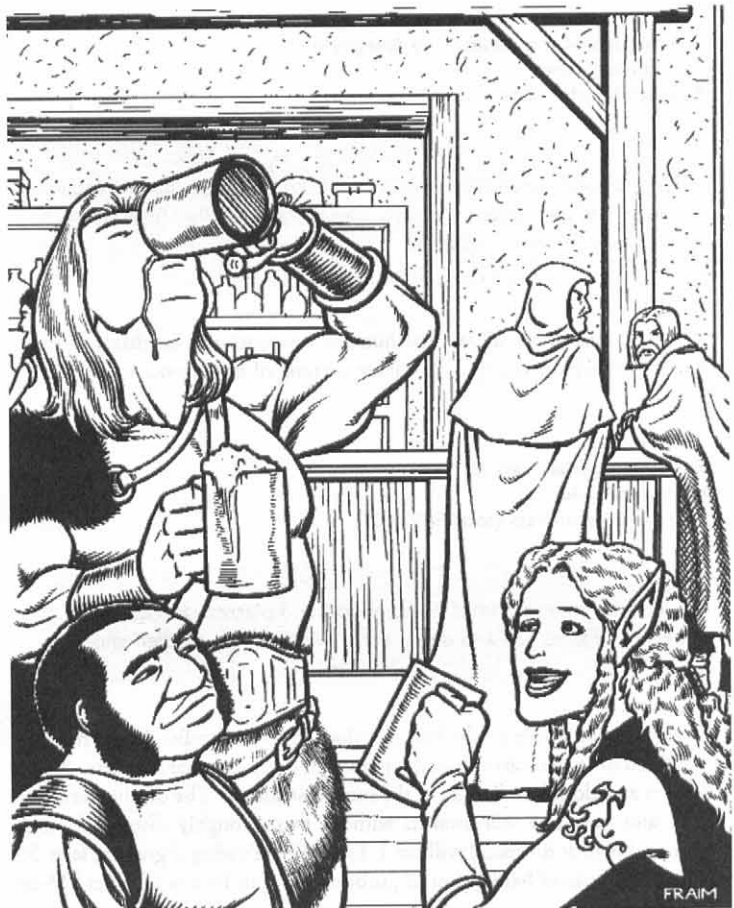
The bartender is an active supporter of the slave lords, keeping the privy with the secret passage available for them at all times. The passage is maintained as a private (if smelly) entrance and exit for the Nine (the nickname for the slave lords). One is sometimes spotted going in but not coming out, which is what Wanda at the Wild Cat alludes to with one of her pieces of information. The bartender will notify the slave lords via messenger if any "customers" happen to discover the toilet's secret; he will investigate if any ask about it and are then gone for too long.

6. Moneychanger's Shop

- Encounter:** fighters (4)
Potential Yield:
 Slaying fighters (total EPV = 600)
 4 suits plate mail (total GPV = 8,000)
 4 long swords (total GPV = 60)
 4 heavy crossbows (total GPV = 200)
 Assorted coins and gems (total GPV = 1,000)

The sign over this establishment shows two pairs of hands exchanging old jewelry and gold nuggets for clean, shining gold pieces with the arms of Strugelhauf stamped on both sides: a series of three forearms grasping each other to form a triangular frame for a human figure in chains.

The moneychanger within is a small man with beady, darting eyes. He will exchange gems, jewelry, hard silver, gold, silver, copper, electrum or platinum for the coin of the realm, subtracting 15% (10% for the official city money changing tax and 5% profit). If anyone threatens him or tries to enter his barred cage, two secret doors behind him open and four 2nd level fighters emerge. If these fighters are attacked, a fifth level fighter (who remains hid-



den in a secret passageway) will escape outside and call the watch for assistance. There will never be more than 1,000 gp (in various denominations and forms) here at any one time, as armed guards come by every two hours to transfer any excess to the city treasury.

Fighters (Four 2nd level)

(HF 1, EP 150, Int 10, AL LN, AC 3 (plate mail), MV 8", HD 2, hp 36 each, SZ M, #AT 3/2, D 1d8+2 (long sword, specialized +1 to-hit/+2 damage) / 2d4+1 (heavy crossbow), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 16, TOP 18, Crit BSL: Def AC-1 (long sword), Def AC-2 (crossbow), FF 6)

1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
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 AC 5 6 7 8 9
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2) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
 Plate Mail
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 AC 5 6 7 8 9
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3) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
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4) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □
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 AC 5 6 7 8 9
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7. Tavern: Sign of the Grimacing Gargoyle

Encounter: none
Potential Yield: none

This rectangular-shaped tavern has a painted sign above each door showing a bound gargoyle having its tail pulled by a swash buckler. It is open, but quiet.

Only 12 customers, all normal humans townspeople, are drinking here. They are friendly to strangers, but have nothing of importance to relate.

8. Flophouse

Encounter: Giant rats (3)
Potential Yield:
 Slaying giant rats (total EPV = 27)

This building is made of cheap wood and plaster. It appears to be very dilapidated and dirty. From within come muffled snores.

Inside the flophouse on the bare dirt floor sleep six derelict drunkards who are clothed in ragged cast-offs and wrapped in filthy, tattered blankets. A pile of stones and cloth bundles lies in the southeast corner. The derelicts are very drunk and only one will awaken without being roughly disturbed. The down-on-his-luck drunkard will belch forth the following if given at least 50 gp, or two bottles of hard liquor or gutbuster, or four bottles of wine: "There

is a secret passage! It is in the avenues of the booze...where the revelers go." He giggles a bit (at his pun), but will not elaborate further (and passes out soon anyway). This refers to the privy behind various taverns, but specifically the Waltzing Werebear in the Thieves' Quarter.

The bundles contain the derelicts' few belongings: various bits of worthless rubbish. Disturbing them uncovers the hole in the ground that the pile was blocking, and three Giant Rats emerge to attack the nearest party member.

Giant Rats (3)

(HF 0, EP 9, Int 3, AL NE, AC 7, MV 12", HD <1-1, HP 10 each, SZ S, #AT 1, D 1d6-2, SA 8.5% chance or random disease (GMG p 23), SD Nil, Lang: n/a, Hon: Average, ML 4, TOP 5, Crit BSL: Def AC-4, FF 5, Reference: HoB 6 p 114.)

1) HPs □□□□□ □□□□□
 2) HPs □□□□□ □□□□□
 3) HPs □□□□□ □□□□□

9. Food Market

Closed.

10. Fish Market

Closed.

11. Food Store

Closed.

12. House of Ill Repute: Sign of the Mermaid

This building is made of whitewashed stone. Above each door is a painted sign depicting a mermaid chased by a merman. Noise of merriment from within can be heard.

This bawdy house is in the midst of a boisterous party. Nine men, normal human townsfolk, and 12 women in scant attire are drinking and singing in the main room. They will be delighted to see newcomers and will ask the party to stay for the fun, but will not be offended if refused.

13. House of Ill Repute: Sign of the Rose

Encounter: Rakes (5)
Potential Yield:
 Slaying Rakes (total EPV = 6,600)
 5 suits leather armor (total GPV = 25)
 5 broad swords (total GPV = 50)
 Assorted coins (total GPV 110)

This building is constructed of wood and is badly in need of paint. Above the door is a painted cluster of red roses. Noise of revelry comes from within. Leaning nonchalantly against the building near the doorway are five young men. They wear bulky cloth tunics and short cloaks of rich fabric, with broad sword scabbards hanging at their sides.

The five men are rakes wearing concealed leather doublets. When the party nears them, they call out in sarcastic and insolent terms, hurling the vilest of insults upon the party members. They try to goad one or two characters into fighting with them. If ignored, one seeks to start a brawl by jumping the first party member to turn his back on them. If attacked by the entire party, or severely pressed in any other way, two of the rakes flee but the oth-

ers fight until down to 8 hit points, at which time they try to surrender and save their lives. Each of the five rakes has a purse of 20 gp and 20 sp concealed within his doublet.

Rakes (five 8th level fighters)

(HF 4, EP 1,320 each, Int 12, AL CN, AC 7 (leather armor, Dex), MV 12", HD 8, HP 60 each, SZ M, #AT 2, D 2d4+6 (broad sword, +4 to-hit due to high mastery specialization and Strength of 15/01), SA Nil, SD Nil, Lang: common, Hon: Average, ML 14, TOP 30, Crit BSL: Def AC+7 (broad sword), FF 6, SF -2 (Dexterity and high mastery specialization).)

1) HPs ██████ ██████ ██████ ██████ ██████ ██████
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 Leather Armor: AC 8 9
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2) HPs ██████ ██████ ██████ ██████ ██████ ██████
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 Leather Armor: AC 8 9
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3) HPs ██████ ██████ ██████ ██████ ██████ ██████
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 Leather Armor: AC 8 9
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4) HPs ██████ ██████ ██████ ██████ ██████ ██████
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 Leather Armor: AC 8 9
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5) HPs ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████
 Leather Armor: AC 8 9
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Inside the bawdy house are 14 women and nine townsmen in the main parlor, gambling, drinking, singing, and otherwise making merry. They will not hear a fight outside over their own din.

If the characters check the rooms or rent a room, they discover most of the rooms to be normal bawdy house rooms, each containing a large bed, other furniture, and a young, pretty, half-dressed woman busy with her John. One room, however, is empty of women, and smells a bit of sewage. The bed seems a bit damp and has a strange odor. Under the bed is what appears to be a sewer manhole. If opened, it detonates a Fire Trap (PHB p 210) for 1d4+7 points of damage to all within a 5-foot radius. The trap also ignites the bed, which is soaked in flammable oils (thus the stench) for additional damage to all within 10 feet (4d6 the first round, 2d6 on round two and 1d6 on round 3 and 1d3 on round 4).

This room was an old (now sealed) entrance to the sewer system and the slaver's lair. It was once compromised and is now a trap, just in case the last invader's friends try to use it again.

The madam is an active supporter of the slave lords, keeping the room with the trap unoccupied at all times. The madam will notify the slave lords via messenger if any "customers" happen to discover the room's secret; she will investigate if any are gone for too long or if the building is set aflame. In the latter case, the city guard arrives in 2d4 rounds (they never stray too far from the Rose).

If anyone asks Madam Greta for the full works, she smiles appealingly as the townsfolk within earshot clap and whoop and holler encouragement. Greta will offer the requestor a drink and after it is drained lead him to the third room on the left. He will pass out and remember very little due to the drugs in the wine. He will awaken 3 hours later face down bound hand and foot, spread-eagled to the bed, naked, robbed and still blind-folded. Any character found in this state will immediately lose Honor: 50% for lawful characters, 25% for neutral and 10% for chaotic characters.

14. Inn: Sign of the White Knight

Encounter: none
Potential Yield: none

This large, two-storied building is constructed of oak and lime stone. Above the door is a wooden sign with a painting of a knight in gleaming white armor on a white stallion, with a pennon on his lance trailing in the wind. The inn is open for business, and the sounds of people eating and drinking come from within.

The tavern is occupied by 34 normal human townspeople who sit at tables and eat or drink with very little conversation. They are not interested in chit-chatting too much with strangers. If the barkeep is pressed for information and given a bribe of 50 gp or more, he'll look around nervously, lean in close and with a wink say, "Not all who recline may be resting," then give a nudge with his elbow and wink a couple of times. If given another 50 gp, he'll say: "Tell Madam Greta, you want the full works...you won't regret it!"

15. Armor Shop

Encounter: none
Potential Yield: none

This is a noisy place, with a huge Ogre in the background and many workers hammering and polishing as they create fine weapons and armor. Most armor types listed in the Players Handbook are available at the listed cost plus 10%.

16. Gambling Hall: Sign of the Bouncing Bugbear

Encounter: none
Potential Yield: none

This seedy-looking whitewashed building is open and much noise can be heard from within. Above the doors are painted signs showing a Bugbear tumbling head over heels down a hill.

There are 24 human townsmen inside, obviously members of the lower class, who are divided into four groups, each busily playing cards or throwing dice. They sit around worn tables on crude wooden benches, and almost all are at least half drunk. Newcomers will be invited to join a game and try their luck.

Any player wishing to gamble can do so. The GM may use the gambling rules set forth in the Dungeon Master's Guide for specific games (page 172), or simply use an abstract dice rolling system. The games pay twice the amount wagered by the player, but the player will only win 25% of the time.

17. Thieves' Guild

Encounter: none
Potential Yield: none

This squat, dirty-looking building seems to be deserted.

The Guildhall has been closed down recently by the city constables, though the local thieves are preparing to establish a new secret guild hall soon at another location.

18. The Assassins' Guild

Trap: Poison Needle Trap. Location: inside secret panel in floor. Effect: 1d6 damage + Type O poison. Trigger: opening secret panel.
Encounter: none
Potential Yield: none

This small stone building has no windows in its walls. Its walls and doors are marked with coded words and signs.

An assassin or thief will recognize the signs identifying this building as the assassins' guild. The doors are locked and double-barred (open only on roll of 1-2 on 1d6 if an attempt is made by characters whose combined Strength totals 72 or more).

Characters may, by searching, discover the secret panel in the floor; they must successfully avoid a deadly reloading poison needle trap to get the panel open. The secret passageway leads below to the functioning offices of the guild, where poisons are concocted and sold, contracts and records are kept, etc. For a fee, assassins can find out where potential victims live, how they are guarded, what kind of treasure they are known to have, and so forth; the information will never be 100% accurate, but the greater the fee the higher the likelihood of accuracy.

The guild will not provide any information concerning the catacombs ("impassable sewers filled with rats"), and will report anyone questioning them on these matters to Nerelas the Assassin, who functions as the local guildmaster – and as one of the slave lords.

Membership in the guild is required in Strugelhauf; anyone doing free-lance assassinations is soon visited by two messengers in black cloaks, who explain the two options available: join the guild or die. Dues are based on the level of the member: at 1st level, the assassin pays 50% of any fees (or treasure won while adventuring) to the guild; at 2nd level, 40%; at 3rd level, 30%; at 4th level, 20%; at 5th or greater level, 10%. This compensates for the greater fees and treasure received at higher levels (from the guild's point of view!). Woe be to the assassin who welves or doesn't pay the full amount, for the guild is notorious for somehow knowing the loot assassins return with – it is said their eyes and ears are everywhere! Being a guild member does have its benefits, though. Aside from being able to purchase poisons and have special weapons and tools constructed, the guild offers a safe haven where a hunted assassin can stay until things cool off. The guild also offers (for a fee) plans to many of the buildings in town, which can help members to carefully plan their next jobs.

19. Tavern: Denhow's Pub'n' Grub

Encounter: Ayares, fighters (4)
Potential Yield:
 Slaying Ayares (EPV = 192)
 Slaying fighters (total EPV = 288)
 5 short swords (total GPV = 50)
 4 suits studded leather (total GPV = 160)

This building has been rather shabbily constructed and main tained. Its roof is made of thatch, not tiles. Most of the wood appears worm-eaten and decaying. Its name has been painted in scrawled letters over each door. It is extremely noisy within.

There are 36 lower-class human townsmen and women inside, all drinking prodigious amounts of ale and rather cheap wine. The room is very crowded and the party members will be subjected to a great deal of pushing and shoving should they seek to move about inside.

There is a human cutpurse loitering near the east doorway. He will make his way over to the party if they appear at either door. Ayares will attempt to pick the pockets of one of the party, but fail, and the attempt will be noticed by the would-be victim. If menaced by a party member, Ayares will worm

his way through the crowd to a table in the northwest corner where four brig-and friends will help him fight. If a melee breaks out, some revelers will clear out of the bar so that there is space to fight, while the others watch and cheer for the winning side.

Ayares the cutpurse (3rd level thief)

(HF 1, EP 192, Int 13, AL NE, AC 7 (Dex), MV 12", HD 3, hp 34, SZ M, #AT 1, D 1d6 (short sword), SA backstab +1 damage die, SD Nil, Lang: common, Hon: Average, ML 14, TOP 17, Crit BSL: Def AC-3, FF 6, Speed Factor -5 (Dexterity and short sword), PP 40, OL 45, FT 35, RT 35, MS 20, HS 40, DN 15, CW 70, RL 0.)

HPs

Ayares's friends (Four 1st level fighters)

(HF 0, EP 72, Int 10, AL NE, AC 7 (studded leather), MV 12", HD 1, hp 26 each, SZ M, #AT 1, D 1d6 (short sword), SA Nil, SD Nil, Lang: common, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC-3, FF 5, SF-2 (short sword).)

1) HPs
 Studded Leather Armor: AC 7 8 9

2) HPs
 Studded Leather Armor: AC 7 8 9

3) HPs
 Studded Leather Armor: AC 7 8 9

4) HPs
 Studded Leather Armor: AC 7 8 9

20. Blacksmith's Shop

Closed.

21. Alchemist's Shop

Closed.

22. Scribe's Shop

Closed.

23. Cartwright's Shop

Closed.

24. Tavern: Sign of the Magic Missile

Encounter: none
Potential Yield: none

This small building is notably clean and neat for this lower-class section of Strugelhauf. It is constructed of natural red stone, and above each door is a painted sign showing a sparkling arrow surrounded by cabalistic symbols. There is light coming under the door but very little noise.

Inside the tavern are six magic-users, one 3rd, two 2nd, and three 1st level. They are all seated at the same long table and enjoying a light meal and conversation. They extend a friendly greeting to others of their profession but disdainfully ignore, as much as possible, all other character classes.

8) HPs □□□□ □□□□ □□□□ □□□□ □
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9) HPs □□□□ □□□□ □□□□ □□□□ □
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10) HPs □□□□ □□□□ □□□□ □□□□ □
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11) HPs □□□□ □□□□ □□□□ □□□□ □
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12) HPs □□□□ □□□□ □□□□ □□□□ □
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13) HPs □□□□ □□□□ □□□□ □□□□ □
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14) HPs □□□□ □□□□ □□□□ □□□□ □
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 Small Shield +2 +1
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15) HPs □□□□ □□□□ □□□□ □□□□ □
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16) HPs □□□□ □□□□ □□□□ □□□□ □
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17) HPs □□□□ □□□□ □□□□ □□□□ □
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18) HPs □□□□ □□□□ □□□□ □□□□ □
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 Small Shield +2 +1
 (AC bonus) □□□□ □□□

19) HPs □□□□ □□□□ □□□□ □□□□ □
 Scale mail: AC 6 7 8 9
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 Small Shield +2 +1
 (AC bonus) □□□□ □□□

20) HPs □□□□ □□□□ □□□□ □□□□ □
 Scale mail: AC 6 7 8 9
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 Small Shield +2 +1
 (AC bonus) □□□□ □□□

33. Cloth Warehouse

Closed.

34. Fighters' Guild

The building is closed and deserted at this time.

35. Temple of Watanabe the Toiling

This tall and ornate building is fashioned from colored marble and highly polished woodwork. It appears to be deserted save for a single man, kneeling before the altar.

The temple complex is unoccupied except for a 1st level cleric, now praying. He's taking a small prayer break from work; he is supposed to be dusting and cleansing the holy objects in the various chambers.

If the players knock or call out, he will greet them cheerily. He introduces himself as Gracklo, Alter boy of Watanabe, Patron Gawd of Hard Work and invites the party into the front office. There he will sit behind a desk and ask what the party needs. A large offering bowl sits conspicuously empty on the desk side nearest the PCs. Also inside the room are row after row of bookshelves covered with books, maps and scrolls.

Gracklo will assist the party by giving directions to any place in the city. But if the party gives a 100 gp or greater donation, he will say, "Where the poorest travelers repose" and give the party a book entitled *Modern Jigs*. Curiously, the book of *Modern Jigs* contains only blank pages inside. The message refers to the Flophouse (8), the book to Sign of the Waltzing Werebear (5), both in the Thieves' Quarter.

36. Cloth Warehouse

Closed.

37. Fruits and Preserved Meat Storage

Closed.

38. Oils Warehouse

Closed.

39. Lumber Warehouse

Closed.

40. Stone and Brick Warehouse

Closed.

41. Leather Warehouse

Closed.

42. Furs Warehouse

Closed.

MILITARY QUARTER

43. Slave Cells

This stone building is long and sprawling, without windows or adornment.

Inside the building are many rows of 10-foot x 10-foot x 10-foot cells, most containing one or more slaves. Altogether, there are 80 cells, imprisoning a total of 90 female and 125 male human slaves. This is where characters arrested by the guards are brought. Slavery is the usual punishment for all but the most trivial misdemeanors. The cell keeper, a fat merchant named Samovar, is in his office near the entrance, filling out reports. The other laborers have gone for the day, but Samovar knows there are always patrols in the outside streets should the need for assistance arise.

44. Stables

The long rows of the city stablery are easily identifiable, for there is no mistaking their distinctive shape and construction. The doors are open, but there seem to be no customers in the immediate area.

There is one stable boy inside, sweeping out old straw from the main walk. If given 50 gp he will whisper, "There is a secret passage! It is in the alleys of rouge!" He will not elaborate. This refers to the red-light district in the Thieves' Quarter.

45, 46, 47. Officers' Quarters

These are a series of interconnected buildings with guards posted at each outside entrance, one at each doorway. These three buildings are the living quarters of the garrison officers. Access is limited to officers and those with official business bearing the appropriate passes. The buildings are occupied at the moment by 20 sergeants (3rd level), five lieutenants (6th level), and one captain (8th level), all of whom are chiefly engaged in eating dinner in the various dining rooms.

48. Garrison Armory

This large stone building has a guard posted at each entrance.

Most of the garrison's spare weapons are stored here. There are vast quantities of arrows, bows, swords, spears, suits of armor, and other tools of war.

49, 50. Barracks

These two-story complexes are made of stone and individual soldiers may be frequently seen entering or departing.

These interconnected buildings house the bulk of the city garrison, though there are many other warriors also on permanent assignment inside the slave lords' citadel. At the moment, there are 600 soldiers inside the barracks, of whom 100 are experienced fighters (2nd level). Trespassers who are not members of the garrison or on official business will be roughly shown to the exit.

WEALTHY QUARTER

51. Wizards' Guild

This building is built from the finest stone available, and is roofed with fine red and blue tile. There are strange mystic symbols inscribed on the door.

Magic-users in the party will be able to identify the building as a guildhall of their profession. Naturally, the door is Wizard Locked and a hidden door keeper has a Guards and Wards spell in a ring should non-members attempt to force their way in. Members of the guild are allowed to use the research library and facilities here, as well as the dormitory facilities. Membership is 100 gp per month plus any material expenses incurred, plus repairs to any areas that are damaged by less-than-successful experiments. Non-member magic-users will be allowed in the guild hall, and will be allowed to sleep there at 20 gp per night, but will not be permitted to use any of the research facilities. Non-magic-users will not be allowed to enter under any circumstances.

52. Residence

This is the home of a prosperous merchant.

53. Wainwright's Shop

Closed.

54. Residence

This is the comfortable home of a wealthy cleric.

55. Jeweler's Shop

Encounter: Security guard

Potential Yield:

- Slaying guard (EPV = 240)
- Ring mail (GPV = 65)
- Long sword (GPV = 15)
- Fine jewelry (total GPV = 486)
- Rough gems (total GPV = 875)
- Unworked metal bars (total GPV = 55)

Closed. Inside the shop, in a back room, is a hired security guard. He will attack a single intruder, but in the face of a large party, will slip out a back door to alert a patrol. Hidden behind a secret door in a back room is a solid iron strongbox measuring two feet by one foot by one foot and weighs 500 pounds. Locked in it are 10 pieces of fine jewelry, 28 rough gems of various types, and five pounds each of unworked bars of silver and gold.

Security guard (3d level fighter)

(HF 1, EP 240, Int 13, AL LN, AC 7 (ring mail), MV 9", HD 3, hp 45, SZ M, #AT 3/2, D 1d8+2 (long sword, +1 to-hit due to specialization), SA Nil, SD Nil, Lang: common, Hon: Average, ML 10, TOP 22, Crit BSL: Def AC+0 (long sword), FF 6.)

HPs
 Ring mail: AC 7 8 9

56. Moneylender's Shop

Closed. There is no loose cash on the premises, the moneylender having all his accounts transferred to the city treasury each day for safekeeping.

57. Abandoned Residence

This dwelling appears to be an inhabited home, but it is actually deserted, although still fully furnished inside. Under a rug in the master bedroom is a door covering the entrance to a secret passage leading to the underground. The passage appears to have been built to resemble a section of the city's sewer system.

Although all the clues in this module point toward the other secret entrance at the Sign of the Waltzing Werebear (area 5), it is remotely possible that the party might stumble onto this passageway. If this happens, it is quite all right to let them use this passage. After all, luck is part of the game, too! This second passageway exists because the slave lords never allow themselves to be backed into a corner – they always want more than one way into (and out of!) any place they go.

58. Blacksmith's Shop

Closed.

59. Slave Lords' Stronghold

Encounter: Guards (14), Minotaur lizards (4)

Potential Yield:

- Slaying guards (total EPV = 210)
- Slaying Minotaur Lizards (total EPV = 2,600)
- 12 suits chain mail (total GPV = 4,200)
- 4 bucklers (total GPV = 20)
- 14 broad swords (total GPV = 140)
- 10 short bows (total GPV = 300)
- 120 flight arrows (total GPV = 3.6)

Behind a 10-foot-tall stone wall can be seen the topmost stories and battlements of the citadel of the nine slave lords. The wall is patrolled by stern-faced guards. The only way into the stronghold is through the double-portcullised gate on the northern wall. Four guards stand beside this gateway.

The four guards at the entrance to the slave lords' compound are all 2nd level fighters. They sharply order away all who approach too closely. There are a further 10 1st level guards on each side of the compound wall, armed with chain mail, short bows, and broadswords.

Guards (4) (2nd level fighters)

(HF 1, EP 15, Int 10, AL LN, AC 4 (chain mail and buckler), MV 9", HD 1, hp 36 each, SZ M, #AT 1, D 2d8 (broad sword), SA Nil, SD Nil, Lang: common, Hon: Average, ML 16, TOP 18, Crit BSL: Def AC-2, FF 5.)

1) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain Mail
 AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████
 Buckler+1
 ████

2) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain Mail
 AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████
 Buckler+1
 ████

3) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain Mail
 AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████
 Buckler+1
 ████

4) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain Mail
 AC: 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████
 Buckler+1
 ████

Guards (10) (1st level fighters)

(HF 1, EP 15, Int 10, AL LN, AC 5 (chain mail), MV 9", HD 1, hp 28 each, SZ M, #AT 1, D 2d8 (broad sword) / 1d6 (short bow, flight arrows), SA Nil, SD Nil, Lang: common, Hon: Average, ML 16, TOP 14, Crit BSL: Def AC-3, FF 5, Reference: HoB 5 p 13.)

1) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

2) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

3) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

4) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

5) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

6) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

7) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

8) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

9) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

10) HPs ██████ ██████ ██████ ██████ ██████ ██████
 Chain mail
 AC 5 ██████████ 6 ██████████ 7 ██████████ 8 ██████████ 9 ██████████

Between the wall and the actual fortified headquarters of the slave lords stretches an open courtyard. It is covered with close-cut grass but contains no cover or concealment. There are four Minotaur Lizards in the courtyard, one on each side. They have been specially bred and trained to guard the courtyard and possess a dim intelligence that allows them to be ordered and controlled by the soldiers on the wall. Upon command they will attack any

living thing within the courtyard, and will fight to the death when in combat, being deterred by neither food nor fire.

Minotaur Lizards (4)

(HF 10, EP 650, Int 1, AL N, AC 5, MV 6", HD 8, hp 52 each, SZ G (40' long), #AT 3, D 2-12/2-12/3-18 (claw/claw/bite), SA Surprise 7 in 10, Shake on natural 20, SD Nil, Lang: none, Hon: Average, ML 18, TOP 26, Crit BSL: Def AC+6, FF 8, Reference: HoB 4 p 88.)

- 1) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □□□□ □□
- 2) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 3) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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- 4) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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In addition, there is a further detachment of 160 1st level and 40 2nd level soldiers which can be called upon if needed from inside the slave lords' citadel itself. These will be commanded by a 7th level magic-user and an 8th level cleric, and will respond to any attack within one turn. The rest of the city garrison can be summoned within two turns by means of a flickering light signal flashed from the rooftop battlements of the citadel.

60. Residence

This is the home of a wealthy mercenary captain.

61. Residence

This is the home of a retired alchemist.

62. Tailor's Shop

Closed.

63. Cobbler's Shop

Closed.

64. House of Ill Repute: The Wild Cat

This large, ornately constructed building has only one entrance, above which is a painted sign showing an arched cat. All is quiet within.

Inside the doorway is a small room with a corridor visible beyond. The madam, one Wanda the Wily, reclines upon a couch and sips from a small goblet. Other comfortable furniture is arranged along the walls, and upon a polished wooden table near the couch sit several full decanters containing various colors of liquids.

Wanda will languidly welcome the party and make praising remarks about the robustness of the fighters or the handsomeness of the clerics. She will wave toward the hallway and announce that they may go and choose what room they will – all her girls are presently unoccupied. If shown the carving and bribed with 10 gp or more, or if the party hires at least two of her girls, Wanda will embrace the male with the highest Comeliness and whisper: "Perhaps a nice pub crawl would raise your interest?" If given another 50 gp or if six or more girls are hired, she will add: "Not all that kneel are at work." If she is offered more than 60 gold pieces and pressed for more information she will glance about worriedly, then whisper, "Listen! The Nine have ears everywhere! All I can say is that sometimes they've been seen going into places where you wouldn't expect them and they don't come out! Now good evening to you, and be off!"

Wanda's various clues refer to the Sign of the Waltzing Werebear (5) in the Thieves' Quarter and to the Temple of Watanabe the Toiling (35) in the

Official Quarter. She will actively encourage cash donations and employment of her ladies.

If the characters check, they discover all of the rooms to be normal bawdy house rooms, each containing a large bed, other furniture, and a pretty, young, half-dressed woman.

65. Tavern: The Clever Cudgel

This building presents a rich and well-kept exterior. It is obviously a successful establishment. Above each door is a painted sign depicting an animated quarterstaff beating a halfling. There is the sound of singing and the rhythmic thumping of mugs coming from the interior.

Inside the tavern are 26 townsmen and six off-duty soldiers. Only the soldiers are armed with weapons (broad swords) and daggers. The townsmen are obviously men of some means, for they are well-dressed and inclined to stoutness. All are singing a local ballad and beating time with their mugs. The men will happily converse with strangers if they buy the drinks (a round costs 2 gp).

66. Residence

This is the city home of a country squire. He is staying here while conducting financial business.

67. Residence

This is the home of a prosperous trader.

68. Residence

This is the home of a retired and wealthy sea merchant.

THE CATACOMBS OF STRUGELHAUF

At this point, the party has either found the passageway intended (from the bawdy house, 13) or accidentally found the other passage (from the abandoned residence, 57). Whichever passage is found, the party will follow a 10-foot-wide corridor of worked stone. A dwarf will be able to tell that it was constructed less than 15 years ago and is definitely not part of the sewage system. Torches or other light sources will be required unless otherwise specified. The corridor leads the party into encounter area 1.

KEY TO THE CATACOMBS

I. Guardian Area

Encounter: Blood Golem, Gristle Golem

Potential Yield:

- Slaying Blood Golem (EPV = 925)
- Slaying Gristle Golem (EPV = 8,000)

This roughly hexagonal room was obviously once part of the city's sewer system. The carved ceiling, 20 feet high, is coated with a smooth deposit of limestone, and slimy moisture clings to every surface in the area. The remains of a grisly battle or perhaps the floor sweepings of a messy butcher fill the center of the room. Blood, guts, entrails and other vile materials lie there in a quivering mess. The slick pile glistens in the room's dim light, light supplied by a feebly burning torch on the east wall. What appears to be a backpack rests haphazardly against the east wall, under the torch.

The disgusting goo is actually a pair of golems: gristle and blood. When the party enters the area and closes to within 10 feet, the Blood Golem will leap up and in between the first and second ranks of the party. After one round of melee, the Gristle Golem will attack the front ranks, hopefully from behind (as they attack the Blood Golem).

Blood Golem

(HF 10, EP 925, Int 0, AL N, AC 6, MV 15", HD 6, hp 50, SZ S, #AT 2, D 1-8/1-8, SA Blood drain – hit with both attacks forces save vs. spell or Blood Golem absorbs 1-10 hp from victim, SD Weapons do half damage, Lang: none, Hon: Average, ML 20, TOP 22, Crit BSL: Def AC+4, FF n/a, Reference: HoB 4 p 84, SF -4.)

HPs ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████

Gristle Golem:

(HF 19, EP 8,000, Int 0, AL N, AC 10, MV 15", HD 16, hp 90, SZ H (13' tall), #AT 2, D 1-12/1-12, SA Hit twice forces victim to make Dexterity check to hold items, SD Regeneration (1 hp/turn), After 3 rounds of combat, area effectively under Grease spell, immune to cold and acid, Lang: none, Hon: Average, ML 20, TOP 45, Crit BSL: Def AC+14, FF n/a, Reference: HoB 3 p 86.)

HPs ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████
 ██████ ██████ ██████ ██████ ██████ ██████

2. Oil Trap

Trap: A successful find traps check will reveal the oil spouts' pressure plate at B and can easily be disarmed. A second remove traps check must succeed to remove the trip wire that triggers the gas spout, one foot farther along.

If the party fails to remove the traps, read:

As the party moves down this corridor, dark oily liquid spouts from the sides of the corridor covering the lead rank from head to toe. Immediately, a large section of stone on the north wall of the corridor slides down, revealing a 1-foot-long brass nozzle from which whooshing sounds emerge.

You should inform the players that the oil continues to gush and get immediate reactions from the players. Each character may take one action before a jet of flame shoots out from point A, covering the entire corridor to 10 feet beyond the oil nozzles at B. There is enough time between the nozzle's appearance and the jet of flame for any character to jump into spouting oil. The oils actually has a very high flash point and will protect any characters so covered such that they suffer no damage from the flames; characters in the corridor from point A to 10 feet south of point B suffer 16 points of damage (save versus breath weapon for half damage). A character 11 feet or more south of the oil spouts will suffer no damage.

This trap is a precaution of the slave lords against one of them being captured and forced to show the way in. Should the golems have failed to slay the enemy, the slave lord would walk ahead, spring the oil "trap" and the captor would be roasted. Meanwhile, the slave lord would run for area 3 and hope to lose the captives before they recover.

3. Lurker Room

Encounter: Lurker Within, lurker Above, Lurker Below

Potential Yield:

- Slaying Lurker Within (EPV = 650)
- Slaying Lurker Above (EPV = 2,000)
- Slaying Lurker Below (EPV = 2,000)
- Coins (total GPV = 600)



- Emeralds (total GPV = 2,000)
- Ring of Warmth (EPV = 1,000 GPV = 5,000)

The entrance to this 40 foot x 40 foot x 20 foot high room is on the north wall. There are two doors across the room on the south wall, one to the west, the other to the east. Also near the south wall is a bulging wooden chest.

The door on the east side of the south wall is false. A Lurker Below awaits prey there. The Lurker Above is positioned above the west door.

The chest holds only a Lurker Within awaiting prey. Beneath the creature are 300 hsp, four emeralds (500 gp each), and a Ring of Warmth.

Lurker Within:

(HF 4, EP 650, Int 13, AL N, AC 6, MV 6" Fly, HD 6, hp 45, SZ L (10' diameter), #AT 1, D 1-4, SA Surprise 9 in 10, Suffocation 2-12 rounds, SD Enveloped victims take 1/2 of the damage inflicted on the Lurker, Lang: common, Hon: Average, ML 11, TOP 22, Crit BSL: Def AC+4, FF 7, Reference: HoB 4 p 101.)

HPs

Lurker Above:

(HF 12, EP 2,000 Int 0, AL N, AC 6, MV 9" Fly, HD 10, hp 70, SZ H (20' diameter), #AT 1, D 1-6, SA Suffocation 2-12 rounds, SD Enveloped victims take 1/2 of the damage inflicted on the Lurker, Lang: n/a, Hon: Average, ML 11, TOP 35, Crit BSL: Def AC+8, FF 7, Reference: HoB 4 p 101.)

HPs

Lurker Below:

(HF 12, EP 2,000, Int 0, AL N, AC 6, MV 9" Fly, HD 10, hp 70, SZ H (20' diameter), #AT 1, D 1-6, SA Suffocation 2-12 rounds, SD Enveloped victims take 1/2 of the damage inflicted on the Lurker, Lang: common, Hon: Average, ML 11, TOP 35, Crit BSL: Def AC+8, FF 7, Reference: HoB 4 p 101.)

HPs

4. The Winter Wolves' Way

Encounter: Winter Wolves (2)

Potential Yield:

- Slaying Winter Wolves (total EPV = 1,950)
- Diamonds in collars (total GPV = 9,000)

This long, dark corridor has empty wall sconces at intervals of 10 feet along the passage walls. Chilly drafts of air blow down the corridor and the floor grows cooler and cooler as you advance.

As the party nears the dual secret doors, the temperature of the walls, ceiling and floor become ice cold. Although no damage will be sustained, the entire group of characters will be -1 to hit and lose one point of Armor Class because of their intense discomfort. As the party passes the hidden compartments, the secret doors silently slide open and a Winter Wolf emerges from each alcove. They attack spell casters, exclusively until all are dead (breathing 50% of the time).

Both of the Wolves wear thick leather collars studded with gems and long, wicked spikes. The spikes are poisoned with class D poison. Unless great care is taken removing the collars (this must be stated by the player doing so) there is a 50% chance the character will accidentally prick himself on one of the poisoned spikes (save vs. poison or suffer 4d6 points of damage a round for 1-2 rounds, half if save). Each collar contains three blue diamonds worth 1,500 gp each. A character who tries to use the poisoned spikes as weapons must save each round he handles them.

Winter Wolves (2)

(HF 8, EP 975 each, Int 8, AL NE, AC 5, MV 18", HD 6, HP 50 each, SZ L, #AT 1, D 2-8, SA Frost breath 6-24 (1/turn), SD Immune to cold, Lang: Winter Wolf, Hon: Average, ML 13, TOP 25, Crit BSL: Def AC+4, FF 7, Reference: HoB 8 p 91.)

1) HPs

2) HPs

5. Minotox Task

Traps: Crossbow trap, Electric shock door

Crossbow: Location: As marked on map. Effect: 2d6 damage if struck.

Trigger: pressure plate on floor.

Electric shock door: Location: entire door. Effect 36 points electrical damage. Trigger: touching door.

Encounter: Minotox

Potential Yield:

- Slaying Minotox (EPV = 2,000)
- Warhammer +2** (EPV = 1,000, GPV = 5,000)
- Minotox sized **Chain Mail +2** (EPV = 1,000, GPV = 5,000)
- Minotox sized Huge crossbow (GPV = 50)
- Assorted coins (total GPV = 710)
- Assorted gems (total GPV = 2,750)
- Dust of Disappearance** (EPV = 2,000) (GPV = 20,000)

a. Bolt from the Dark

As you round the corner into another corridor, a huge crossbow bolt flies out of the darkness up ahead.

The bolt (shot by the Minotox described in area 5) will be aimed at one of the party members in the first two ranks (determined randomly), and causes 1d10/3d4/4d4 (S/M/L) damage if it hits. The bolt is roughly 3 feet long and 1 inch thick.

The heat from the torches and walls of the previous passage blur infravision, but heavy receding footfalls and the sound of a door slamming can be heard.

b. Ambush

Depending upon the choice of direction, the party will arrive at one of these three points before reaching 5c. When the characters reach one of these locations another large quarrel (as 5a) zips out of the darkness at the lead member of the party. A character who has the chance to use infravision will see a larger than man-sized figure fleeing around the corner.



c. Minotox's Lair

Display illustration 6 on page IQ4 and read:

This room has a 15-foot ceiling is lit by small pots of glowing coals set around the edge of the wall. Carved into the walls are vivid scenes of human suffering, battles, slavery and so on – all rendered artistically and in fine detail. In one corner of the room there is a large pile of bones and meat scraps. Next to this pile is a Minotox in some kind of lacquered scale mail armor. He is firing a massive crossbow mounted on a stand of some sort. He brandishes a massive warhammer in his left hand.

The Minotox will retreat to this area and await the characters after firing on the party at points a and b. He places his crossbow on its tripod stand, aimed directly at the door (+4 to hit). The moment a character enters the room the Minotox shoots another giant crossbow bolt (at +4 to hit due to the stand), then drop that weapon and charge (ram with horns for 2d10 points of damage), then enter melee with his **Warhammer +2**. He will attack the strongest fighters first. The Minotox knows the labyrinth well, and may move through its corridors to circle behind pursuers or lure them into the crossbow traps (5e).

The Minotox carries 50 pp and 30 hsp in a sack at his belt. His **Warhammer +2** is so heavy that only fighters with a Strength of 18/56 or better can wield it (two-handed). The armor is useless, as is the mammoth crossbow; both are simply too large for mere humans to use.

Minotox (1)

(HF 12, EP 2,000, Int 5, AL CE, AC 3 (**Chain Mail +2**), MV 12", HD 9+4, hp 60, SZ L, #AT 2 or 1, D 1d8+10 / 1d8+10 (**Warhammer +2**, +5 to hit due to 20 Strength and +2 magic bonus) or huge crossbow: d10/3d4/4d4 (S/M/L), SA Charge (2-20), SD +1 to Surprise, Lang: minotaur, Hon: Average, ML 15, TOP 30, Crit BSL: Def AC+13 (warhammer), Def AC+8 (crossbow), FF 7, Reference: HoB 5 p 23.)

Massive **Warhammer +2**: d10/d8/d6 (S/M/L) Speed Factor 0, Size L

HPs:

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
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Chain Mail +2

AC 3 4
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 AC 5 6 7 8 9
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d. Minotox Hoard

Scattered within this room are 400 gp, eleven aquamarine gems worth 250 gp each, a pouch (**Dust of Disappearance**, one use), and an especially well preserved human skull.

e. Crossbow Traps

Each of these locations is trapped. As soon as a character enters a trigger area (marked with a "T") a crossbow bolt will shoot out from a small hole in the wall (use the Minotox's "to-hit" roll) at one of the party for 2d6 points of damage. If the proper 10-foot section of floor (the trigger square) is searched, the pressure trigger of the trap will be discovered and can be easily avoided.

f. Perilous Portal

The floor, ceiling and walls of this area are made of some kind of dull, tarnished metal. Occasionally, large drops of water fall from the moisture covered ceiling, striking the party below. In the east wall at the corner is a tall metal door covered with a strange, angular script.

The script can only be deciphered by a thief or by a magic-user with a Comprehend Languages spell. It reads, "Danger – No Entry." This door is

a one-way door that can only be opened from the other side. If the door is checked for traps, an elf, half-elf or thief may find the braided copper wire hidden under a dull flap of metal foil. (This chance is 2 in 6 for elves and half-elves, 4 in 6 for thieves.) Otherwise, the first character who touches the door will take a massive jolt of electricity for 36 points of damage (save vs. breath weapon for half damage). If the PCs find the concealed compartment read the following.

The wire leads to a concealed compartment in the wall. This compartment contains a sealed glass bottle with a copper rod through its stopper. The jar is wrapped with metal foil and has another rod attached to the outside of it. The copper wire is attached to the outside rod, while another wire runs from the inside rod into the wall.

This is a Leyden jar, a primitive battery. It has only one charge (36 points of damage). If the party has not already discharged it, the thief can discharge it safely by a successful attempt to remove traps.

6. Cunning Gelatinous Cubes

Trap: Tilting Floor. Location: Floor. Effect: Characters caught on it slide into pit with Gelatinous Cube. Trigger: stepping onto marked section of floor.

Encounter: Gelatinous Cube (2)

Potential Yield:

- Slaying Gelatinous cubes (total EPV = 1,450)
- Assorted coins (total GPV = 70)
- Long Sword +3** (EPV = 1,400) (GPV = 7,000)
- Chain Mail +1** (EPV = 500, GPV = 2,500)
- Ioun Stone** (EPV = 300 GPV = 25,000)

The air in this chamber is foul and clinging. A thick, translucent slime covers the floor and trails out along the passage at the far end of the chamber.

As soon as the first rank of the party walks onto the 10 foot x 20 foot area (marked by the dotted lines) a 1-foot-thick slab of stone tilts, spilling them into a pit on top of a Gelatinous Cube Characters in the second rank must save vs. paralyzation to avoid falling into the pit. Every round, a character who is in contact with the cube takes 2-8 points of damage and must save vs. paralyzation or become paralyzed for 5-20 rounds. In addition, once per round the Gelatinous Cube will extend a pseudopod and strike an opponent up to 15 feet away. The pit is 10 feet wide, 20 feet long and 5 feet deep. The cube has altered its shape to fit this area.

If the party looks carefully through the cube they notice several shiny objects under it. The remnants of the cube may be burned away in one turn (using three flasks of oil). The treasure includes 70 gp, a **Long Sword +3**, **Chain Mail +1**, and a dusty rose colored crystal prism (an **Ioun Stone** – this will orbit around the first character to toss it into the air, giving +1 to both Armor Class and saves).

If the party searches for treasure before looking around the corner, they will not see the second Gelatinous Cube that is advancing to attack. This cube will move quickly through the far opening and into the pit, altering its shape to land on any characters there (all those searching for treasure). All such characters will automatically take damage and must save against paralysis. Characters who are not paralyzed are -4 to hit and do only half damage. This Cube attacks as the first cube in all respects.

Gelatinous cubes (2)

(HF 8, EP 725, Int 0, AL N, AC 8, MV 6", HD 4, hp 25 and 30, SZ L, #AT 1, D 2-8, SA paralyzation, surprise 5 in 10, SD immune to cold, electricity, fear, old, paralyzation, polymorph and sleep, Lang: n/a, Hon: n/a, ML 20, TOP 18, Crit BSL: Def AC+2, FF 7, Reference: HoB 3 p 48.)

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7. Grotto of Terror

Encounter: Lamprey (24), Myconids (6), Shambling Mound (1)

Potential Yield:

- Slaying Lamprey (total EPV 1,560)
- Slaying Myconids (total EPV = 680)
- Slaying Shambling Mound (EPV = 6,000)
- **Potion of Extra Healing** (EPV = 400, GPV = 800)
- **Gauntlets of Dexterity** (EPV = 1,000, GPV = 15,000)
- **Broad sword +2** (EPV = 800, GPV = 4,000)

a. The Black Lake

The passageway opens into a huge cavern at least 150 feet across. The stalactite-filled ceiling varies from 50 feet to 65 feet high, and the floor is covered with a spongy turf. The grotto is lit by the eerie luminescence of a forest of tall fungi (6 to 7 feet tall, with caps 4 feet across). The turf at the entrance rapidly gives way to a dense marsh from which these man-sized mushrooms sprout.

Most of the grotto is filled by a large lake composed of clammy-looking black water and a few patches of green surface scum. Floating in the water are the bodies of several blind, white fish covered with leeches. Across the lake, nearly 100 feet away, another shore can be dimly seen. It may be reached by taking a narrow path (5 feet wide) along the east wall of the grotto. Strange clumps of vegetation litter the path, but beyond the marshy beach of the far shore an opening can be seen in the grotto wall.

If anyone asks, a second opening, partially covered by hanging moss, is on the other wall (area c), but water fills the bottom of the opening (height above the water surface is 6 feet).

If a character attempts to swim across the lake, 1-3 Lamprey attack him each round.

Lamprey (24)

(HF 1, EP 65, Int 0, AL N, AC 7, MV 12" swim, HD 1+2, hp 26 each, SZ S, #AT 1, D 1d4-2, SA Blood drain (1-2 hp per round for 3 rounds), SD Nil, Lang: none, Hon: n/a, ML 14, TOP 13, Crit BSL: Def AC-1, FF 5, Reference: HoB 4 p 73.)

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b. Mushroom Forest

The caps of the giant fungi are easy to cut off and are quite buoyant. They can serve as rafts; each cap can carry two normal Man-sized characters across the lake. If the players try to make rafts this way, a colony of Myconids will attack. The first round, they will emit Distress Spores, then the largest 50% will attempt to enter melee, while the other ones stay in the second rank emitting either Pacifier (save versus poison or become passive for a number of rounds equal to the Hit Dice of the Myconid) or Hallucinator (save versus poison or suffer from hallucinations) Spores.

Myconids: (6 – one of each Hit Die type)

(HF 3-13, EP 15, 35, 65, 120, 175, 270, Int 8, AL LN, AC 10, MV 9", HD 1, 2, 3, 4, 5, 6, hp 24, 28, 32, 36, 40, 44, SZ S, S, M, L, L, L, #AT 1, D 1d4 per Hit Die, SA Spit spores up to 30 yards once per day per Hit Die, SD Spores, Lang: Myconid, Hon: Average, ML 12, TOP 12, 14, 16, 18, 20, 22, Crit BSL: Def AC-2, Def AC+0, Def AC+1, Def AC+2 Def AC+3 Def AC+4, FF 7, Reference: HoB 5 p 58.)

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c. Boats

Two 4 person row boats are moored here. The slavers use the boats to traverse the pool. These can be seen by anyone at the other passage or halfway across the lake.

d. From the Muck

If the party takes the path:

The path grows increasingly soft and wet. As you approach the halfway point, a huge heap of rotting vegetation rises from the muck. As it attacks, you realize it is alive.

The creature is a Shambling Mound. It attacks until either all the adventurers are dead or escaped. It will not leave the grotto, but will return to its original location. If the Shambling Mound is killed and area d is searched, treasure can be found amidst the rotting vegetation: a **Potion of Extra-Healing**, **Gauntlets of Dexterity** and a **Broad Sword +2**.

Shambling Mound (1)

(HF 26, EP 6,000, Int 5, AL NE, AC 0, MV 6", 12" swim, HD 8, hp 57, SZ L, #AT 2, D 2d8 / 2d8, SA suffocation (if victim is hit with both attacks, it suffocates in 1d4+3 rounds unless it makes a successful BB/LG roll or Mound is killed, SD opponents suffer -3 to surprise rolls, immune to crushing weapons, half damage from all others, immune to fire, half damage from cold attacks, electrical attacks cause it to grow by one foot and gain 1 HD, Lang: Shambling Mound, Hon: Average, ML 20, TOP 28, Crit BSL: Def AC+4, FF 7, Reference: HoB 7 p 49.)

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8. Short Hallway

This short corridor dead ends after only 30 feet.

The concealed door at the end of the corridor will be found after one round of searching. It can be opened easily by any member of the party.



C9. Council Chamber of the Slave Lords

Display illustration # on page IQX and read:

The door opens into a great room (70 feet x 70 feet x 40 feet high) lit by large torches set in wall sconces. There are nine large throne-like chairs in a semicircle facing the concealed door. A large iron staircase spirals upward in the southwest part of the room. Five dangerous-looking men wearing many jewels and fine robes occupy every other seat. On some you can see the glint of partially concealed armor.

Captured!

Although the men are clearly laughing, no sound can be heard coming from the room. As you observe this scene, the man sitting in the central throne (a fighter-type with a black eye patch) gestures to an unseen henchman. Suddenly a Wall of Stone drops 20 feet down the corridor, blocking any hope of retreat!

The stone wall is impenetrable. If the characters try to move forward into the room they discover an invisible Wall of Force in a 15-foot-radius hemisphere "centered" at the door. If the PCs can think of something clever, give them a chance. But the slave lords are ready and have extensive resources: the party is going to be captured.

As you struggle to win free of this trap, a small panel in the ceiling opens and a vial of fluid is hurled against the floor. The vial shatters, releasing a thick green gas as the opening in the ceiling is hastily closed. Slowly, one by one, you fall to the ground unconscious – prisoners of the slave lords.

Dungeons of the Slave Lords

"No one here gets out alive." Those words are scrawled into the wall of your cell by a former occupant identified only as Jim. For days, you think, you have been here alone. Where your fellow party members are, if they abandoned you and sold all your stuff, is a mystery. All you know is that you have received the constant

and brutal attention of the slave lords. Well, maybe not constant. They're slave lords after all and have a pretty busy schedule. However, each day it seems one of them has penciled in a brief visit to drop by and taunt you. You have come to know them well; blood thirsty Eanwulf, vixenish Ketta the slippery, impassive Brother Milerjoi, frivolous Lamosten and Ajakstu, the dark Nerelas, and the brutish Theg Narlot. But they don't compare in any way to the two highest Lords of the council, the sadistic Edralve and the cold-blooded old priest Stalin Kim.

You have been kept in your cell for an unknown period of time. The only clue as to how long is that all of your wounds have healed. During this time, you have often been brought before various permutations of the slave lords for questioning. Their methods are varied-sometimes sly while on other occasions brutally vicious-but the questions have always been the same. What was your mission? Are you pilot or navigator? Finally, weakened by sleep deprivation and a master in the Art of Beating, you can no longer resist. Your story unfolds-what little you know.

During this time, spells have long since disappeared from their caster's memories, cast in pathetic attempts to escape from the dungeon or lost in the haze of pain. Unfortunately, all attempts were failures, though they succeeded in giving the jailers a good laugh. The clerics have received special treatment: the jailers, knowing that clerics can regain their spells by prayer and sufficient rest, have not allowed the clerics to sleep more than three hours in succession, and have given them even smaller rations of food and water than the other characters have received.

Because guarding prisoners is extremely dull, the jailers have occasionally indulged in a flask of whiskey to while away the monotonous hours. While this intensified their routine abuse, it allowed for an unexpected benefit. When they eventually passed out, the clerics (and druids) were able to quickly pray for (and receive) spells useful to their current condition: Cure Light Wounds (and/or Cure Minor Injury*), Purify Food & Drink (or Purify Water*), Resist Fire/Resist Cold (or Protection From Fire*) and Create Water. Each cleric or druid may memorize his normal complement of spells, albeit from this subset.

*indicates druid spell

Something finally occurs to break the monotony of imprisonment: the stone shudders and the earth growls as a large tremor (a successful check [difficult +0%] by a character with the Geology skill will gauge the quake as 4.3 on the Richter Scale) rocks the island. Dust filters down from the ceilings of the cells, and you can hear much shouting and commotion among your captors. A short time later the doors to the dungeon clang open and in struts Stalin Kim, the evil high priest, surrounded by guardsmen. Entering your cell, he grabs you by the scruff of the neck and locks his eyes on yours.

"Weakling fool," he says almost cheerfully, "if only you realized how well you have served me. Soon I will control the council - and all thanks to you. Well, not *you* exactly. More me than you. Yes, really all me and none of you." Without relaxing his crushing grip he snarls, "The Earth Dragon has spoken! He is hungry, and the time has come to feed the weak to him, as is our newly revised custom. Freakin' miscreants," he hisses, poking you uncomfortably hard in the chest, "now you shall pay for the havoc you have wrought." And in an undertone he adds, "Since now your part is done."

STANDARD DUNGEON FEATURES

Contemptuously, he casts you back into the corner, smartly clicks his heels and marches out of your cell. Seemingly as an afterthought he orders, "Guards, subdue them."

He turns and leaves, and the guards go with him. Shortly, however, there is a click as a small aperture is opened in the dungeon ceiling. Through it comes the end of a tube, which spews out the green sleep smoke you remember so well.

REFEREING THE DUNGEON

This section of the adventure harks back to their days on the slave ship, the Ghoul, as the characters start almost totally bereft of equipment and spells. They are not complete prisoners (as they were aboard the Ghoul), having freedom to move about their prison. However, the slave lords consider them pathetic little girly-men and so are not concerned.

Many players think of their characters in terms of their powers and possessions, rather than as people. Such players will probably be totally at a loss for the first few minutes of play. It is likely that they will be angry with the GM for putting them in such an "unfair" situation. They will demand or beg concessions. Do not give them any help. Caving in to their demands will breed spoiled players. Tell them that they must rely on what they have, not what they used to have, and that this includes their brains and their five senses. If they persist, there's always the Smartass Smackdown Table in the GMG! Good players will actually welcome the challenge. All players will ultimately enjoy this section much more if they get out using their own resources, rather than with hints and clues the GM gives them.

The dungeon labyrinth is far from a normal HackMaster dungeon. To escape, the player characters have to make the best of the opportunities offered by the contents of the various encounter areas. These opportunities may seem meager to the players at first, but this dungeon contains more than enough material for the players to escape from any of the exits if they have the wits and resourcefulness to recognize and utilize it.

In addition, this section will test of the ability of you, the GameMaster! It is a virtual certainty that good players, forced to rely on their own initiative, will attempt to use what they find to do things not covered by the rules. In these situations, it is entirely up to you to handle these requests with fairness, objectivity, and imagination. Some things the GM can think about ahead of time; for example, how will the party make light, or ropes, or mark their way? Consider such things, but be prepared also, for the players will probably think of things that occurred to you but you dismissed as being completely stupid.

An essential mechanism of this scenario is the impending earthquake and volcanic eruption that will destroy the dungeon and Strugelhauf. The earthquake (and its attendant foreshocks) serves two purposes: it prods the players on to act quickly in the dungeon, and it sets the stage for the next section of the adventure. A number of tremors precede the earthquake, each of which should be slightly greater than the last. Begin the tremors as soon as the players start this section. Describe the walls trembling, sand shifting underfoot, dust and grit falling from the ceiling, and a deep growling from within the surrounding rock. After that, the tremors occur at regular intervals, with a slight increase in magnitude each time. The following schedule is suggested: stage a tremor after 40 minutes of play, the next one after 35 more minutes, the next after 30, then 25, 20, 15, etc., until the tremors are rocking every couple of minutes, if the players haven't escaped yet. (Be discreet; nosy players will pick up on obvious clock-watching.) This is a chance for you to inject some drama and suspense into the game. Above all, never let the players suspect that the ceiling won't really fall on their heads, and that the whole dungeon will collapse behind them as soon as they escape! Make them think that they will all be killed if they don't get out in time (which is exactly what will happen in the tournament scenario!).

There is another purpose that the final earthquake can serve. If the players are totally unable to escape the dungeon, because of damage, inadequacy, or some fatal error, the earthquake can a) kill them all and put you out of your misery, or b) open an escape route to the outer world. The GM is urged to award no experience points for the labyrinth if the latter expedient proves necessary.

The ceilings of all dungeon tunnels and chambers are approximately 10 feet high except where otherwise noted. The tunnels vary from 6 to 12 feet in width, averaging about 9 feet wide. The stone is basalt and all tunnels and chambers were formed as lava tubes (of course, a Player would have to possess the Geology skill to know this...) A strata of limestone lies over the basalt and this is the source of the carbonates which have gone into creating the many stalactites and stalagmites found throughout the dungeon.

Except where noted, it is not possible to chip rock pieces out of the wall to get weapons or slingstones. The basalt is too hard. The floors of the tunnels and chambers are covered with fine sand to a depth of 1 foot. Stalactites and stalagmites are too thick to break off except as noted.

Weaponless Combat

Because the characters have been deprived of their normal melee weapons, they will undoubtedly resort to weaponless combat. Fortunately, HackMaster covers this in a very straightforward manner. You are highly suggested to brush up on the details given on p. 135 of the HackMaster Player's Handbook and p. 100 of the HackMaster GameMaster's Guide. Note that only 25% of damage incurred in this manner is "real" damage while the balance is subdual. Of course, an unconscious opponent, whether this results from being reduced to 0 HP or as the result of a successful KO, can be bludgeoned to death at the attacker's leisure.

Certain combat procedure skills will certainly aid players. All skill checks for *Brawler* and *Pugilism* are considered easy [+35% to check] if engaged in melee. *Groin Punch* and *Kidney Bruiser* are also easy [+35% to check] but the target must have the requisite organs. Additionally, the *Brawler* skill allows characters to improvise weapons at no penalty. Characters with this skill may use makeshift clubs and slings without suffering a non-proficiency penalty.

Starting Fires/Illumination

Only characters with the *Fire-building* skill may attempt to start a fire without a tinderbox.

Should a character possess the *Spell Abilities* talent, *Dancing Lights* and *Faerie Fire* will shed sufficient illumination to both read the scrolls provided as well as to negate the effects of darkness on movement and combat. Lest you fear that the players have gotten over on you, bear in mind that these spells have limited durations of 2 rnds/lvl and 4 rnds/lvl respectively.

Climbing

All of the walls in the dungeon caves can be climbed by thieves (and others able to do so) at their normal percentages except where indicated otherwise.

Fighting

Fighting in the dark is at -4 "to hit" for characters without infravision unless they possess the Talent *Blind-fighting* (in which case the "to hit" penalty is only -2).

Infravision

Infravision will enable characters to note the general outlines of cave walls and the presence of creatures, but that's about it. Everything non-living in the dungeon is about the same temperature as everything else. Characters with infravision will be able to see fish and other creatures in the water at areas 10 and 12. Infravision does not enable a character to read a scroll! Reading parchment requires visible light.

Footprints

Footprints and other marks on the floor will be wiped out by the shaking of the sand and debris falling from the ceilings with each earth tremor, and thus will not be reliable road marks.

Resting

Characters may decide at some point to rest and/or sleep, particularly in order to regain clerical spells. There are several ways to dissuade them from this. One way is to tell the players, "You rest for 40 minutes but then there is an earth tremor, slightly larger than the last. Your rest is spoiled." Another way to deal with this in a timed game situation is to have the characters' rest time equal real time. To do this, the GM simply leans back and does nothing.

ing, responding to hurry-up exhortations with, “You’re still resting “ Most parties will catch on within a minute or two and give up on this particular ploy.

Mapping

No mapping is possible by players until characters acquire something to map with! Mapping requires light and a reliable writing instrument. (A pricked finger is too messy and the blood will keep coagulating unless the blood donor has the flaw *Hemophiliac*.) Characters do not know which way is north (unless they have a character with the *Mining Sense* talent or *Map Sense* skill [average difficulty +20% to check] with them who thinks to check for direction); all directions should be given to them in terms of right and left. This will make it difficult for the players to keep track of where they are and where they’ve been, but not impossible. If they think they’ve been some place before, do not confirm or deny it; describe the place and let them decide.

Traveling

This will be challenging without illumination. Characters without infravision will have to feel their way through the dark, and the party will be able to move no faster than one-half the speed of its slowest member with normal vision. Ultravision is of no use here. If the group travels without linking hands or using some other method to keep together, each unlinked character with normal vision has a 20% chance of making a wrong turn at an intersection. If the party is accidentally split in this way, it will take 1-2 turns to notice the split and reform the party (possibly longer, if the group is attempting to remain silent).

KEY TO THE LABYRINTH

Damp Dark Awakening

Encounter: none

Potential Yield: scrolls (see below)

The party awakens in a place where there is no light and no sounds but their own. Characters with infravision can ascertain that all party members are present. The place they are in looks and feels like a natural cave, about 30 feet in diameter. There are four 10-foot-high exit tunnels somewhat evenly spaced around the perimeter. Characters with infravision cannot see a ceiling; apparently it is too high. The floor is covered with sand.

None of the party has any possessions save a dirty burlap loincloth. They have no weapons, no food, nothing; only their wits, and a scroll case which rests on the floor in the center of the room.

If the players look down the exit tunnels, they see nothing down any of them but feel a slight breeze down the fourth (northernmost) tunnel. This breeze varies in its intensity.

It is 110 feet to the ceiling of this room, where a heavy stone block plugs the hole the characters were lowered through. The walls are extremely weathered and loose and will not support a climber’s weight above a height of 15 feet even if the climber is using a *Spider Climb* spell to adhere to the walls. Should a character possess the *Spell Abilities* talent and be high enough level to cast *Levitate*, he will find that the stone block is too heavy to lift in this manner. Nice try sucka – mark off the spell!

The scroll tube is made of cloth, with a light wooden ring at each end to give it its shape. The tube contains three scrolls. There is also a brief note. All of the spells were inscribed at the 7th level of ability. (Note: C = casting time, R = range, Duration, s = segments, r = rounds, t turns.)

Scroll #1

Audible Glamer (C 1s, R 130 yd, D 21r)

Dancing Lights (C 1s, R 110 yd, D 14r)

Wall of Fog (C 1s, R 30 yd, D 2d4+7r)

Invisibility (C 2s, R creature touched, D special)

Scroll #2

Spider Climb (C 1s, R creature touched, D 10r)

Feign Death (C 1s, R creature touched, D 13t)

Dig (C 4s, R 3 yd, D 7r, 125 ft3 may be excavated per round)

Scroll #3

Affect Normal Fires (C 1s, R 35 yd, D 14r)

Light (C 1s, R 60 yd, D 7t)

Jump (C 1s, R creature touched, D d3+7 rounds, may leap once per round)

Read Magic (C 1r, R 0, D 14r) This spell is permanently written in a common magic-user’s script (as in a spell book), and will not disappear once read, unlike the other spells on the scrolls.

Since it is impossible to read script with infravision, these scrolls must remain a mystery to the party until they can find a light source.

A short note is written on the back of one of the scrolls which reads: “I’m sooo pissed at Stalin. What a self-absorbed jerk he turned out to be. Anywho... it seems like y’all are still alive and all so knew I couldn’t leave without sayin’ goodbye.

Hugs, M”

The players may think of making crude blackjacks with their loincloths and sand, which they hope to wield as melee weapons. Go ahead and let them try. Upon the first successful hit in combat, the ersatz weapon will tear and do no damage to the target.

If the party does a careful hand-search of the floor of the chamber, they find 12 small sling-sized stones. (These have fallen from the crumbly walls, and have not yet been collected by the kobolds at area 6.) The characters may attempt to make shoddy slings from their loincloths. These will have only half the range of normal slings with stones, i.e. short range 20 yards, medium range = 40 yards, and long range 80 yards. Additionally, like all shoddy weaponry, fumbles occur on a 1-2. Of course, any character not proficient in the use of the sling will also suffer the usual “to hit” penalties applicable to a non-proficient member of his or her class. Sling stones inflict 1d6-1 points of damage to medium-sized creatures.

2.A Pleasant Breeze

Encounter: none

Potential Yield: none

A faint breeze issues from this passageway.

A character with *Weather Sense* who makes an easy skill check [+65%] will observe that this is fresh air. In fact, the weather outside is mostly sunny with winds from the Northeast at 9 mph. However, a low pressure system is moving in and there’s a 70% chance for intermittent showers later in the day.

3. Anemone Junior

Encounter: Juvenile Dungeon Anemone (1)

Potential Yield:

The anemone’s tentacles can be used as rope (if severed)

The anemone’s gasbag will hold air and can be useful for encounter area #10

A juvenile Dungeon Anemone is floating on the breezes created by the ventilation shaft. It awaits silently on the roof of the chamber for prey to pass by. It is hungry and viciously attacks.

From the darkness above tentacles lash out at you!

Note: If this creature is slain without rupturing its gasbag (see HOB 2 for details), this organ may be removed and used as an air bladder which will allow three individuals at a time passage through the crayfish's tunnel. No swimming checks need be made in this instance and even non-swimmers may pass through the giant crayfish tunnels to safety. Additionally, each of its tentacles (5 in all) could function as a very strong 10' rope. However, a sharp tool is required to sever the ligaments that hold the tentacles to the anemone's body.

Immature Dungeon Anemone

(HF 5, EP 650, AC 8, MV 3" (flying class D), HD 4, HP 33, #AT 5, D d4 (a successful hit indicates constriction and an automatic d4 per round thereafter), SD tentacles are AC 6 and require 10 HP damage from a hacking weapon to sever, Hon: Ave, TOP 17, Crit BSL: Def AC+2, Reference HOB 2 p. 116)

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Note: Tentacles that are bruised for 10 or more HP by bashing weapons (to include pummeling attacks) will release their grip.

- Tentacle #1: □□□□□ □□□□□
- Tentacle #2: □□□□□ □□□□□
- Tentacle #3: □□□□□ □□□□□
- Tentacle #4: □□□□□ □□□□□
- Tentacle #5: □□□□□ □□□□□

4. Ventilation shaft

Encounter: none
Potential Yield: freedom

This passage leads upward and ends in narrow tunnel only accessible by pixie fairies. A metal grate covers the exit. Should a pixie-fairy succeed in bending the bars, she's free. Of course, that doesn't help anyone else.

5. Lost Treasure

Encounter: none
Potential Yield:
 Femur bone (club)
 Wet pile of sticks (mildly flammable)
 Broken lantern (repairable)

You stumble into what appears to be a nest of sticks. Whomever built it seems to be absent...

Lying here on the floor of the tunnel is a nest made of tree branches. In the nest is a large long bone and a rusty hooded lantern. The pieces of wood are too small to be used as weapons. Additionally, it is damp and rotting. The party will find these things by stumbling over them if they can't see.

A character with the *Fire-building* skill will be able to set the wood alight if 3d20 minutes are spent and a successful skill check is made. Given the condition of the wood, the skill check is difficult [no modification to roll]. Such a fire will burn for 30 minutes and shed light in a 50' radius. Individual branches will make very poor torches (shedding light in a 15' radius and burning out after 1 turn).

An easy [+65%] *Anatomy, Basic* check will reveal the bone to be a femur from a half-ogre. Regardless, it may be employed as a club (non-proficiency penalties apply).

The lantern's panes are shattered and it is very corroded. In its present condition, it is worthless and cannot be lit even if oil were to be found (its reservoir is empty). However, a character with the *Maintenance/Upkeep* skill will be able to repair it to poor condition. In this case it will shed light in a 22' radius while consuming oil at a rate of 90 min/pint. Of course, this depends on finding lamp oil!

6. EARLDOM OF THE KOBOLDS

This lair is the sad remnants of a once mighty kobold tribe. They have been gradually dying out for decades, and now only 16 are left. They were driven down into the labyrinth when the slave lords instituted slave peer evaluations and the kobolds consistently ended up in the bottom tenth. They have led a marginal existence ever since. Their weapons are all constructed of bone and flint, and only the leader has a shield (thus their armor classes are worse than the usual 7). They have forgotten the use of fire and live entirely on raw fish, which they catch in the pool at 6C. They haven't, however, forgotten the Common Tongue or their loathing of the slave lords and their obviously biased rating scheme.

What they are really dying for is entertainment and they know it. Should the players refrain from immediately mounting an assault, the wary kobold guards will parley. Ordinarily they will urge the party to move along and let them be. However, if a character successfully uses his *Joke Telling* skill [the kobolds are an easy crowd so check s are at +75%], the kobolds will roll on the ground. *Idle Gossip* (dissing the slave lords) is also just as effective. *Juggling* and *Singing* are not quite as effective [check at +30%]. In any case, successfully entertaining the kobolds will make the characters very welcome guests. They will immediately be escorted in to perform for the chief and be treated to all the hospitality the kobolds can muster. **In this case, the GM must modify the read-aloud text to conform to the new situation.**

Should the party attack, the kobolds fight back with desperate fury, fighting to the death. If an alarm is raised, all the kobolds will come to defend their lair except the female guarding the kobold cubs at 6C. All the caves and passageways are natural, except the tunnel from 6A to 6E, which was excavated.

6A. Entranceway

Encounter: Shrieker
Potential Yield:
 Slaying Shrieker (EPV=120)

A party entering this area will notice that the floor is clean of sand here, and is quite smooth. There is a shrieker next to the wall where the corridor begins to turn. Beyond it a faint green light glows from a 4-foot-high tunnel opening.

The tunnel floor has been swept clean of sand all the way up to chamber 6B. The shrieker will howl for 1-3 rounds if any nonkobold approaches within 10 feet, or if any flaming light source comes within 30 feet. Shrieking will alert the kobolds, which will take up defensive positions in 6B and 6E. This shrieker was raised by the kobolds from a tiny fungus; they feed it, and it recognizes them as no threat.

Shrieker

(HF 2, EP 120, AC 7, MV nil, HD 3, HP 33, #AT 0, D 0, SD shrieking, Hon: n/a, TOP n/a, Crit BSL: n/a, Reference HOB 7 p. 59)

HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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6B. Chamber of the Hunters

Encounter: 4 Lesser Kobolds
Potential Yield:
 Slaying kobolds (EPV=28)
 Establishing good relations with the kobold tribe (EPV=1000)
 4 spears
 18 sling stones

Four kobolds emerge from the corridor to the south. The front two brace spears obviously awaiting a charge. Behind them another kobold fusses with a large bladder while a fourth, with sling in hand, barks at you.

Wait for a moment to allow the PCs to react, then read further. The kobold's warning is spoken in common.

Whadya guys want? Why doncha jes' get outta here an' leave us alone?

If the PCs parley with the kobolds, they will be gruff but won't initiate combat. However, if the PCs attempt to liven up the atmosphere by telling a few jokes, they will likely be favorably disposed and take the wandering minstrels to their chief!

The smooth passageway slants slightly upward toward this room, and if intruders attack, the kobolds dump a six-gallon skin of fish oil down the tunnel. This oil will spread 20 feet down the passageway in one round. All characters are probably in their bare feet, and any character attempting to move across the slippery area will have to roll his or her Dexterity score or below on 1d20 to avoid falling. Fallen characters lose a round as they regain their balance and footing, and the kobolds will be able to strike at any front-rank fallen characters at a + 2 to hit. Two fallen characters will block the passage until they regain their feet.

The fish oil is not flammable and the kobolds will be puzzled by attempts to set it alight.

The kobolds then take up a defensive position at the mouth of the tunnel: two in front wield spears set vs. charge (double damage on a hit if opponents charge into them), and the other two stand behind them on a slab of rock, slinging over the heads of the spearmen as long as they can.

This chamber contains very little, all total: four sand mounds where the kobolds sleep, a pile of sling bullets (18 in all), and two partially completed spears. All of the kobolds' spears are constructed of bone with flint spearheads. They are lashed together with animal sinew.

Lesser Kobolds

(HF 0, EP 7, AC 8, MV 6", HD 1/2, HP 24, 23 (x2), 22, #AT 1, D d6 (spear) or d6-1 (sling), Hon: Dishonorable (-1 to ALL die rolls), TOP 12, 11 (x3), Crit BSL: Def AC -4, Reference HOB 4 p. 65)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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6C. Kobolds' Kitchen

Encounter: 2 Lesser Kobolds

Potential Yield:

- Slaying kobolds (EPV=14)
- 5 knives (2 of which are wielded by the kobolds)
- seashell scraping tools
- fishnet
- 3 lbs. Pepper
- 3 gal. Fish oil
- pint of lamp oil

A waterfall-fed pool of water in the northeast corner dominates this chamber. The whole room has an extremely offensive dead-fish smell. Two kobolds armed with flint knives move to confront you.

Water rushes out of a hole in the ceiling and falls into a pool, where it drains out of another hole. (Neither is large enough for even a pixie-fairy to pass through.) Fish occasionally come in with the stream, and the kobolds catch them in a 4 foot-diameter net (woven from the webbing of a long dead huge spider) that hangs beneath the falls. The pool is only 2 feet deep. The stream brings in food and water, and carries off refuse.

There is a 2-foot-high niche or horizontal crack in the northwest wall of the chamber. Various things are stored there, including: two bone knives, a flint knife, some sharp seashell scraping tools, another skin of fish oil (3 gallons), a third skin with lumps of fish fat in the bottom, a small cask containing a three pounds of ground pepper, a pint of lamp oil (which the kobolds only know to be foul tasting) and 47 fish heads in various stages of decomposition.

There are also two kobolds in this room, a male and a female.

Male Kobold

(HF 0, EP 7, AC 8, MV 6", HD 1/2, HP 23, #AT 1, D d6-2 (knife) or d6-1 (sling), Hon: Dishonorable (-1 to ALL die rolls), TOP 11, Crit BSL: Def AC -4, Reference HOB 4 p. 65)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Female Kobold

(HF 0, EP 7, AC 8, MV 6", HD 1/2, HP 22, #AT 1, D d6-2 (knife), Hon: Dishonorable (-1 to ALL die rolls), TOP 11, Crit BSL: Def AC -4, Reference HOB 4 p. 65)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□

6D. Nursery

Encounter: 1 lesser kobold

Potential Yield:

- Slaying kobold nanny (EPV=7)
- knife

A shiv-wielding Kobold has taken up a defensive position behind a stalactite column. Behind her cower four tiny Kobolds. All are crying.

If the lair is attacked, the nursemaid will hustle the children into the west end of the chamber and take up a defensive position behind the stalactite columns that divide the room. She will defend the young to the death. The room is otherwise bare except for some raw fish and a few Kobold child toys (rat bones, chunks of rock, etc.).

Female Kobold

(HF 0, EP 7, AC 8, MV 6", HD 1/2, HP 22, #AT 1, D d6-2 (knife), Hon: Dishonorable (-1 to ALL die rolls), TOP 11, Crit BSL: Def AC -4, Reference HOB 4 p. 65)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□

Four Young Kobolds (HF 0, EP 7, AC 8, MV 6", HD 1/2, HP 9 each, #AT non-combatants, Reference HOB 4 p. 65)

6E. Chieftain's Chamber

Encounter: Earl, Greater Kobold + 4 lesser Kobold females

Potential Yield:

- Slaying Earl (EPV=15)
- Slaying Earl's harem (EPV=28)
- Short sword
- Small shield
- 4 knives
- Coins (EPV=1.4)
- 3 pearls (EPV=300)

This chamber is considerably more elaborate than the others. The room is lit by a dim green glow from patches of phosphorescent mold on the walls. Against the far wall is a pile of rocks and sand between three large stalagmites. Many raw fish appetizers are scattered around- from the rank odor some have obviously been here too long.

A large kobold wielding a short sword and carrying a shield moves to attack. Four emaciated females approach cautiously behind.

This is the kobold chieftain's chamber. The pile of rocks and sand is the chieftain's bunk. There is a 2-foot-high pile of stones across the mouth of the short passage to 6A. This serves as a barricade in case of assault, providing the kobolds with 50% cover (+ 4 armor class bonus vs. missile fire).

In this room are four scrawny females and the chieftain, Earl. He wields an ancient short sword, a sacred tribal relic that his forefathers had for generations. He is also the only kobold with a shield, a small but elaborate affair made of hide and bone. Earl will direct the defense intelligently, but he will not surrender.

Should the characters manage to ingratiate themselves to the kobolds, they will be led into this chamber to perform for the tribe. Another skill check should be made (at the same bonuses listed at the start of this encounter). Success will earn the admiration of the kobolds. They party will be treated to a sumptuous feast of fish head soup during which the tribe sings their favorite song, "Fish heads, fish heads, tasty little fish heads, fish heads, fish heads, eat them up yum!" Afterwards Earl will offer up his sage advice. The party may ask any questions they wish and Earl will do his best to answer them. (Obviously he does not know the way out!) When the party wishes to leave, they may have anything the tribe possesses save for Earl's prized sword and shield. He cannot allow any of his subjects to accompany the party but he wishes them "Best of luck and do come again!" As a parting token, he has someone fetch the cask of pepper from the kitchen. "Here, take this. There are some nasty blind creatures up the tunnel. This might give you an advantage over them."

Buried under the sand and rocks that serve as the chieftain's throne is the kobold's greatest treasure. In a small pit, covered with a flat stone, are 4 cp, 6 sp and one pale blue tourmaline gem worth 100 gp.

Earl, Greater Kobold

(HF 0, EP 15, AC 6, MV 9", HD 1, HP 27, #AT 1, D d6 (short sword), Hon: Dishonorable (-1 to ALL die rolls), TOP 13, Crit BSL: Def AC -2, Reference HOB 4 p. 65)

HPs: □□□□ □□□□ □□□□ □□□□ □□
 Small Shield +2 +1
 (AC bonus) □□□□ □□□

Female Kobolds

(HF 0, EP 7, AC 8, MV 6", HD 1/2, HP 22 ea, #AT 1, D d6-2 (knife), Hon: Dishonorable (-1 to ALL die rolls), TOP 11, Crit BSL: Def AC -4, Reference HOB 4 p. 65)

HPs: □□□□ □□□□ □□□□ □□□□ □□
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7. Pool of Pitch

Encounter: none

Potential Yield:

- The party may discover a light source

[Lead character's name] steps into something gooey.

At this point in the tunnel there is a small pool of tar, or pitch, off to one side. A party seeing only by infravision will not notice the pool until one member steps in it. This black, gooey substance will burn slowly if ignited (an easy [+40%] task for anyone with the *Fire-building* skill), and is useful for torch making. A piece of wood* coated liberally with this pitch will give standard torch illumination (40 feet radius), and will burn for six turns. There is sufficient tar in this small pool to create 4 torches. If it is all removed from the pit, the pool will gradually re-fill itself, but this will take days, as the pitch oozes rather than flows.

* a femur bone will also do

8. Giant Harvester Termites' Lair

Encounter: potentially none, otherwise 7 worker termites and 2 soldiers [initially]

Potential Yield:

- Steel ladder

[more can be garnered if a pointless battle with the termites is initiated]

As you near this area, you detect a bitter smell that becomes much stronger as you approach. You also hear scuttling and click noises.

As you round the final bend, your progress is blocked by a chasm, 20 feet across and of greater depth than vision can determine. A sectional ladder bridges the chasm. Beyond, the corridor widens into an oval cul-de-sac, the walls of which are pierced by 17 one-foot-wide openings. Giant harvester termites are moving all about on the other side of the chasm, on the floors, walls, and even the ceiling, darting in and out of the holes. They are carrying branches, larvae, or sundry non-cellulose material. At any given time, there are at least a dozen giant harvester termites in view, all occupied with their own business. Various rusty metal objects are scattered about.

The termites will pay no attention to observers. Those bold enough to cross the bridge and disturb them are another matter (see below).

The rusty metal items scattered about include: a grappling hook, 31 pitons, 18 feet of heavy chain and a crowbar. These are intermingled with sundry household items. Though rusty, none has been down here long enough to be so pitted that it cannot fulfill the role it was designed for.

The walls on either side of the chasm are of slick, porous rock. A continual film of water runs down their surfaces, feeding slimy algae which lives on the rock. The wet side walls are extremely slippery, and are impassable to man or termite.

The bridge across the center of the chasm appears to be two sections of a ladder which have been lashed together in the center. If the PCs simply take the bridge and move on, the termites cannot pursue them. They will, however, incur the enmity of the colony.

The bridge will support up to 200 pounds (2,000 gp weight) before collapsing*. It is about 2 feet in width and 21 feet long as constructed. Any character attempting to walk across this bridge must roll his or her Dexterity score or below on 1d20 to avoid falling into the chasm (fallen characters are D-E-A-D). Anyone who attempts to cross the bridge on all fours may do so safely - provided he isn't a lard-ass.

* Were the two halves tied together with a stronger rope employed by a someone skilled in rope use, the weight limit would be 1000 pounds.

The most unusual aspect of the bridge is that it is actually made of steel! (Some magic-user got tired of these termites literally eating him out of house and home and cast Transmute wood to steel on nearly everything he owned. It prevented the termites from eating it but not from stealing it out of spite.) Characters may find it to be easily portable. The entire bridge weighs only 240 pounds. There is an 18" overlap near the center where the two halves have been lashed together. The rotting hemp rope can be severed, breaking the bridge down into two sections, one 13 feet long, one 11 feet long.

Any character that crosses the bridge to the giant termites' side will be attacked by seven worker termites and two soldier termites. Additional termites will come to their aid, one per round; every fifth reinforcement will be a soldier. They issue at random from the exit holes. Remember that the soldier termites' blinding spew is flammable. Any soldiers killed may be "harvested" for their spew gland. This gland will yield two pints of fluid that may substitute for lamp oil.

Though it is not likely that characters will be able to enter the nest through the one-foot-diameter termite-holes, the unlikely often happens in HackMaster games, so some information about the nest will be given here.

The nest of the giant harvester termites includes hundreds of miles of tunnels and scores of chambers. Some of the tunnels lead to a huge mound on the surface, from which the termites forage. At the very bottom chamber of the maze is the queen's chamber. The queen is huge, being 9 feet in length, and having 8+8 Hit Dice. She is surrounded by the pretty baubles and objects that her subjects have gathered for her from the surface. These include two tiger eyes (8 & 12 gp respectively), a piece of hematite (10 gp), a bloodstone (53 gp), a black pearl (487 gp), a deep blue spindel (532 gp) and an extravagant gold gauntlet worth 5,000 gp (no protective value as armor). There is also a *Potion of Extra-Healing* and a *Potion of Growth*.

Giant Harvester Worker Termites

(HF 0, EP 35, AC 2/10 (head/body), MV 9", HD 1, HP 24 each, #AT 1, D d4-2, Hon: Ave, TOP 12, Crit BSL: Def AC -2, Reference HOB 7 p. 134)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□
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Giant Harvester Soldier Termites

(HF 2, EP 65, AC 2/8 (head/body), MV 9", HD 2+2, HP 32 each, #AT 1, D d4, SA: spew blinding fluid, Hon: Ave, TOP 16, Crit BSL: Def AC, Reference HOB 7 p. 134)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Giant Harvester Queen Termite

(HF 9, EP 1400, AC 4 (head/body), MV 3", HD 8+8, HP 67, #AT 1, D 5d6, Hon: Honorable, TOP 33, Crit BSL: Def AC +7, Reference HOB 7 p. 134)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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9. Hanging Roots

Encounter: Sinewy Mugger

Potential Yield:

- Slaying Sinewy Mugger (EPV=65)
- (6) 10' lengths of rope

The tunnel must near the surface at this point, for here long tap roots from plants above pierce the ceiling. Six long, hairy roots dangle from the ceiling to the floor.

Though these roots are baneful, the GM may wish to lead the players to think otherwise by embellishing how they're just roots.

A Sinewy Mugger lives in a small cave in the ceiling and lets its "branches" hang down awaiting prey. Ordinarily, it would surprise 6 in 10 but it's asleep so it cannot surprise the party. Anyone touching one of its branches will, of course, awaken it and cause it to attack the following round.

These roots are flexible, but very tough. A hard, sharp object, such as a dagger, flint knife, or sharpened seashell, is needed to saw through the tough fibers (they cannot be severed with fire). Each root is 10 feet long. If used as improvised ropes, they are easily strong enough to support the weight of several characters.

Sinewy Mugger

(HF 2, EP 65, AC 4, MV 3", HD 2, HP 27 each, #AT 6, D 1 each, SA: Once hit a PC is held automatically sustaining 1 hp/rnd until dead, Hon: Ave, TOP 13, Crit BSL: Def AC, Reference HOB 7 p. 62)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

10. Crawdad's Tunnels (exit)

Encounter: 2 giant crayfish

Potential Yield:

- Slaying crayfish (EPV=175 each)
- Freedom!

A deep pool takes up this chamber's far end. There are several fish in the pool. Two pieces of driftwood are washed up on the sandy shore of the pool.

Should anyone think to ask, the fish are not blind white cave fish, they are ordinary freshwater perch. This is a sure hint that the pool leads to the outside. There is an underwater exit from this room, one of the three ways by which the characters can escape the labyrinth.

This pool is the lair of a giant crayfish. It will be hiding in the pool when a party approaches, watching for a potential meal. If anyone comes within 10 feet of the pool, the big crawdad will rush out and attack (-2 to the party's surprise roll). The crayfish will chase prey as far as 50 feet down the corridor. If slain, the giant crawdad will make for a tasty meal.

The fish in the pool are harmless, but they are wary and not easily caught without a net, spear, or hook and line. In fact, only someone possessing the *Fishing* skill can catch them by hand but even this is very difficult [-5% to skill check]. One skill check may be attempted per turn. The two pieces of driftwood are long and sturdy enough to be used as clubs. Of course, non-proficiency penalties apply if one does not have club as a weapon proficiency.

Crayfish, Giant

(HF 5, EP 175, AC 4, MV 6", 12" swimming, HD 4+4, HP 44, #AT 2, D 2d6/2d6, Hon: Ave, TOP 22, Crit BSL: Def AC+3, Reference HOB 2 p. 44)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Swimming and Drowning:

Those characters with Swimming skill can swim at half their normal movement rate (60 yards or 180 feet per minute based upon a 12" movement rate - a dwarf, gnome or halfling can only swim 90 feet per minute due to their base 6" movement rate). *Swimming, Dog Paddle* reduces this to a third (12" MV = 120 ft/min, 6" MV = 60 ft/min). Encumbered characters (for exam-

ple, any person holding anything in his or her hands) reduce movement by 33% from the figures given above. Since there are no currents, checks are easy [+40% to check]. One need only check once, failure indicates the character swallowed water into his lungs and cannot try again for 15 minutes while he coughs violently. A character who tries to swim without the swimming skill may only use the dog paddle stroke as an untrained skill check (see GMG p71).

A character may remain underwater without drowning (hold his breath) for a number of melee rounds equal to twice his Constitution score. Thus, a Human character with a 10 Constitution could remain underwater for 20 melee rounds (120 seconds) and could swim 360 feet, or 36 squares (assuming he possessed the *Swimming* skill, a 12" MV and no encumbrance). A gnome possessing only *Swimming, Dog Paddle*, a 12 CON and holding a dagger in one hand could remain underwater for 24 melee rounds during which he could move 96 feet, or 9.6 squares. Note: characters possessing the *Endurance* skill can remain underwater for 50% longer than the time indicated above. Those with the *Endurance* talent can remain underwater twice as long.

After 20 melee rounds (in the Human character's case), the character must make a Constitution check in order to remain conscious. If he makes it, he may continue movement for that melee round (18 feet in the case stated above). Each subsequent round necessitates an additional Constitution check, albeit at a cumulative +1 penalty. If he makes these checks, he may continue to move normally. If he fails, he falls unconscious. The subsequent melee round his lungs fill with water and his hit points are reduced to zero. The next melee round he dies. If any cure spell is cast on the character within five rounds of death, the character will revive with 1 hit point.

One breath of air taken, for example, from a scroll case, will enable a swimmer to remain underwater for another time period equal in segments to his Constitution score.

The Detail Map (area 10)

Area 10A is the entrance to the lair of the giant crayfish.

Area 10B is another cave with a sandy beach. The distance from the air in A to the air in B is 140 feet, or 14 squares. Thus, even a halfling character with only *Swimming, Dog Paddle* and a 12 Constitution (assuming he was unencumbered) could swim the distance underwater. The separate cave to the rear of the beach is the lair of another giant crayfish, a smaller specimen than the one at A. Naturally, it attacks immediately.

Crayfish, Giant

(HF 5, EP 175, AC 4, MV 6", 12" swimming, HD 4+4, HP 34, #AT 2, D 2d6/2d6, SA: -2 to opponents surprise roll, Hon: Ave, TOP 17, Crit BSL: Def AC+3, Reference HOB 2 p. 44)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Area 10C is a dead end, a potential death trap to any weak swimmer that swims this far without extra air.

Area 10D marks the place where the ceiling rises high enough to allow breathable air. This tunnel leads to freedom, a water cave on the lake in the volcanic crater. The distance from A to D is 180 feet; from B to D the distance is 150 feet. There is no light here, as it is still quite a way to the exit.

Area 10E is the exit to the beach of the island.

The GM should be careful to keep swimming characters informed as to how far they have gone, and how well they're holding out. (For example: "You feel like your air's about half used-up") Be sure that they have an opportunity to tell you they're turning back. If a character is exploring alone, separate from the party, tell only that player what he or she sees, in case the character doesn't make it back.

The dividing passageways may cause the players some concern. Any swimmer who attempts to look for currents to give him or her the right direction will notice a slight flow toward the exit. This will not cost the player any lost time.

11. Fearsome Fungus

Encounter: 2 Dark Seethers, 3 Glow Worms

Potential Yield:

- Slaying Glow Worms (assess a 100 EP penalty for each glow worm killed)
- Slaying Dark Seethers (EPV=240)
- 19 stone clubs
- illumination

You notice a dull yellow-gold glow from ahead, starting at about 60 feet from the chamber (unless the party has a light source of their own, in which case they won't notice the glow until they enter the area).

This is a damp chamber, where the slow dripping has formed stalactites and stalagmites. There are about a dozen large stalactites hanging from the ceiling. One has recently fallen, and shattered bits lie on the floor in the center of the chamber. The glow comes from 3 large yellow caterpillars nestled in a patch of fungi in the center of the chamber. Each caterpillar is two feet long. In the center of the fungus cluster stand two larger fungi. Both are about four feet high and of a pinkish-brown hue.

The fungi are typical NetherDeep species (see area 15 if the characters inquire about them) but the two larger ones are Dark Seethers. Should anyone approach within 20 feet of the fungi, they will be coated in microscopic spores. Though not immediately dangerous, should the individual(s) die while still coated with the spores they will immediately germinate and begin consuming his flesh. The spores are not water soluble and can only be removed by cleaning the skin with an alcohol solution or the application of a Neutralize Poison spell.

The Glow Worms are busy eating the fungi and will continue to do so unless touched. If touched, they attempt to bite their handler. Because they shed light (monochromatic yellow at 589 nm wavelength) in a 40' radius, the PCs will undoubtedly be desirous of using these creatures to light their way. They face a few obstacles. First of all, their strong bioluminescence is a by-product of their metabolic process. Should one be killed, its luminescence will immediately begin to fade. Every 5 rounds its radius of illumination will be halved (20' radius after 5 minutes, 10' radius after 10 minutes, etcetera). They also do not like to be held. Anyone carrying one of these worms will be attacked each round (at +4 to hit because the handler obviously isn't trying to actively defend himself). Players may attempt to catch one in a loincloth but it will chew through that in but a single round. The only truly effective measures are to either herd the worms in front of the party by constantly prodding them forward or to acquire the fishing net from the kobolds. This net is woven from the webbing of a huge spider and the glow worms cannot chew through it.

The fallen stalactite shattered into six good-sized chunks with sharp edges, but these are also in the center of the room, around the bases of the fungi. (Other bits fell outside the range of the fungi, but scavengers have taken them, leaving the only chunks in the danger zone.) If used as weapons, these stones inflict 1-4 points of damage if thrown (short range 10', medium 20' and long 30') or used as hand-held bludgeons. If used as tools, they can be used to snap off further stalactite and stalagmite edges, thus arming the whole party. Thirteen more chunks can be removed in this manner.

Glow Worms

(HF 0, EP 7, AC 9, MV 6", HD 1, HP 22 each, #AT 1, D 1-2, Hon: Ave, TOP 11, Crit BSL: Def AC-2, Reference HOB 3 p. 71)
 HPs: □□□□ □□□□ □□□□ □□□□ □□
 HPs: □□□□ □□□□ □□□□ □□□□ □□
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Dark Seethers

(HF 3, EP 120, AC 10, MV 0", HD 4+3, HP 30, 28, #AT 0, D 0, SA: spores, Hon: Ave, TOP 15, 14, Crit BSL: n/a, Reference HOB 2 p. 49)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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12. Bug Bath

Encounter: Giant Predacious Diving Beetle

Potential Yield:

- Slaying Giant Predacious Diving Beetle (EPV=650)

All entrances lead here to the edge of an underground pool. The depth varies from 7 to 15 feet. If a light source is in use, it is possible to look right through the still, crystal-clear waters. The bottom of the pool is covered by clumps of white shellfish. Occasionally, observers will see blind white fish and crayfish. A small stream trickles into the pool from the mouth of one of the tunnels (the passageway that leads to area 15, from whence the stream comes).

This is where the kobolds (from area 6) obtained their shellfish. The shells of these creatures are long and oval, like mussels, and if sharpened they will make serviceable cutting implements. (Treat as normal dagger albeit with a 1 in 3 chance of shattering per round used as a melee weapon.)

Section 12A on the map is the visible part of the pool that occupies the northern portion of this cavern. Actually, the pool extends much further (Section 12B), under the rocks where there are no air pockets. Deep in 12B is its secret source and exit, both too small for a person to pass through. Characters may wish to investigate 12B. The GM is referred to area 10 for rules on swimming underwater.

Section 12B is also the home of a Giant Predacious Diving Beetle that will attack anyone who intrudes into that section. This armored horror is truly the king of the pool, having eaten all of its competition. The giant bug is accustomed to creatures passing through 12A, but any that trespass into 12B will be savagely attacked. It will even pursue the intruder into the outer cavern (12A), halting only if its prey outrun it. It will then retire to its watery abode to brood over its lost meal.

Giant Predacious Diving Beetle

(HF 3, EP 650, AC 3, MV 6", 12" swimming, HD 5, HP 40, #AT 1, D 3d4, SD: translucent (difficult to spot), Hon: Great Honor (+1 To ALL die rolls), TOP 20, Crit BSL: Def AC+3, Reference HOB 1 p. 63)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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13. Mineral Corner

Encounter: none

Potential Yield:

- flint

You come across an irregular-shaped rock outcropping.

This area is the source of flint for the kobolds (at 6). No large chunks of flint can be extracted without tools, but there are many tiny flint chips about. Someone with the *Geology* skill must make an easy [+65%] skill check to identify the flint and its potential usefulness. Failing this, they're just a bunch of dumb rocks as far as the party is concerned.

14. The Goofy Gopher

Encounter: "Chuckie" the Sewer Gopher

Potential Yield:

- Slaying "Chuckie" (EPV=175)
- information

A large and unbelievably smelly gopher blocks your way.

This is the nest of a sewer gopher named Chuckie. It once roamed the sewers of Strugelhauf, but the city's sanitation department drove the beast down here after their boss started getting nasty memos from the slave lords.

It has learned to live on shellfish grubbed out of the pool (area 12) and whatever else it can catch, including the occasional kobold. It purports to be an ill-tempered beast, and will bark viciously at any creature that enters the section of tunnel it considers its territory. In truth, it's quite lonely and misses the conversations it would have with the derelicts of Strugelhauf. Since the party certainly appears to be bums, if they strike up a conversation with the gopher it will be overjoyed to speak to them for hours on end.

Sewer Gopher

(HF 3, EP 175, AC 6, MV 9", HD 3+2, HP 36, #AT 3, D 1d4/1d4/1d6, SA: 25% chance to decapitate on a '20', SD: attackers suffer -1 'to-hit' from stench, Lang: Common, Hon: Dishonorable (-1 to ALL die rolls), TOP 18, Crit BSL: Def AC-1, Reference HOB 3 p. 93)
 HPs: □□□□ □□□□ □□□□
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15. Mushroom Garden

Encounter: 3 Fire Beetles

Potential Yield:

- Slaying Fire Beetles (EPV=105)
- illumination
- Mushroom logs

Display illustration 11 on page IQ8 and read:

A small stream runs from this chamber down the tunnel, toward the pool. The water drips steadily from the ceiling of this damp chamber, creating large stalagmites and stalactites and providing a humid environment for the scores of strange fungi and molds that grow here. These come in all colors, shapes, and sizes, including some mushrooms that are 9 feet tall, and have thick log-like trunks. The room is faintly lit by reddish, flickering glow.

None of the growths in this chamber are harmful unless eaten (60% chance of being safe, 30% chance of type I poisonous (ref. GameMaster's Guide p. 206, and 10% chance to cause wild but entertaining hallucinations for d4 hours, no saving throw). A character with the *Botany* skill who makes an easy [+65%] skill check will be able to identify which species of mushroom is which (edible, poisonous or just plain fun). This check should be made by the GM. Failure indicates a misidentification. The mushroom logs are light but fairly strong. Though they are easily portable, it will take crude hacking tools to fell the giant mushrooms.

Also in this chamber, near the northwest wall, are three Fire Beetles, the source of the reddish glow. These giant insects live on the many types of fungus found here. They will ignore intruders unless they come within 5 feet, in which case the beetles become frightened and attack in self defense. If removed, the three glowing glands from each beetle will radiate light for 1-6 days, illuminating a 10-foot radius.

Fire Beetles (3)

(HF 0, EP 35, AC 4, MV 12" flying, HD 1+2, HP 29, 28, 24, #AT 1, D 2d4, Hon: Ave, TOP 14 (x2) 12, Crit BSL: Def AC-2, Reference HOB 1 p. 67)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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16. ABODE OF THE GRIMLOCKS

The slave lords received these Grimlocks as part of a normal shipment of slaves some years ago. Their bedraggled appearance didn't initially raise any suspicions because they looked like any other slave. However, their true nature became apparent when they were assigned to unload a cargo vessel full of olive oil. Seventy-three broken pottery vessels later they were returned to general confinement where the fact that they were all blind was confirmed. While a lawsuit was quickly filed against the independent contractors that provided the Grimlocks (still pending), the slave lords were stuck with these useless creatures. It was then that Stalin Kim came up with the idea of sealing off the labyrinth below Strugelhauf and turning it into a "hole" that unruly slaves could be thrown into as a lesson to the others. Some would escape – a useful device since tales of the escapees bred fear of this place in their fellow slaves and did much to keep them inline. The Grimlocks, naturally adapted to this place, would crank up the fear factor and so were let loose herein.

In general, all of these chambers are quite filthy with tatters of soiled clothing strewn about haphazardly.

16A. Welcoming Committee

Encounter: 2 Grimlock guards
Potential Yield:
 Slaying Grimlocks (EPV=130)

The passageway opens into a small cave some 20 feet in diameter. A tunnel on the far side leads to a much larger cavern.

Two Grimlock guards have heard the party approach and are hiding on either side of the cave. They are well camouflaged and cannot be seen unless the party is relying solely on infravision. Once the party has entered the cave, they burst forth to attack the flanks with their stone clubs while shouting an alarm.

Grimlocks (2)

(HF 3, EP 65, AC 5, MV 12", HD 2, HP 34, 32, #AT 1, D 1d6 (club), SD: save as 6th level fighter, immune to visual spells, Hon:Ave, TOP 17, 16, Crit BSL: Def AC, Reference HOB 3 p. 108)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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16B. Common Room

A number of shaggy humanoid lope forward to attack. They grunt to each other all the while.

This is the Grimlocks' common room. Pieces of mushrooms [former meals] lie scattered about on the floor. On the far western wall are five large mushroom caps which have been hollowed out and now serve as cribs for the infant Grimlocks that rest within.

Grimlocks (2)

(HF 3, EP 65, AC 5, MV 12", HD 2, HP 30 (x2), #AT 1, D 1d6 (bare hands), SD: save as 6th level fighter, immune to visual spells, Hon:Ave, TOP 15, Crit BSL: Def AC, Reference HOB 3 p. 108)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Female Grimlocks (3)

(HF 2, EP 35, AC 5, MV 12", HD 1, HP 26, 25 (x2), #AT 1, D 1d6 (bare hands), SD: save as 6th level fighter, immune to visual spells, Hon:Ave, TOP 13, 12 (x2), Crit BSL: Def AC-2, Reference HOB 3 p. 108)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
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16c. Leader's Room

Encounter: Grimlock leader
Potential Yield:
 Slaying Grimlock leader (EPV=120)
 Elixir of Health (GPV = 2,000, EPV = 350)
 Elixir of Madness (GPV = 0, EPV = 0)

An even crazier looking humanoid rushes from this chamber. It might be comical save for the wicked-looking battle axe he wields with obvious fervor.

The leader of the Grimlocks is as crazy as he appears. He has the flaws Facial Scar and Maimed (severe facial burn) and the quirks Agoraphobia, Chronic Nightmares, HackFrenzy and Temper Tantrum. As the presumed leader of the Grimlocks, he was *severely* worked over by the Slave Lords when they discovered just how worthless a bunch of slaves these Grimlocks were. It was not until well into the interrogation process that they realized that he couldn't speak any language they could possibly understand.

Needless to say, this guy hates just about everyone. He will presume that the PCs are lackeys of the slave lords sent to check up on him. Were there a way to communicate with him, he might be amenable to joining forces with the PCs in order to get a chance to kill any or all of the slave lords. His short temper, however, would make this an unpleasant experience for all involved.

The rest of the Grimlocks grew tired of his constant nightmares and forced him to sleep in this separate chamber. In a wadded up pile of blankets he keeps his treasure; an **Elixir of Health** (ironically) and an **Elixir of Madness**.

Grimlock Leader

(HF 3, EP 120, AC 4, MV 12", HD 3, HP 39, #AT 1, D 1d8 (battle axe), SD: save as 6th level fighter, immune to visual spells, Hon:Ave, TOP 19, Crit BSL: Def AC, Reference HOB 3 p. 108)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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17. Doper's Lair

Encounter: Doper (new monster, see appendix)
Potential Yield:
 Slaying Doper (EPV=1400)
 Assorted coins (GPV = approx 42)

There is a steady dripping of water from the ceiling at this nexus of tunnels. There are many stalactites and stalagmites about.

One of the stalagmites is actually a Doper. The Doper's strands can extend to 50 feet, and the creature will attack as soon as any are within this radius (causing a -2 penalty to their surprise roll). A hit from one of the doper's strands causes intoxication. Those failing a save versus poison become buzzed (see Table 12V: Effects of Alcohol and Drugs on p. 170 of the GameMaster's Guide). Strikes are cumulative in that failing a saving throw advances the character's inebriation one step (to sloshed, wasted and finally passed out). Recovery times are listed for each intoxication level on Table 12W (GMG p. 170). Furthermore, the victim will be dragged 10 feet per round toward the Doper's toothed maw where he will be subject to the creature's *Intoxication Fog* breath weapon. The chance for breaking a strand is the character's bend



bars/lift gates percentage times 2.5. A stand may also be severed with a hacking weapon that hits AC 0 and deals out at least 7 HP of damage.

If the roper is killed, it will immediately go completely limp, relaxing its strands to their full length of 50 feet each. If severed from the doper, these strands make excellent rope, each holding up to 520 lbs. (5,200 gp) of weight.

One of the many stalagmites covers a small hidey-hole containing the doper's stash; 55 copper pieces, 27 silver pieces and 78 electrum pieces.

Doper

(HF 22, EP 1400, AC 0, MV 1", HD 6, HP 46, #AT 1, D 1d10, SA: Intoxicating touch and breath, SD: camouflage, spell resistance, Hon: Ave, TOP 23, Crit BSL: Def AC+4, Reference: attachment)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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18. Chasm

Encounter: none
Potential Yield: none

At this point the floor of the tunnel disappears into a 20-foot-wide chasm that blocks further progress. The sides of the chasm are sheer, and the pit itself is very deep.

The pit is 200 feet deep. At the bottom there are no exits. The walls around the chasm are dry rock, and a thief can climb them at his or her normal percentage. Check every 10 feet, i.e., twice if the thief is climbing to the other side of the pit.

19. Chimney (exit)

Encounter: Cling Mold, Stink Skink
Potential Yield:
 Slaying Stink Skink (EPV=50)
 27 hard silver pieces
 2 gems
 Freedom!

The corridor ends here in a 20-foot-wide chamber. The walls are covered in a disgusting yellow-brown mold from the base of the walls up to the ceiling, 20 feet above. A 4-foot-wide opening, a rock chimney, pierces the center of the ceiling. This chimney goes straight up to the limit of vision.

This is another possible exit for the characters. The walls of this chamber are covered in **Cling Mold**. Anything coming into contact with it will become inexorably stuck unless coated in oil. A three-foot wide ring around the chimney is free of this vile stuff.

There are several ways by which players might reach the chimney 20 feet from the floor. The steel ladder from 8 or stacked giant fungus logs from 15 could suffice. A human (or demi-human!) pyramid could do it, provided it is constructed intelligently (strongest on the bottom, lightest on the top, etc.), and at least six people are used to form it. Resourceful players may come up with other feasible methods. A Jump spell from the scroll found in area 1 would work.

The chimney is about 4 feet wide, and a series of ledges make it easy to climb, even for a non-thief. The chimney goes up 120 feet to a dead end. However, when a character or characters have gone 40' up, he will frighten a Stink Skink that lives on a ledge. The skink will spray out a Stinking Cloud spell and run to the back of its chamber.

Anyone failing his saving throw will be overcome with nausea and unable to attack. They will also be unable to hold onto the walls as they suffer from gut-wrenching convulsions. Sadly, they will now fall down the vomit covered shaft and sustain 4d6 points of damage. Bear in mind that remaining within the area of effect of a Stinking Cloud necessitates a further saving throw every round.

The skink's lair is a chamber about 5 feet in diameter, 40 feet up from the opening in the ceiling below. Amidst the brush and insect husks of the skink's nest is a small leather pouch. In the pouch are 27 hard silver pieces and two gems (average sized, good quality red garnets worth 500 gp each).

There is one small crawlway exit from the skink's lair, a tight, winding tunnel that leads up 40 feet to the skink's secret trapdoor exit to the surface. This is concealed behind a fallen tree in an overgrown beech grove.

Stink Skink

(HF 1, EP 50, AC 7, MV 9", HD 1, HP 24, #AT 1, D d4, SA: Stinking Cloud (three times/day), Hon: Ave, TOP 12, Crit BSL: Def AC-2, Reference HOB 7 p. 69)
 HPs: □□□□ □□□□ □□□□ □□□□ □□□□

20. Trouble Underfoot

Encounter: 4 Heel Borers
Potential Yield:
 Slaying Heel Borers (EPV=480)

This is another convergence of tunnels, a musty area of stalactites and stalagmites.

Four Heel Borers hide here among the stalagmites. They cluster in the center of the chamber. If anyone passes through the center of the room, the Heel Borers will attack the first rank – striking at +4 to hit due to surprise. Once

they strike, they are plainly visible and can thereafter be avoided. If characters move around the outside of the room, the "boot busters" will be unable to attack and will ignore them.

Heel Borers (4)

(HF 2, EP 120, AC 2, MV 3", HD 2, HP 26 each, #AT 1, D d8, SA: impaling, burrow towards vital organs, podiatric damage, Hon: Ave, TOP 13, Crit BSL: Def AC, Reference HOB 3 p. 124)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □
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21. The Chasm (exit)

Encounter: Stun Jelly

Potential Yield:

- Slaying Stun Jelly (EPV=270)
- Freedom!

Display illustration 10 on page IQ7 and read:

Here the corridor opens into a large chamber, at least 60 feet x 60 feet, with a ceiling 50 feet above the floor. There is an exit on the far side of the chamber and a slight breeze definitely moves toward it. The ceiling is covered with huge stalactites, some of which hang down 20 feet or so. Unfortunately a large pit separates the main floor of the chamber from the tunnel into the labyrinth. The pit is 25 feet across and appears bottomless, but the sound of distant running water can be heard rising from the depths.

The pit is 170 feet deep and ends, not in running water, but on a rock ledge. A short side passage leads to a place where an underground stream touches air at the only point along its entire length. There is no escape here. Enterprising characters may wish to climb down the chasm and up the other side. This should be allowed. In fact, a character with the *Mountaineering* skill who has sufficient rope (at least 200') and iron spikes can ferry the entire party down and then back up the chasm provided he makes an average [+20%] skill check. A check should be made once for every 50 feet climbed (see GMG p131 for more information on climbing).



The stalactites are sturdy and can be lassoed by a character with at least 45' of rope and the *Rope Use* skill. It is difficult to accomplish [no modifier to skill check] but the character may try repeatedly until successful. Once a line is secured it will hold fast. Using this line, characters may swing over the chasm to the ledge on the other side.

The ledge on the opposite side of the pit is covered with a Stun Jelly. It is almost impossible to see, however. Mere torchlight or bioluminescent fungi will not reveal anything out of the ordinary. Only a Continual Light spell will offer a 50% chance of noticing a slimy patch of goo on the far side of the chasm.

The Stun Jelly will remain innocuous until prey comes within range. Should someone **Jump** across the chasm or swing over on a line, it will automatically make a surprise attack at +4 to hit. Should the victim be hit and fail his paralyzation saving throw, there is a 50% chance that he will tumble into the pit and sustain 17d6 damage as he tumbles to the bottom of the gorge. Should he be fortunate enough to fall forward, he will merely be subject to 2d4 points of damage per round as the Stun Jelly slowly dissolves his flesh.

Climbers approaching the ledge from below will be attacked as they approach the lip. It attacks at +1 to hit (and no Dexterity bonuses are allowed to the defender) from its superior vantage point but all attacks made against it are at -4 to hit because the attacker must concentrate on maintaining his hold. Paralyzed victims automatically fall down into the gorge.

The tunnel on the west edge of the chamber winds for hundreds of feet to an exit in the side of the cliff. Free at last, free at last!

Stun Jelly

(HF 5, EP 270, AC 8, MV 3", HD 4, HP 36, #AT 1, D 2d4, SA: Paralysis, Hon: Ave, TOP n/a, Crit BSL: Def AC+2, Reference HOB 7 p. 118)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Strugelhauf in Flames!

THE ISLAND MAP

The numbered points (10, 19, and 21) mark the exits from the dungeon labyrinth (and also correspond to the appropriate area in the dungeon from which the players made their escape). The lettered areas (A through L; no letter I is used) are outdoor encounters.

The general situation the characters encounter upon their escape from the dungeon is not okay. In fact, it's pretty freakin' far from OK. The same earthquake that caused the labyrinth to collapse has devastated the rest of the island. Strugelhauf and Drachen Keep have been "rubbleized" (so much for saving a few bucks using non-union masons), and ScumSlum is ablaze. The "extinct" volcano Mount Flammenbutt is now erupting steadily, oozing lava and sulfurous gases while sending up an ash plume that darkens the sky. Worst of all, the slave lords' draconian prohibition against cutting so much as a twig from the forest south of Strugelhauf resulted in that area being choked with dangerously flammable undergrowth... that has now been set alight.

It is a disaster rapidly reaching epic proportions. Well, as epic a disaster as one can stage on this tiny 300 acre island. Play it for all it is worth.

As in the labyrinth, the overriding theme of the outdoor adventure is getting the hell out of Dodge! It should become clear to even a highly obtuse party that staying on the island would be a fatal mistake. If characters move south or east, they will encounter burning forests or fields. If they try to move through Strugelhauf or the valley south of it, poisonous gases will deter them. Unless they swim for it (see *Leaving the Island*), player characters will probably end up at the docks. There they will find some possible escape dinghies but also the surviving slave lords who are very, very pissed.

To aid the GM in describing the situation, a paragraph is included herein on what the characters can see from each of the three exits from the labyrinth. Use the appropriate description, but be familiar with all three, in case the characters, after escaping, wander into one of the other areas.

Water Cave Exit (10)

The sub-aqueous tunnel collapses just as the last party member manages to emerge on the shore of the crater lake. The lake froths as waves toss wildly back and forth. Great quantities of dead or stunned fish can be seen floating on the surface. The far rim of the crater lake, a mile and a half away, seems to tremble slightly as the you look at it.

On the island behind you is a 30-foot-tall bluff. Parts of it seem to have just crumbled, and stones are dislodging themselves and tumbling down as a result of the continuing tremors. A huge dark plume rises from somewhere on the eastern part of the island

beyond the bluff and fills half the sky. The island quivers and quakes intermittently. Just to the north and south of this point begin beaches that run around the lip of the island. In both directions the bluff recedes from the beach and trees (many now fallen) grow up to the lakeshore. A rowboat can be seen about half a mile to the north as it makes its way with great difficulty toward the far shore. Southeast, maybe a quarter of a mile away, crackling flames leap above the treetops.

Stink Skink Cave Exit (19)

You push your way out through the skink's exit tunnel onto a slight slope in a thick grove of bigtooth aspen (*Populus grandidentata* to those with the forestry skill). About a third of the trees have been uprooted by the quakes, and the grove is a tangle of fallen trunks, broken boughs, and omnipresent choked underbrush. To the southeast, south, west and northwest the slope rises to a 30-foot-tall bluff; the top of which is devoid of trees. Downslope to the east, about 300 feet distant, there seems to be a road running roughly north-south, but many trees have fallen across it. To the northeast it appears that the woods end in cleared land 200 to 300 feet away.

The whole island rumbles and shakes, and to the west a huge plume of smoke rises skyward. There also seems to be a conflagration to the east. Distant shouting can be heard to the north east, and to the north hoofbeats and loud bleating echo.

Movement through the twisted wreckage of trees and boulders is at one-third the normal rate.

Stun Jelly Cave Exit (21)

You emerge from a hole in the ground in the midst of a forest principally consisting of bigtooth aspen and spruce pine (*Populus grandidentata* and *Pinus glabra* to those with the forestry skill). About half of the trees have been knocked down or damaged. To the south and east the woods are burning and a huge pall of black smoke rises beyond the flames, blocking out the sunlight. A continuous low growl comes from the direction of the smoke, and the ground rumbles intermittently beneath your feet.

Northeast, a few hundred feet away, there is some sort of great commotion punctuated by a loud, roaring and snapping of branches. You cannot see the source of the noise from your current vantage point. About 300 feet to the north the forest ends, with a road running east to west at its edge. Far to the north there seems to be a great deal of shouting and screaming. A gradual upward slope to the west is covered by dense tangled forest.

Movement through the wrecked forest is at one-third the normal rate.

KEY TO THE ISLAND

ENCOUNTERS

The letters on the map indicate the approximate locations of these encounters.

A. Green Slime

Encounter: Green Slime (1)

Potential Yield:

☐ Slaying Green Slime (EPV = 35)

This section of beach is covered with garbage tossed up by the waves. Sticks, seaweed, thick algae, and flopping fish cover the sand in windrows of organic debris.

One of these globs of thick algae is actually a Green Slime. It lies across half of the beach, and if characters do not state that they are avoiding or inspecting the patches of algae, there is a 40% chance that a party member will step in it. Even if the Slime is scraped off immediately, the character will take 2-16 points of damage. This Slime normally dwells in the muck on the bottom of the lake, but it has been dislodged by the tremors and washed up by the waves.

Green Slime

(HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 35, SZ S, #AT 0, D transformation (1-4 rounds), SA transformation, SD immune to most spells, Lang: none, Hon: n/a, ML 20, TOP n/a, Crit BSL: n/a, FF n/a, Reference: HoB 7 p 78.)

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□

B. A Good Walk Spoiled

Encounter: Trilobligh (1)

Potential Yield:

☐ Slaying Trilobligh (EPV = 375)

As you walk along the rocky beach, a spike covered, segmented worm like creature lunges out of the waves at you, striking out with its many tentacles.

A Trilobligh is lurking just below the lake's surface a mere dozen or so feet offshore. The environmental catastrophe has proved a boon for this creature as it hasn't eaten so well in years. Everyone's so caught up in the volcanic eruption that they've let their guard down.

Be that as it may, a 12 foot long arthropod has a big appetite and this one's lookin' for dessert. It will rush out of the water towards anyone that approaches within 10 feet of the water. It has normal chances for surprise. If creatures pass its position beyond 10 feet away, it will allow them to pass unmolested.

Trilobligh (Jurassic Creature)

(HF 19, EP 375, Int 1, AL N, AC 0, MV 12" swim, HD 7, HP 75, SZ L, #AT 2 or 3, D 1d3 (tentacle x2) / 2-12 (bite), SA Paralysis, SD Nil, Lang: none, Hon: Average, ML 19, TOP 37, Crit BSL: Def AC+5, FF 5, Reference: HoB 4 p 57.)

HPs □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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D. Frenzied Goats

Encounter: Giant Goats (4)

Potential Yield:

☐ Slaying Giant Goats (EPV = 270 each)

You see about 200 feet away this area contains a large field of rye, now being furiously gobbled up by a herd of four giant goats.

This is a large field of rye, now being furiously gobbled up by a herd of four giant goats. These giant goats were kept in a poorly constructed pen at Drachen Keep, but sensing the imminent earthquake, they broke out and ran downhill to this field. The slave lords' men originally captured them in the nearby hills, and had hoped to domesticate them. Their method consisted of ringing a bell whenever they fed the goats. Surprisingly, this didn't work.

The recent combination of quakes and fires has driven the goats totally amok. They will charge anyone that comes within 200 feet of the center of the field, seeing in them their former captors and their annoying bells. They will not pursue beyond the edges of the field.

Giant Goats (4)

(HF 12, EP 270, Int 3, AL N, AC 7, MV 18", HD 3+1, HP 36, SZ L, #AT 1, D 2-16, SA Charge (6-20 points), SD Nil, Lang: none, Hon: Average, ML 14, TOP 18, Crit BSL: Def AC+1, Def AC+5 (charge), FF 6, Reference: HoB 3 p 80.)

- 1) HPs

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□□□□	□				
- 2) HPs

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- 3) HPs

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- 4) HPs

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D. Squad of Looters

Encounter: town guardsmen (2), Hobgoblins (2), Gnoll (1), Orc archer (1), human bandit (1)

Potential Yield:

- Slaying town guardsmen (EPV = 15 each)
- Slaying Hobgoblins (EPV = 35 each)
- Slaying Gnoll (EPV = 65)
- Slaying Orc archer (EPV = 120)
- Slaying Bandit (EPV = 30)
- Assorted coins and gems (GPV = 164)

If the PCs are proceeding through the woods or farmland with caution and alertness read the following.

You hear a group of people arguing amongst themselves from within the trees. At this point you cannot see the source of the noise nor can you make out any words or languages.

If the PCs are not proceeding with caution but cross or travel on the roadway near area D read the following.

You see a motley crew of ruffians making their way west along the road. In addition to a few men, an Orc, a Gnoll and a couple of Hobgoblin make up their ranks. They approach with weapons drawn.

A motley crew of degenerate mercenaries is here making its way up the road toward Drachen Keep. A watchful party, proceeding through the woods or farmland with caution and alertness, will hear the ruffians bitching at each other when the characters reach a point within 120 feet of the section of road marked D. The looters will not be visible from this point and the party will be unable to clearly distinguish words or languages. A party that fails to

behave cautiously or is blindly running will not hear the looters until closing to within 60 feet of them. In these circumstances, the looters themselves will hear the noise of the party's approach and will immediately cease their talking and draw their weapons. The party will thus be unable to surprise the looters. Because of the trees or crops, neither group will be visible to the other at this point. The looters will not leave the roadway to investigate the noise, but will warily continue on their way.

This band is a savage and unscrupulous lot: two town guardsmen, two Hobgoblins, a Gnoll, an Orc archer and a bandit from ScumSlum. This unsavory lot was outside Strugelhauf, drinking and gambling, when the earthquake hit. As the town tumbled down, the bandit instantly realized that Drachen Keep must likewise have fallen, and he persuaded the others to go after the great riches they think are kept within. Each is trying to impress the others with his ferocity and toughness, and they will certainly attempt to slay anybody they encounter, just to show each other they can't be pushed around. However, if five of them are slain or otherwise knocked out of the fight, the others will have second thoughts and attempt to flee.

When they attack, the guards, the Hobgoblins and the Gnoll wade right into the melee. The bandit will be looking for the weakest or most-wounded opponent. The Orc archer will try to pick a good spot from which to shoot.

Town Guardsmen (2)

(HF 1, EP 15 Int 10, AL LE, AC 4 (Scale mail + small shield), MV 9", HD 1 (first level fighters), HP 24 each, SZ M, #AT 3/2, D 2d4+2 (broadsword, +1 to hit +2 to damage due to specialization), SA Specialization, SD Nil, Lang: Common, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC-2, FF 5, Reference: HoB 5 p 13.)

- 1) HPs

□□□□	□□□□	□□□□	□□□□	□□□□
Scale mail:	AC 6	7	8	9
	□□□□	□□	□□□□	□□ □
Small Shield	+2	+1		
(AC bonus)	□□□□	□□□		

- 2) HPs

□□□□	□□□□	□□□□	□□□□	□□□□
Scale mail:	AC 6	7	8	9
	□□□□	□□	□□□□	□□ □
Small Shield	+2	+1		
(AC bonus)	□□□□	□□□		

Hobgoblins (2)

(HF 0, EP 35 Int 9, AL LE, AC 4 (Scale mail + small shield), MV 9", HD 1+1, HP 26 each, SZ M, #AT 1, D 2d4 (broadsword), SA Nil, SD Nil, Lang: Hobgoblin, Common, Hon: Average, ML 12, TOP 13, Crit BSL: Def AC-1, FF 6, Reference: HoB 4 p 10.)

- 1) HPs

□□□□	□□□□	□□□□	□□□□	□□□□	□
Scale mail:	AC 6	7	8	9	
	□□□□	□□	□□□□	□□	□
Small Shield	+2	+1			
(AC bonus)	□□□□	□□□			

- 2) HPs

□□□□	□□□□	□□□□	□□□□	□□□□	□
Scale mail:	AC 6	7	8	9	
	□□□□	□□	□□□□	□□	□
Small Shield	+2	+1			
(AC bonus)	□□□□	□□□			

Gnoll

(HF 1, EP 65 Int 5, AL CE, AC 4 (Scale mail + small shield), MV 9", HD 2, HP 30, SZ M, #AT 1, D 2d4 (broadsword), SA Nil, SD Nil, Lang: Gnoll, Common, Hon: Average, ML 11, TOP 15, Crit BSL: Def AC+0, FF 6, Reference: HoB 3 p 73.)

- HPs

□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
Scale mail:	AC 6	7	8	9	
	□□□□	□□	□□□□	□□	□
Small Shield	+2	+1			
(AC bonus)	□□□□	□□□			

Orc

(HF 1, EP 120 Int 8, AL LE, AC 4 (Scale mail + small shield), MV 9", HD 1, HP 24, SZ M, #AT 2 (bow) or 1 (sword), D 1d8+4 (longbow and 20 flight arrows) or 2d4+4 (broadsword), SA Strength 16/49 (+4 to damage due to Strength with special bow), SD Nil, Lang: Orc, Common, Hon: Average, ML 12, TOP 12, Crit BSL: Def AC-1, FF 5, Reference: HoB 6 p37.)

HPs ██████ ██████ ██████ ██████ ██████

Scale mail: AC 6 7 8 9

 ██████ □□ ██████ □□ □

Small Shield +2 +1

(AC bonus) ██████ ██████

Human Bandit, "Biff"

(HF 0, EP 30, Int 10, AL NE, AC 6 (hide armor), MV 9", HD 1/2, HP 24, SZ M, #AT 1, D 2d4 (broadsword), SA combat skill, SD Nil, Lang: common, Hon: Great (+1 to ALL die rolls), ML 12, TOP 12, Crit BSL: Def AC-2, FF 5, Reference: HoB 5 p 9, Skills: jugular swiꝑe 52, who's your mamma ankle wrench 49%, berate 21.)

HPs ██████ ██████ ██████ ██████ ██████

Hide Armor: AC 6 7 8 9

 ██████ ██████ □□ □

The looters have the listed treasure:

- Guard #1: 5 gp
- Guard #2: 5 gp
- Hobgoblin #1: 2 ep, 7 gp, 10 gp gem
- Hobgoblin #2: 12 gp, 2 pp
- Gnoll: 15 gp, 3 sp
- Bandit: 2 ep, 8 sp
- Orc: 12 ep, 3 pp, 25 gp, 10 sp, 50 gp gem

E. Rampaging Fire Lizard

Encounter: Fire Lizard (1)
Potential Yield:
 Slaying Fire Lizard (EPV = 1400)

If the PCs are proceeding through the woods or farmland with caution and alertness read the following.

You hear the growls, screeches and thrashing of what sounds like a large animal beyond a grove of trees.

If the PCs investigate the noise or stumble upon the creature without having heard its cries read the following:

You see a gargantuan red lizard like creature. It looks like what you've been told is a dragon except curiously, it has no wings.

Here, in a small glade, a Fire Lizard is thrashing about, rolling on its back and snapping at everything. The party will be able to hear the reptile's frenzied movement and outcries at a distance of 120 feet from the center of the glade. Because of the trees, however, they will be unable to clearly see the cause of the disturbance without venturing to at least the edge of the glade. Any loud noise or quick movement will attract the Fire Lizard's attention. Its frenzied demeanor was caused by a plume of volcanic gas that descended upon the area but has now cleared. Unfamiliar with the burning sensation in its lungs, it has begun rampaging across the island. If it sees anyone, it will assume that they are responsible for its torment and attack immediately. It will fight until all its opponents are dead or have fled.

The Fire Lizard lived in a cave north of Dragon Meadow (see map). The devotees of Tiamat took it for a wingless Red Dragon and have given it offerings of livestock regularly. The slave lords allowed it to remain on the island, pretending to have control over the beast and occasionally invoking it as a threat.

Fire Lizard

(HF 17, EP 1,400, Int 1, AL N, AC 3, MV 9", HD 10, HP 70, SZ G, #AT 3, D 1d8/1d8 (claws) and 2-16 (bite), SA fire breath (25 ft. long, 5 ft. wide) 2-12 points, SD immune to fire and heat, Lang: none, Hon: average, ML 14, TOP 35, Crit BSL: Def AC+8, FF 5, Reference: HoB 4 p 88)

HPs ██████ ██████ ██████ ██████ ██████ ██████

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██████ ██████

F. Slaves' Revenge

Encounter: Human Slaves (19)
Potential Yield:
 Slaying Unruly Slaves (EPV = 15 each)

Here several dozen nearly nude but nonetheless quite unattractive people (obviously ex-slaves) are in the process of impaling their former masters. A few of them are hurriedly making stakes from a stack of logs. Nearby, several struggling overseers and guardsmen are being held, each pinned by several ex-slaves. As soon as a stake is finished, another slaver is brought forth and impaled, and a cheer goes up from the mob.

If the party approaches this group wearing few clothes (as they were in the labyrinth), they will be taken for more escaped slaves, and the mob will let them by as long as they cause no trouble. If the party tries to free the slaves and/or stop the impaling, or if any of the party are wearing clothes obtained from the squad of looters (area D), the most aggressive of the ex-slaves will attack, wielding a motley assortment of knives, daggers, and stone bludgeons.

The statistics of the attacking ex-slaves vary slightly, but for convenience use the average values given. They have no treasure. They are subject to normal morale as per the Game Master's Guide, and will flee if things go against them too badly.

A character with high Charisma in a non-hostile party may be able to sway this mob to do as he asks, as long as what the character wants will hurt the minions of the slave lords and not endanger the ex-slaves unduly. Any characters with the rousing speech or oration skills could do well at swaying the crowd (difficulty level average, +35%). The GM will have to adjudicate such situations. The slaves certainly want to finish impaling their captives before undertaking another task. They cannot be persuaded to attack the slave lords' boat (at H) because they are simply not suicidal!

Human Slaves (19)

(HF 0, EP 15, Int varies, AL varies, AC 10, MV 12", HD 1/2, HP 23 each, SZ M, #AT 1, D 1d6-1 (dagger), SA Nil, SD Nil, Lang: Common, Hon: Dishonorable (-1 to ALL die rolls), ML 14, TOP 11, Crit BSL: Def AC-5, FF 5, Reference: HoB 5 p 9, Skills: varies.)

1) HPs ██████ ██████ ██████ ██████ ██████

2) HPs ██████ ██████ ██████ ██████ ██████

3) HPs ██████ ██████ ██████ ██████ ██████

4) HPs ██████ ██████ ██████ ██████ ██████

5) HPs ██████ ██████ ██████ ██████ ██████

6) HPs ██████ ██████ ██████ ██████ ██████

7) HPs ██████ ██████ ██████ ██████ ██████

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9) HPs ██████ ██████ ██████ ██████ ██████

10) HPs ██████ ██████ ██████ ██████ ██████

11) HPs ██████ ██████ ██████ ██████ ██████

- 12) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 13) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 14) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 15) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 16) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 17) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 18) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□
- 19) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□

- 2 long swords (GPV = 30)
- 2 19 Strength long bows (GPV = 150)
- 8 short bows (GPV = 240)
- jeweled idol of Tiamat (GPV = 4,000)
- Miscellaneous coinage (GPV = 50 pp)
- diamond (GPV = 1,000)
- 5 drow brooches (GPV = 2,500)
- deed to mining rights (GPV = 200)
- Traveling spell book (GPV = 24,000, see GMG p85)
- pair of earrings (GPV = 1400)
- jeweled dagger (GPV = 900)
- locked wooden chest (GPV = 2)
- a gold brooch with gems (GPV = 3,000)
- a platinum ring set with a fire opal (GPV = 5,000)
- a gem-studded ceremonial silver dagger of the Tiamat cult (GPV = 1,100)
- a scroll of drawings of the demons of the Abyss by the great drow artist Ool Eurts (GPV = 900)
- a box of gems, containing 21 moonstones (base 50 gp), 10 pieces of jade (base 100 gp), 5 white pearls (base 100 gp), one black pearl (base 500 gp), a tourmaline (base 100 gp), an amethyst (base 100 gp), a topaz (base 500 gp), and an emerald, (base 1,000 gp).
- Miscellaneous trade goods (GPV = 350)

G. A Friend Indeed

Encounter: Escaped Slaves (variable)

Potential Yield:

- Clerical scroll (GPV = 2,100, EPV = 700)
- Magic-user scroll (GPV = 3,300, EPV = 1,100)
- **Crystal Monocle of Reading Magic** (GPV = 5,000, EPV = 700)

This is the beginning of the docks area. To the east, the rattletrap houses of ScumSlum are going up in flames, the fire leaping from one to the next. Northeast is the first dock. Only one boat is tied there, a small galley emblazoned with a finned dragon. Without warning, a man dressed as a slave lord lieutenant runs toward you from behind a nearby house, shouting loudly.

This person is one of the guests from Dame Silver's party. He has recognized the player characters and wishes to be rescued. If the party allows him to get within 20 feet without killing him, somebody will recognize him from the party.

He is wearing the leather armor with the characteristic slave lords' insignia. During the commotion of the earthquake and eruption, he and the other slaves (Dame Silver, etc.) managed to escape from their masters. He "persuaded" a soldier to part with his uniform and has been looking about for a way to escape the island. Dame Silver and the others are not far away, waiting for him to return. Right now, he was hiding out from the ex-slaves, trying to figure out how to capture the Water Dragon (ship) before he was either burned, impaled, or eaten by monsters.

The Water Dragon is the slave lords' private galley, the boat at the end of the first dock. He has watched as bodyguards have loaded several crates and treasure chests on the ship. No doubt the slave lords are planning to flee with all their wealth. If they are allowed to escape, they will be able to continue their operations from another headquarters. Unfortunately, the boat is heavily guarded and the bandit chiefs are getting ready to leave right now.

The fellow will give the party two scrolls he managed to filch from somewhere: a clerical Scroll of four spells (Cure Serious Wounds and three Cure Light Wounds), and a magic-user's Scroll of five spells (Sleep, Invisibility, Strength, Dispel Magic and Hold Person). All spells are at 7th level. He will also give the characters a Crystal Monocle with a permanent Read Magic cast on it, to enable the spell casters of the party to make immediate use of the scrolls.

He then drags the player characters toward a yet unfired part of ScumSlum. There, hiding in a filthy hut, is a tired and frightened Dame Silver and company. Under your guidance, they are willing to attempt an escape. None of them will be any use in a dangerous situation, however.

H. The Water Dragon

Encounter: Slave Lords (6), Sergeants (2), Men-at-arms (8), High Ogres (2)

Potential Yield:

- Defeating 6 Slave Lords (EPV = 9,364)
- Defeating Men-at-arms (EPV = 15 each)
- Defeating Ogres (EPV = 4,000 each)
- Defeating Sergeants (EPV = 145 each)
- 2 two-handed swords (GPV = 100)
- 8 broad swords (GPV = 80)
- 40 sheaf arrows (GPV = 2)
- 96 flight arrows (GPV = 24 sp)
- 10 chain mail (GPV = 3,500)

Tied up to the northwest side of the far end of the pier is the Water Dragon, the slave lords' private galley. It is being readied for immediate departure. A score of bedraggled islanders cluster halfway out on the pier, too frightened of the slave lords and their minions to advance any further. Near the end of the pier four guards warily eye the mob. Two of the guards appear to be sergeants of the slave lords' troops while the other two are large Ogres. Beyond these guards, 14 men are loading and preparing the boat.

Eight of these are men-at-arms; the other six are slave lords (see below). The map of this area shows the starting positions of the guards and the slave lords. The remaining slave lords are missing, presumed dead by their peers.

High Ogres, Club-foot (2)

(HF 8, EP 4,000, Int 8, AL NE, AC 4, MV 6", HD 13+7, HP 92 each, SZ L, #AT 1, D 1d10+7 (two-handed sword, +3 to hit due to Strength) or 1d8+7 (special longbow with sheaf arrow (20 each) and Strength), SA Nil, SD Nil, Lang: Common, Ogre, Hon: Great (+1 to ALL die rolls), ML 16, TOP 46, Crit BSL: Def AC+15, FF 12, Reference: HoB 6 p 22.)

- 1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Sergeants, 2nd level fighters (2)

(HF 1, EP 145, Int 8, AL LN, AC 5 (chain mail), MV 9", HD 2, hp 34 each, SZ M, #AT 3/2, D 1d8 (long sword with Strength and specialization, +3 to hit/+6 to damage), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 14, TOP 17, Crit BSL: Def AC-1, FF 6.)

- 1) HPs □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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Men-at-arms, 1st level fighters (8)

(HF 1, EP 15, Int 10, AL LN, AC 5 (chain mail), MV 9", HD 1, hp 24 each, SZ M, #AT 1, D 2d8 (broadsword) or 1d6 (short bow, flight arrows (12 each)), SA Nil, SD Nil, Lang: common, Hon: Ave, ML 12, TOP 12, Crit BSL Def AC-3, FF 5, Reference HoB 5 p13.)

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8) HPs □□□□ □□□□ □□□□ □□□□ □□□□
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If the party approaches the end of the pier (including by swimming – the guards are watching the water very closely for Lacedons), the slave lords order their men-at-arms to back up the guards at the first sign of trouble. At the first indication that the characters are more than just an ill-assorted crowd of mercenaries, the slave lords recognize them and immediately spring into coordinated action.

The evil high priest, Stalin Kim, will cast offensive spells from the bow of the boat for as long as possible, and then he will leap to the attack. He will start by trying to Silence any spell casters among his opponents. He may Command enemies near the edge of the pier or boat to dive. In a pouch at his belt, carefully wrapped up, is a jeweled idol of Tiamat worth 4,000 gp.

The half-orc fighter/assassin, Theg Narlot, will wade right into the heart of the battle, trusting to his combat ability to carry him through. He will shout and charge, trying to attract attention away from the slave lord spell casters and the thief. They are wearing leather armor and a shield. In a pouch at his belt are 50 pp and a diamond worth 1,000 gp (this is his "emergency escape fund" pouch). Also in his belt is a scroll listing all of the slave lords agents among the lords of the northeastern Goremunya area, and an order for the

assassination of all the relatives of the adventurers that can be found. The order is signed by Edralve.

The drow fighter/cleric, Edralve, is still one of the Nine, despite the possible testimony of the player characters or hand-written note evidence they may have presented to the slave lords regarding her bid for power and traitorous nature. She has powerful connections and Stalin's evidence has yet to be examined by these superiors. She knows, however, what he has done and may use this battle as an excuse to be rid of him. Thus, she will do nothing to come to his aid, unless it would cost her own life not to.

Still, the player characters are an immediate threat, so she will try to Silence opponent spell casters. She will then try to cast Levitate on the enemy's best fighter and raise him 20 feet into the air. She will then join the melee. If at all possible, she will attempt to Befriend the party and prod the player characters into attacking their mutual enemy. In a pocket she has five drow brooches, each worth 500 gp.

The illusionist, Lamonsten, will cast Hypnotic Pattern at the party. He will save his Fear spell until he has a clear shot at the party without hitting his allies.

In a water proof case on Lamonsten's back is a deed to mining rights in the hills near Roark, worth 1,200 gp, and his traveling spell book, which contains the following spells:

- First level: Change Self, Detect Illusion, Detect Magic, Hypnotism, Imaginary Friend, Phantasmal Force, Wall of Fog.
- Second level: Detect Invisibility, Hypnotic Pattern, Invisibility.
- Third level: Dispel Magic.
- Fourth level: Fear, Improved Invisibility, Phantasmal Killer.

The thief, Slippery Ketta, will immediately dive overboard and swim under the dock, planning to climb up behind the party at the right moment and backstab somebody. Her normal chance to move silently is 95% but when wet this will decrease to 75%. She wears a pair of earrings worth 700 gp each and a jeweled dagger worth 900 gp.

The monk, Brother Kerin, will leap to the dock and use his Really Intimidating Display ability. Since he's really wounded (see reasons below), he'd rather not enter melee. Brother Kerin is unarmed. Brother Kerin is the representative of the Black Hands (see Spelllinger's Guide to Wurld Domination), an organization that helped finance and set up the slave lords.

Brother Kerin was second-in-command to Brother Milerjoi. When the first earthquake struck, Milerjoi was pinned beneath a fallen beam. It was then that Brother Kerin decided to challenge him to mortal combat so that he could advance to 8th level! Though he defeated his master, he still got his ass kicked and so is at less than full hit points. None of the other slave lords know the exact details of Milerjoi's death but with the current crisis ensuing, they really haven't had the time to stage a formal inquiry.

Brother Kerin

(7th level monk – EPs for 8th level): HF 8, EP 1,445, Monk7, S 15/48, D 15/06, C 16/85, I 12/96, W 16/41, Cha 10/58, Com 8/94, AL LE, AC 1 (monk, tough hide), MV 18", HD 8, hp (72) currently 31, SZ M, #AT 3/2, D 2d4 +4 (open hand, Strength), SA stunning, additional +3.5 damage with any weapon, SD only surprised 18%, missile deflection, no damage on successful save against attack form (e.g. Fireball), fall up to 30 feet without damage, Lang: common, orcish, Hon: 63 (Ave), TOP 36, Crit BSL Def AC +4 (open hand), FF 8, Age 27, Height 5'7", Weight 151 lbs., Quirks and Flaws: none, Talents: tough hide, Skills: crane 61, cricket-in-the-peapod 45; Thief abilities: find traps 31, move silently 50, hide in shadows 45, detect noise 24, climb walls 74. Other monk abilities (PHB p54): intimidating display, improvise weapon, pass without trace, self-healing (1d4+4), really intimidating display, weapon strike, resist disease; Possessions: dagger.

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All of the slave lords with the exception of Brother Kerin will fight to the death, as they are in desperate straits and they know it. The monk will attempt to get out alive and report to his superiors as well as advance to 8th level! Only these six have apparently survived the earthquake and the resultant chaos. Most of them were wounded in their flight to the docks, and the group's cure spells were all expended in healing some of their wounds. (The half-orc, Brother Kerin and the cleric are still slightly wounded.) Several of the illusionists' spells were also used in fighting their way to the Water Dragon.

Most of the slave lords' riches and equipment are buried under tons of rock, but they did manage to grab some of the more valuable items and bring them along. In a locked wooden chest at the stern of the galley are the following treasures:

- a gold brooch with -gems worth 3,000 gp.
- a platinum ring set with a fire opal worth 5,000 gp.
- a gem-studded ceremonial silver dagger of the Tiamat cult worth 1,100 gp.
- a scroll of drawings of the demons of the Abyss by the great drow artist Ool Eurts, worth 900 gp.
- a box of gems, containing 21 moonstones (base 50 gp), 10 pieces of jade (base 100 gp), 5 white pearls (base 100 gp), one black pearl (base 500 gp), a tourmaline (base 100 gp), an amethyst (base 100 gp), a topaz (base 500 gp), and an emerald, (base 1,000 gp).

In addition, all of the equipment taken from the characters when they were captured is stored below in the tiny hold. It was to be sent to the coast to be identified, and eventually sold. The equipment is stored securely among other trade goods (these goods are worth a total of 350 gp).

Finally, also thrown in among the crates is the vial containing the cure the player characters were originally supposed to deliver. It is, as yet, still unopened and should retain its potency depending on the amount of time the PC have taken to get to this point. However, even if the potion has retained its properties even the fastest ship could not get them to their original destination in time to use it.

J. Panic at the Docks

There seems to be a huge melee under way on and around these three docks, but it's not always clear who is on whose side, if there are any sides. There are three fishing boats at each of the three long piers. Several more out on the lake are moving toward the far shore and one appears to be capsized. Townsfolk, slum-dwellers, guardsmen, ex-slaves, and assorted humanoids are all fighting over possession of these boats. To add to the confusion, a number of grotesque gray-green humanoids are climbing out of the water and falling indiscriminately on the other combatants, biting and clawing them to death. There are at least 200 figures battling it out in this area.

The westernmost pier is a terrible scene of carnage. The boat at the end of the long dock had been taken over by 13 Hobgoblins, which were just figuring out how to use the oars, when eight Lacedons clambered out of the water and attacked. The battle is still in progress: two Lacedons and five Hobgoblins are down, and the rest are fighting back and forth in the boat. On the pier, 30 feet away, stands a mixed group of nine humans, watching the battle. If the Lacedons win, the humans will flee, but if the Hobgoblins win, the humans will attack the weakened squad and attempt to take the boat from them.

A band of slave lords' mercenaries (16 in all) are contending with 13 city guardsmen over possession of the other two boats. The city guards have been pushed to the end of the dock and are gradually being cut down by the mercenaries. Both groups are 0-level fighters in leather armor (AC 8). Neither

group has noticed that the westernmost of the two boats is slowly sinking—a hole was knocked through the side when the guardsmen wrested the boat from its original owner.

The middle pier is one huge, swirling melee, strictly every man for himself. Involved are 32 townspeople (0 level), 19 ex-slaves (0 level), 9 men-at-arms (0 level), a thief (level 3), a fighter (level 2), a cleric (level 2), 4 Orcs, and 3 Lacedons who are picking off stragglers and wounded. The northernmost boat has caught fire somehow. An organized, coordinated group could push its way through this mob, but it would have to fight some of them for possession of a boat.

The easternmost pier is a bizarre scene of greed over fear. At the second cross-pier six huge Gnolls armed with halberds are holding at bay a mob of nearly a hundred screaming townspeople (0 level). With the Gnolls is their leader, a man in black leather armor and shield, who is only allowing people to pass to the boats if they will give him 50 gp or more. Naturally, few of the townspeople are carrying this much wealth. Some of the people are trying to organize a rush on the heavily-armed Gnolls, without much success, while others are fighting and robbing each other to get the 50 gold pieces. At the end of one of the docks, seven people are ripping up the flooring to make a raft. Beneath the pier, four cunning Lacedons wait patiently for the rafters to come down to the water.

The Lacedon colony normally lives off shore, where they devour the dead bodies (mostly slaves), garbage, and unusable fish parts the town dumps into the lake. Occasionally one or two would sneak into ScumSlum and grab a derelict, who as likely as not would never be missed. They are taking advantage of the chaos to slay as many of the hated living as possible.

There are no statistics provided for the creatures and people mentioned in this encounter. The most likely scenario is for the PCs to attack the slave lords and take their boat as described in area H. If the PCs feel the need to get involved in one or more of these mass melees and you don't feel like winging it with the statistics of the creatures mentioned in this section, just have another eruption occur that rains down flaming debris at their feet. Hopefully they'll get the idea that they need to get out of Dodge! If the players insist on getting involved, just use statistics for similar creatures or people from other sections of this book.

K. Ruined Strugelhauf

The guard towers of Strugelhauf have fallen, but the outer walls are mostly intact, except for the south wall. Ugly yellow vapors from the volcano are flowing down the shallow gorge, over the tumbled south wall, and into the town. Wisps of the ground-hugging gas occasionally pass around the corners of the walled town. Wherever people encounter the vapors, they cough and choke, and flee if they can.

Less than an hour after the beginning of the eruption, Strugelhauf is already a town of the dead. The poisonous gases flowing into the town have asphyxiated all those who could not or would not leave. The vapors are heavier than air, but they are gradually rising as more gas flows down the shallow gorge and is trapped within the walls of the town. Eventually it will reach the top of the walls and spill over, sending toxic gases out over ScumSlum and the docks area.

If any characters are foolish enough to enter into or permit themselves to be enveloped by these vapors, they suffer the same fate as befell many Strugelhauf unfortunates. The first round of breathing will produce uncontrollable coughing and choking in the victim. For each round thereafter spent in the gases, the character must save vs. poison at +2 or die. (The GM can use this threat to spur on the players, if the approaching Magma Para-Elementals aren't enough. If the players pass close to the town, they may see enough to make them aware of the danger. If not, they will hear of it from a fleeing citizen. It will be dramatic if, just as the party is escaping the island, the vapors start to pour out of Strugelhauf and cover the north end.)

L. Magmen on the March

You see three men in this area who look as though they are made from molten lava itself. They seem to dance around, glee fully stepping out of the lava flow to set everything they contact on fire.

There are three Magma Para-Elementals (or Magmen) at each of these locations. In general, they are having a grand time setting everything they contact on fire. The woods on almost the entire south end of the island are ablaze. Two groups of Magma Para-Elementals are igniting the corn and wheat fields west of Strugelhauf. One group has reached the ruins of Drachen Keep, and is gleefully setting the whole place ablaze.

If any creature comes within 30 feet of a Magman, the para-elemental will move up to it and attack with its combustion touch. Its purpose is just to have the poor cold creature join the fun of the flaming ones. A Magman will pursue for 2-5 rounds, and then become distracted and set something else on fire.

The Magmen groups are converging on the northwest part of the island at a rate of 200 feet a turn. Unless something stops them, they will burn the whole island clean and then return to the volcano, before they stiffen from the cold.

Magma Para-Elementals (3)

(HF 18, EP 1,400, Int 5, AL N, AC 3, MV 6", HD 8, hp 70 each, SZ L, #AT 1, D 4-24, SA Combustion touch, SD Heat Metal spell 20' radius (minimum of 1-4 points if not using metal), immune to heat and fire, Lang: elemental, Hon:Ave, ML 20, TOP n/a, Crit BSL Def AC+6, FF n/a, Reference HoB 6 p55.)

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LEAVING THE ISLAND

The only way to leave the island of the slave lords is by crossing the lake. If the PCs try to escape out the secret tunnel they came to the island in they will find it has collapsed and filled with rubble and water. The rim of the crater lake is 1.5 miles in any direction from the island. The lake surface is choppy with whitecaps. Due to the eruption, the waves are irregular and unpredictable.

If characters try to swim for it, they will find it difficult (no modifier to skill roll) but not impossible. Use the rules for swimming described earlier.

If characters decide to make a raft (assuming reasonable materials are available), the GM should take into account the approach of fire and gas and decide if they have time to do it. If they succeed in time, it will take them at least two hours to paddle to shore.

If characters commandeer an intact fishing boat, they should have no trouble reaching shore. If they succeed in capturing the Water Dragon, they will have a harder time of it. The galley sports a small sail, but only characters with sailing skill will be able to handle it properly. If the sail can be used, no more than eight additional people are needed to man the oars, plus one on the rudder. If no one can handle the sail, at least 12 oarsmen will be needed.

It is conceivable that the characters could beat the slave lords across the lake without actually tangling with them first; for example, by successfully making a raft or commandeering a fishing boat. Should this occur, the GM might wish to arrange a meeting on the other side of the lake on a road or trail leading to the nearest place of refuge. The GM should take care that if

such an encounter does occur, the characters have a reasonable chance of winning (possibly through some anti-slave lord source).

GOING HOME

Upon reaching the far shore, the player characters have time for a short period of rest and recovery, if desired. However, all through the night Mount Flammenbutt will continue to roar and spew. By morning the sky will be a gray haze of ash. Looking toward Strugelhauf all the characters will see is a roiling haze of poisonous gas. It should be very clear that staying in the crater bowl is suicide.

During the night and the following morning, the player characters discover they are not the only survivors of the catastrophe. Sometimes they will see powerful groups of armed men rapid-marching to the cleft. Other times they will be hesitantly approached by small bands of slaves or guards. If the player characters decide to accept leadership, they can gather about them a mixed band of refugees.

Their group will include a little of everything – slaves, merchants, peasants, guardsmen, mercenaries, and even adventurers. It will also include a variety of alignments, from lawful good to pure evil. However, a rough truce can be formed for the moment. The player characters will naturally be given the role of leaders – for now. If former guardsmen are accosted for their role in the organization they will defend their actions by claiming they are simple mercenaries and that they were “just doing their job.” They will claim no interest in the practices of slavery and intimidation that were the hallmarks of the slave lords.

The player characters will be able to assemble a group of 21-40 NPCs. You can select from the types listed or create your own.

Slaves who have managed to escape their captors. These can be of any alignment, although good and neutral alignments are more common. All are 0-level humans. All have a deep hatred of their former lords and may have to be restrained from slaughtering their guardsmen traveling companions in the coming journey. For now they will accept the player characters’ judgements.

Mercenaries who arrived with caravans or worked here. They are all neutral or neutral evil alignment. They are all 1st level fighters. Their only concern is to get to the coast alive. Most of them plan to return to Roark or beyond to find new employment. They are professional enough to know survival will only happen if they work as a group. As such, they will be the most agreeable to following orders, although they will have no respect for incompetents or idiots.

Guardsmen who worked for Strugelhauf or the slave lords. These men are all of evil alignment and the majority are lawful evil. They are 0-level humans with 27-28 hit points. They will cooperate for the same reasons as the mercenaries, but will insist on having their own commander (one of them) whom they will obey. They are all willing to kill former slaves if given the opportunity.

Townsppeople who have lost everything in the eruption. These people are generally neutral in alignment. They hold no grudges against anyone and are just looking for protection. They are all 0-level humans.

ENCOUNTERS ON THE MARCH

Even after the player characters have escaped from the isle of the slave lords, their troubles are far from over. News of the disaster that has struck the slave lords is sure to travel fast and no friendly reception can be expected from their agents in nearby Roark and beyond. The question still remains as to what happened to the other slave lords, Ajakstu, Nelelas and Eanwulf. Did they make it out of Strugelhauf alive? If so, what will they do to try to re-establish their grip on the region? Certainly the Black Hand secret society won't be happy at having their venture disrupted and the Church of Tiamat won't take the loss of one of their 11th level clerics lightly. Yes, PCs who “successfully” complete this adventure may have plenty of enemies to contend with in the future.

Of more immediate concern, the tensions in their little band will begin to show, even to the point of violence. For the journey overland, use the standard encounter tables given in the Game Master's Guide. Be sure to adjust

the size and difficulty of any encounter by the condition of the player characters' band. A poorly equipped, rag-tag group should not be faced with impossible odds! In addition to the encounters determined by die roll you might wish to consider problems of quarrels and disagreements within the party, described below.

Feuding: Just as the group is settling down for the night, a furious fight breaks out on the far side of the camp. The player characters arrive just in time to prevent the death of an ex-slave by a guardsman. The soldier claims the slave tried to knife him; the ex-slave says the guard was beating him and pushing him around, that he "had it coming to him." Tempers flare hot on both

sides with each group supporting its man. The lead PC is expected to make some decision. If he chooses for one or the other, there will be open rebellion. The best solution is to work out some way of keeping the two groups apart.

Starvation and Dehydration: Feeding this many people is not an easy task, especially since no one thought to bring a lot of food. See page 138 in the GMG for rules on this situation. Water can be found from mountain streams but much of it will be soiled with mud and ash from the eruption so some means to purify it will be necessary. Foraging will prevent everyone from collapsing, but some of the weaker ones are not so lucky. After about a week's travel, one person a day will collapse on the march. Soon there is grumbling about the food situation and the characters' leadership. Those lucky enough to find food hoard it and more fights break out. Unless the players can solve this problem, they will be cast out of the band.

Alignments: The situation has thrown together a number of people of widely differing alignments – many of whom would be blood enemies in normal circumstances. An uneasy truce can hold for only a while. Lawful types are more likely to cooperate, although lawful goods may become outraged and hostile to those of evil alignment. Neutrals of all types are likely to stay with the band so long as chances for survival are best with it. Neutral evils will not hesitate to betray the band to any humanoid tribes they encounter in exchange for safety. Chaotics are likely to "go it on their own" and chaotic evils will rob the band of any useful equipment before they leave. It is the PCs' task to keep this dissimilar band together. Of course, when they get to safety, all bets are off.

THE REWARDS OF VALOR

If the player characters manage to safely return Dame Silver and the other slaves to a civilized town such as Indurkar, Pars Fell, Amadtey or Linnard, she will not be ungrateful. Aside from having a debt of gratitude from each, Dame Silver will dip into her own resources to reward the player characters. She will provide a monetary reward or non-magical possession to each character. You should decide the scope of the reward as befits the hardships the player characters have undergone and the general character of your campaign. It is not intended that the player characters should leave this adventure empty-handed.

If the player characters have recovered the medicine needed for her brother, Dame Silver will do them the further favor of relieving them from their task. She will try to figure out another way to recover and restore her brother to his former self. As she explains, she is already in debt enough to the player characters and could not presume to impose upon them anymore. If the medicine was not recovered, she is sorrowful for her brother, but does not blame the characters. "After all, you tried all you could. It is not your fault," she says. However, if there are any paladins in the group, they must examine their own consciences carefully. Did they do enough? Could they have done more? Such questions may require atonement on their part.

THE SLAVE LORDS

Listed below are the statistics and crucial information concerning the nine slave lords of the Inner Council. In addition to these nine, there are a number of minor slave lords who handle important operations in the field. However, these nine decide all matters of policy.

When the slave lords are encountered at the docks, spells, magical items, and hit points listed in parentheses are not available to them. Spell casters do not have their entire spell book library with them, as they had many well-

hidden before the earthquake and eruption. If they survive, they may seek out hidden caches elsewhere in Garweeze Wurd.

Eanwulf, male human 10th level fighter

HF 24, EP 2,806, F10, S 16/22, D 14/76, C 15/69, I 15/75, W 11/52, Cha 17/92 Com 11/79, AL NE, AC -4 (**Chain Mail +2, Medium Shield +2, Dex**), MV 12", HD 9+3, hp 104, SZ M, #AT 3 (scimitar), 3/2 (other melee weapon), D 1d8 +9 (**Scimitar +2, Strength, grand mastery**), SA nil, SD 30% resist Sleep and charm-related spells, Lang: common, orcish, bug-bear, Hon: 86 (Ave), TOP 52, Crit BSL Def AC +13 (**Scimitar +2**), Def AC +8 (other melee weapon), FF 14, Age 39, Height 6'1", Weight 200 lbs., Quirks and Flaws: facial scar, trick knee, major delusion (thinks he is royalty), Talents: detect secret doors (as elf: 1 in 6 pass by, 2 in 6 search, concealed on 3 in 6), endurance, less sleep, resistance, Skills: attitude adjustment 76, armor maintenance, basic leadership 53, berate 32, committee leadership 41, diplomacy 51, pimp slap 78, read/write (common) 100, read/write (orcish) 57, weapon maintenance
 Possessions: **Chain Mail +2, Medium Shield +2, Scimitar +2** (Speed Factor -2), **Fanny Pack of Holding**, heavy crossbow, 20 bolts, throwing axe.

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 AC 5 6 7 8 9
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 Medium Shield +2
 (AC bonus) +5 +4 +3 +2 +1
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Nerelas, female human 11th level assassin

HF 10, EP 3,280, A11, S 16/08, D 17/79, C 13/06, I 14/21, W 17/57, Cha 15/01 Com 13/67, AL NE, AC 1 (**Leather Armor +1, Ring of Protection +2, Dex**, acrobatic skill suite (melee only)), MV 12", HD 11, hp 80, SZ M, #AT 1, D 1d8 +5 (**Long Sword +1, Strength**), SA assassination (with surprise), backstab +3 damage dice, SD disguise, spying, Lang: common, orcish, Hon: 57 (Ave), TOP 40, Crit BSL Def AC +5 (**Long Sword +1**), Def AC +4 (other melee weapon), FF 6, Age 31, Height 5'7", Weight 160 lbs., Quirks and Flaws: none, Talents: acrobatic skill suite, less sleep, Skills: armor maintenance, evil speak 50, eye gouge 40, heraldry 31, map sense 64, mimic dialect 71, read lips 60, read/write (common) 91, read/write (orcish) 20, religion (general) 29, social etiquette 52, weapon maintenance; Thief abilities: pick pocket 75, open locks 70, find traps 25, remove traps 25, move silently 95, hide in shadows 90, detect noise 60, climb walls 80, read languages 10
 Possessions: **Leather Armor +1, Ring of Protection +2, Dagger +1** (complete with class C poison), vial of class C poison (1 dose left), **Potion of Invisibility**.

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 Leather Armor +1: AC 7 8 9
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Stalin Kim, male human 11th level cleric of Tiamat

HF 13, EP 2,260, C11, S 15/98, D 17/67, C 13/68, I 14/85, W 17/29, Cha 11/95 Com 12/45, AL LE, AC 3 (**Bracers of Defense AC 6, dexterity**), MV 12", HD 11, hp (65) 44, SZ M, #AT 1, D 1d6 +3 (**Footman's Mace +2**), SA spells, SD spells, Lang: common, orcish, Hon: 91 (Ave), TOP 32, Crit BSL Def AC +7 (**Footman's Mace +2**), FF 6, Age 34, Height 5'7", Weight 168 lbs., Quirks and Flaws: paranoid, self-absorbed, jerk, Talents: none, Skills: armor maintenance, art of beating 44, diplomacy 55, divine lore 45, religion (general) 59, ulterior motive)
 Spells: 1st (9) Command (x2), (Cure Light Wounds, Detect Good, Light), Purify Food & Drink, Remove Fear, Sanctuary, Walking Corpse, 2nd (6) Chant, Continual Light, (Resist Fire, Slow Poison), Silence 15' Radius, Withdraw, 3rd (5) Feign Death, (Meld into Stone, Negative Plane

Conclusion

Protection), Tongues, (Ward Off Good), 4th (3) Divination, Minor Raise Dead, Neutralize Poison, Touch of Death, 5th (2) (Flame Strike), True Seeing.

Possessions: **Footman's Mace +2**, **Bracers of Defense AC 6**, (**Ring of Spell Storing** with Word of Recall), jeweled idol of Tiamat worth 4,000 gp.

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Ajakstu, female human 9th level magic-user

HF 6, EP 2,580, MU9, S 13/07, D 16/54, C 11/64, I 18/36, W 10/08, Cha 14/62, Com 12/39, AL LE, AC 3 (**Cloak of Protection +2**, **Staff of Power**, Dex), MV 12", HD 9, hp 45, SZ M, #AT 1, D 1d6+1 (**Dagger +1**), SA spells, SD spells, +2 on all saving throws, Lang: common, elven, orcish, bugbear, Hon: 66 (Ave), TOP 22, Crit BSL Def AC +2 (**Dagger +1**), FF 5, Age 41, Height 5'10", Weight 170 lbs., Quirks and Flaws: know-it-all, security blanket (Resist Cold), Talents: less sleep, photographic memory, voiceless casting, Skills: arcane lore 59, arcane speak 56, basic leadership 63, committee leadership 48, diplomacy 76, speed reading 46, spellcraft 79.

Spells prepared: 1st (7) Armor, Charm Person, Copy, Identify, Magic Missile, Resist Cold, Taunt, 2nd (4) Disable Foot, ESP, Irritation, Scare, 3rd (4) Blink, Dispel Silence, Fireball, Slow, 4th (3) Fireball (sidewinder factor 4), Polymorph Self, Zargosa's Tentacled Fury, 5th (2) Cone of Cold, Jorel's Private Sanctum.

Spells known: 1st Armor, Charm Person, Copy, Detect Magic, Disable Hand, Identify, Magic Missile, Minor Sphere of Perturbation, Read Magic, Resist Cold, Smell Immunity, Taunt, Write, 2nd Detect Life, Disable Foot, ESP, Find Traps, Irritation, Scare, 3rd Blink, Dispel Silence, Extract Truth, Fireball, Rot Dawgs, Slow, 4th Fireball (sidewinder factor 4), Polymorph Self, Silver Globes, Zargosa's Tentacled Fury, 5th Cone of Cold, Jorel's Private Sanctum, Wizard's Oracle.

Possessions: **Cloak of Protection +2**, **Staff of Power** (3 charges), **B Crystal Ball** (with Clairaudience), **Ring of Spell Storing** (with Dispel Magic, Shocking Grasp, Wall of Force, all cast at 9th level), Belt of Diminished Size.

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Edralve, female drow 5th level cleric (of Zyandal)/5th level fighter

HF 6, EP 743, C5/F5, S 10/30, D 16/65, C 17/49, I 17/27, W 11/24, Cha 17/92 Com 14/30, AL CE, AC 3 (black leather armor, black small shield, Dex), MV 12", HD 5, hp 53, SZ M, #AT 1, D 1d6 +2 (**Short Sword of Quickness +2**), SA spells, +1 to-hit with crossbow, dart, long or short sword, opponents suffer -4 on surprise rolls (-2 if she must move door or screen to attack), SD spells, infravision 120 feet, +2 save against all magical attacks, +1 to save against heat or fire, 90% resistance to Sleep or charm-related spells, Magic Resistance 60%, Lang: drow, common, subterranean common, gnome, elven, orcish, bugbear, Hon: 44 (Ave), TOP 26, Crit BSL Def AC +3 (**Short Sword of Quickness +2**), FF 8, Age 159, Height 5'2", Weight 89 lbs., Quirks and Flaws: color blind, tone deaf, Talents: grace under pressure, heat resistance, Skills: armor maintenance, basic leadership 38, diplomacy 45, dirty fighting 72, divine lore 39, eye gouge 51, religion (general) 59, read/write (common, drow) 100, read/write (orcish, elven) 54, skilled liar 66, weapon maintenance

Spells: 1st (5) Befriend, (Command), Protection from Good, Purify Food & Drink, Walking Corpse, 2nd (3) Rigor Mortis, Silence 15' Radius, Spiritual Hammer, 3rd (1) White Hot Metal.

Drow spell-like abilities (each once per day): Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Know Alignment, Detect Magic, Detect Lie, Clairvoyance, Suggestion, Dispel Magic.

In bright light, she has AC 5, Dex 14/65 and suffers a -2 on all attack rolls.

Possessions: black leather armor, black small shield, 4 daggers, light crossbow, 12 bolts, **Ring of Warmth**, **Short Sword of Quickness +2**, **Dagger +3**, **Potion of Extra-Healing**, **Potion of Invisibility**, **Scroll of Cure Moderate Wounds**, 5 drow brooches worth 500 gp each.

Edralve was ousted from drow society decades ago. Since then, she has put her faith in Zyandal to guide her so that she can wreak horrible vengeance on both the drow and the surface world. Her plans are far-

HackMaster: Smackdown the Slavers

reaching and grow ever more complex with each passing decade. Recently, she has begun to learn more about the teachings of Arnuya and Yi'gor. Whether Zyandal find this offensive or not has yet to be determined.

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Leather Armor: AC 8 9
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Small Shield +2 +1
 (AC bonus) ██████████ ██████████

Brother Milerjoi, male human 9th level monk

HF 12, EP 2,246, Monk9, S 15/04, D 15/40, C 13/57, I 14/84, W 15/59, Cha 11/15, Com 10/05, AL LE, AC 1, MV 19", HD 10, hp 64, SZ M, #AT 2, D 3d4 +1 (Strength), SA stunning, automatic kill chance, additional +4.5 damage with any weapon, SD only surprised 14%, missile deflection, half damage even on failed save (e.g. against Fireball), fall up to 30 feet without damage, Lang: common, orcish, Hon: 55 (Ave), TOP 32, Crit BSL Def AC +6, FF 12, Age 29, Height 5'6", Weight 142 lbs., Quirks and Flaws: none, Talents: endurance, Skills: crane 76, cricket-in-the-peapod 65; Thief abilities: find traps 37, move silently 60, hide in shadows 55, detect noise 28, climb walls 78. Other monk abilities: intimidating display, improvise weapon, pass without trace, self-healing (1d4+6), really intimidating display, weapon strike, resist disease, painful strike, resist spells (50% to Beguiling, Charm, Hypnotism, Suggestion)

Possessions: dagger.

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Theg Narlot, male half-orc 7th level fighter/7th level assassin

HF 4, EP 1,260, F7/A7, S 17/75, D 12/35, C 17/94, I 16/87, W 12/51, Cha 7/23, Com 11/31, AL LE, AC 5 (leather armor and medium shield), MV 12", HD 7, hp (71) 50, SZ M, #AT 3/2, D 1d8 +5 (long sword, Strength), SA assassination (with surprise), backstab +2 damage dice, SD disguise, spying, half damage from crushing weapons, Lang: common, orcish, Hon: 37 (Ave), TOP 35, Crit BSL Def AC +5 (long sword), FF 16, Age 32, Height 5'8", Weight 175 lbs., Quirks and Flaws: loss of ear, facial scar, Talents: dense skin, endurance, Skills: armor maintenance, brawl 81, dirty fighting 44, groin punch 64, weapon maintenance; Thief abilities: pick pocket 45, open locks 50, find traps 20, remove traps 20, move silently 59, hide in shadows 51, detect noise 20, climb walls 65, read languages 25

Possessions: leather armor, medium shield, long sword (with class D poison), 5 belt vials (1 dose of class D poison each; Theg can re-coat his sword in 1 round), 5 daggers, 50 pp and a diamond worth 1,000 gp in hidden belt pouch, scroll listing all of the slave lords' agents among the lords of the northeastern Goremunya area, and an order for the assassination of all the relatives of the adventurers that can be found (signed by Edralve).

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Leather Armor: AC 8 9
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Medium Shield +3 +2 +1
 (AC bonus) ██████████ ██████████ ██████████

Lamonsten the Lazy, male human 8th level illusionist

HF 3, EP 1,452, Ill8, S 7/57, D 17/31, C 15/09, I 16/77, W 10/51, Cha 12/33 Com 18/39, AL LE, AC 7 (Dex), MV 12", HD 8, hp 46, SZ M, #AT 1, D 1d6 -2 (**Dagger +1**), SA spells, others at -1 to save against his illusions, spell-jack x2, SD spells, +1 save vs. illusion, Lang: common, orcish, bugbear, Hon: 80 (Great, +1 to all die rolls), TOP 23, Crit BSL Def AC -1 (melee **Dagger +1**), Def AC +3 (missile **Dagger +1**), FF 7, Age 34, Height 5'5", Weight 181 lbs., Quirks and Flaws: none, Talents: grace under pressure, Skills: arcane lore 51, art appreciation: subset painting 45, read/write (common) 99, read/write (orcish) 78, spellcraft 59.

Spells prepared: 1st (7) (Change Self, Detect Illusion, Detect Magic,

Hypnotism, Imaginary Friend, Phantasmal Force, Wall of Fog), 2nd (4) (Blindness, Detect Invisibility), Hypnotic Pattern, Invisibility, 3rd (4) (Dispel Magic, Paralyzation, Tongues, Wraithform), 4th (3) Fear, (Illusionary Wall), Improved Invisibility

Spells known: 1st Audible Glamer, Change Self, Detect Illusion, Detect Magic, Faerie Phantoms, Hypnotism, Imaginary Friend, Phantasmal Fireball, Phantasmal Force, Read Magic, Wall of Fog, Write, 2nd Blindness, Detect Invisibility, Hypnotic Pattern, Invisibility, Misdirection, 3rd Dispel Magic, Illusionary Script, Paralyzation, Tongues, Wraithform, 4th Fear, Illusionary Wall, Improved Invisibility, Phantasmal Killer.

Possessions: **Dagger +1**, **Cloak of Displacement**, deed to mining rights in the hills near Roark (worth 1,200 gp, in waterproof case on his back) and traveling spell book. In traveling spell book:

First level: Change Self, Detect Illusion, Detect Magic, Hypnotism, Imaginary Friend, Phantasmal Force, Wall of Fog.

Second level: Detect Invisibility, Hypnotic Pattern, Invisibility.

Third level: Dispel Magic.

Fourth level: Fear, Improved Invisibility, Phantasmal Killer.

HPs

Slippery Ketta, female human 10th level thief

HF 7, EP 2,204, TI0, S 10/21, D 18/42, C 12/23, I 15/34, W 13/73, Cha 16/86, Com 12/80, AL NE, AC 2 (**Leather Armor +2**, Dex), MV 12", HD 10, hp 61, SZ M, #AT 1, D 1d8 +1 (long sword, Strength), SA backstab +3 damage dice, SD nil, Lang: common, orcish, Hon: 49 (Ave), TOP 30, Crit BSL Def AC +1 (melee), Def AC +5 (missile), FF 6, Age 28, Height 5'10", Weight 173 lbs., Quirks and Flaws: values privacy, Talents: opportunist, Skills: read/write (common) 78, read/write (orcish) 52; Thief abilities: pick pockets 60, open locks 50, find traps 45, remove traps 45, move silently 95, hide in shadows 90, detect noise 50, climb walls 90, read languages 35.

Possessions: **Leather Armor +2**, **Dagger of Flesh Devouring+2**, long sword, **Gauntlets of Swimming and Climbing**, pair of earrings worth 700 gp each, jeweled dagger worth 900 gp.

HPs

Leather Armor +2: AC 6 7 8 9

Doper

AKA:	Rastarock
HACKFACTOR:	22
EP VALUE:	1,400
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Darkness
DIET:	Omnivore
INTELLIGENCE:	Exceptional (15-16)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1
SIZE:	M (7' tall)
MOVEMENT:	1"
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Daring (15)
ARMOR CLASS:	0
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Intoxication
SPECIAL DEFENSES:	Camouflage, Immune to smoke
MAGIC RESISTANCE:	normal
HIT DICE:	6

Doper

DESCRIPTION: Dopers are a variant species of the Roper. They appear as a tall column of white calcite, slightly tapered at the top. They have a single big eye (always bloodshot), one big mouth and six tentacles. Dopers are extremely intelligent but usually fail to work up to their potential.

COMBAT/TACTICS: Like their genetic cousins, Dopers have a natural ability that makes them 50 to 80% undetectable in subterranean situations, depending on the lighting and the terrain. They can shape themselves to look like stalagmites or columns. However, when disguising themselves as columns, they may only imitate the Doric and Ionic varieties. Corinthian columns are simply too difficult for Dopers to approximate. Regardless of the form they take, their opponents suffer a -2 penalty to surprise rolls.

Long exposure to toxic smoke has inured Dopers to airborne pollutants. As such, they are completely immune to all Cloud, Fog or Smoke spells (such as Cloudkill, Death Fog, Stinking Cloud or the effects of an Eversmoking Bottle). They greatly fear fire because they suffer an additional +1 hp of damage per die and save at -4 versus all fire attacks. Scorched Doper has a pungent and distinct odor.

Dopers shoot sticky strands (similar to hemp rope) at their opponents. They have 6 strands and can shoot one per round up to 50 feet. Once a victim has become ensnared, they will attempt seconds. Each strand can pull up to 750 pounds and targets struck must save vs. poison. Those failing become buzzed (see Table 12V: Effects of Alcohol and Drugs on p. 170 of the GameMaster's Guide). Strikes are cumulative in that failing a saving throws advances the character's inebriation one step (to sloshed, wasted and finally passed out). Recovery times are listed for each intoxication level on Table 12W (GMG p. 170).

Victims are pulled 10 feet closer to the Doper each round. A single strand can be pulled or broken off by a bend bars/lift gates roll. These are made at 250% of normal chances because Dopers tend to be pretty weak. It can also be severed (AC 0, 7 HP each). A strand must be severed in a single hit by an edged weapon.

When the victim reaches the Roper, it breathes its special *Intoxication Fog*. This attack has a range of 5 feet and necessitates a save vs. poison (at -2 on the die). Failure results in that character advancing one step in his inebriation (see

above). Dopers would prefer to have their victims pass out and then dine on them at their leisure rather than engaging in melee. If pressed (i.e. their HP are reduced below half), they forgo using their Intoxication Fog and initiate biting attacks.

HABITAT/SOCIETY: All dopers are completely paranoid. They're convinced everyone else is out to get them or, more importantly, to steal their stash. Sadly this vigilance is misplaced. For if there's one thing that Dopers do not excel in it's financial management. A Doper stash contains only 1d100 each of very grimy and worn copper, silver and electrum coins. This stash is usually kept in a small hollow within arm's reach of the Doper.

Like other of their genus, Dopers propell themselves using large, cilia-like appendages on their undersides and move as quickly on walls and ceilings as across floors.

They only come to the surface if forced to migrate from their caverns, usually by a raiding party of orcs. They dislike bright light and are encountered outside only at night.

ECOLOGY: Dopers have the munchies and are always looking for something to eat. They aren't really particular but something fat and greasy is preferable.

YIELD:

Medicinal: Doper livers are useful in treating glaucoma

Spell Components: If Doper blood is used in the casting of Ralph's Placid Arrow, the victim gets -4 to his save.

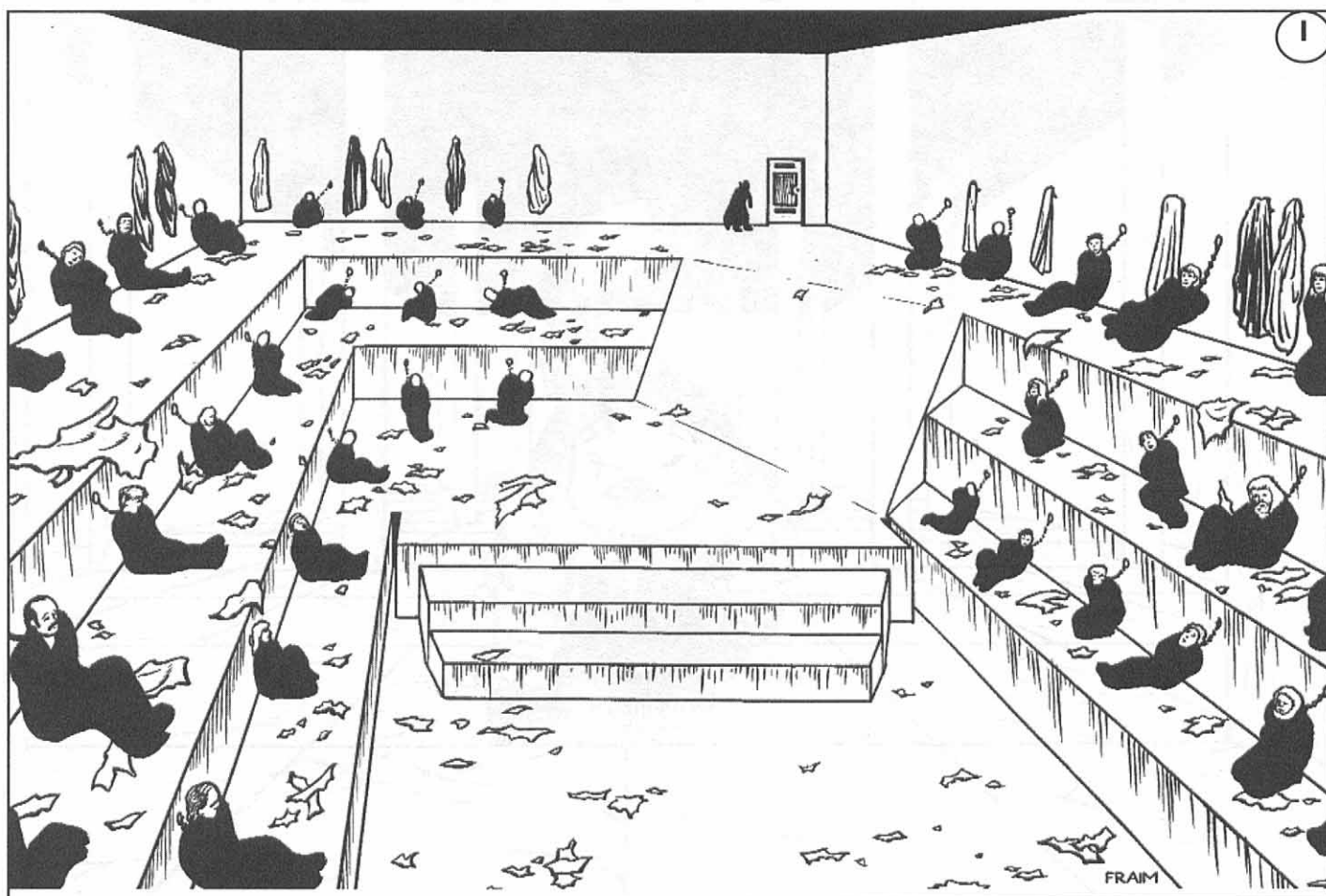
Hide/Trophy Items: Doper strands make excellent rope. They can hold 130% of standard loads and never rot.

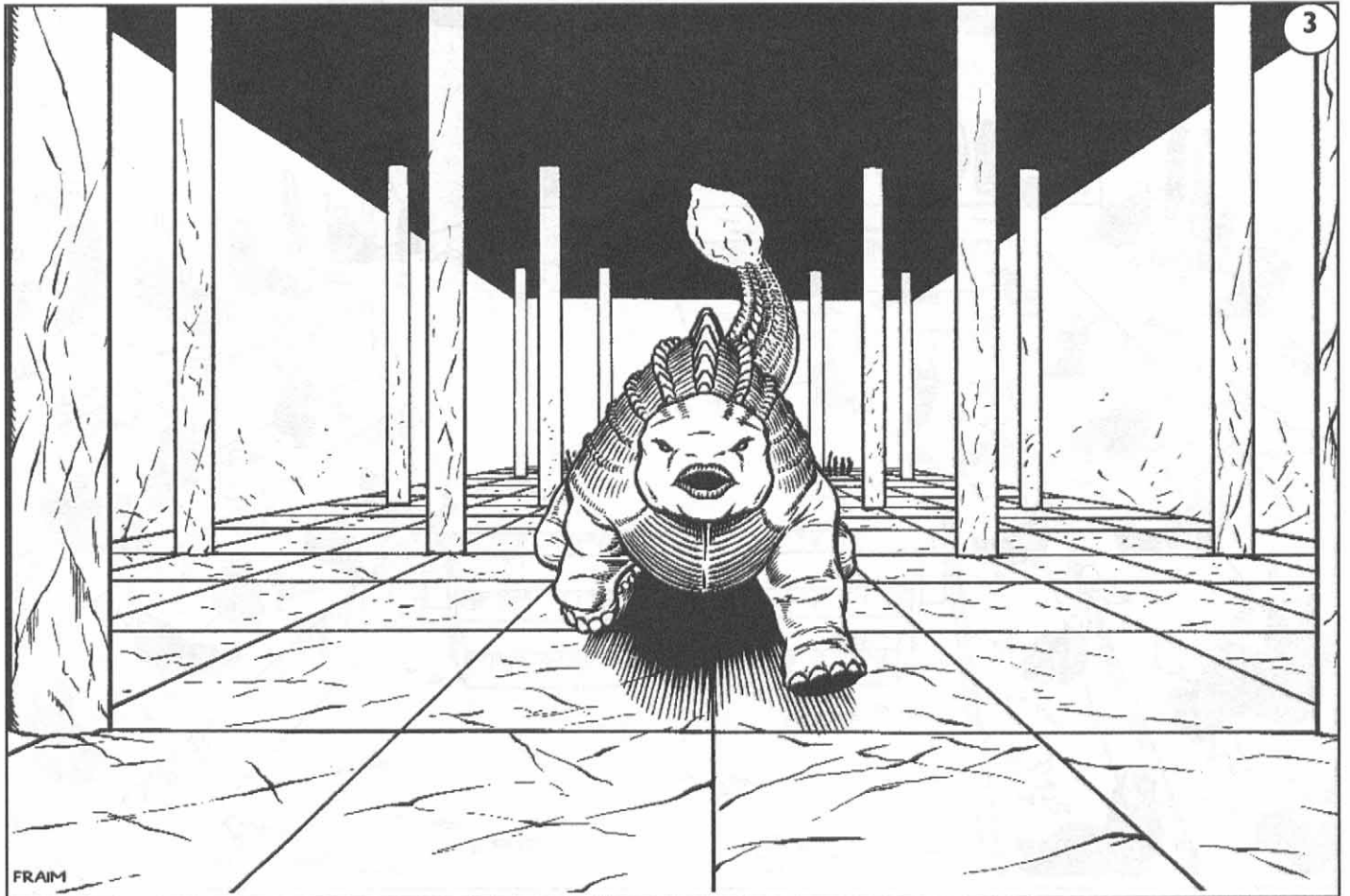
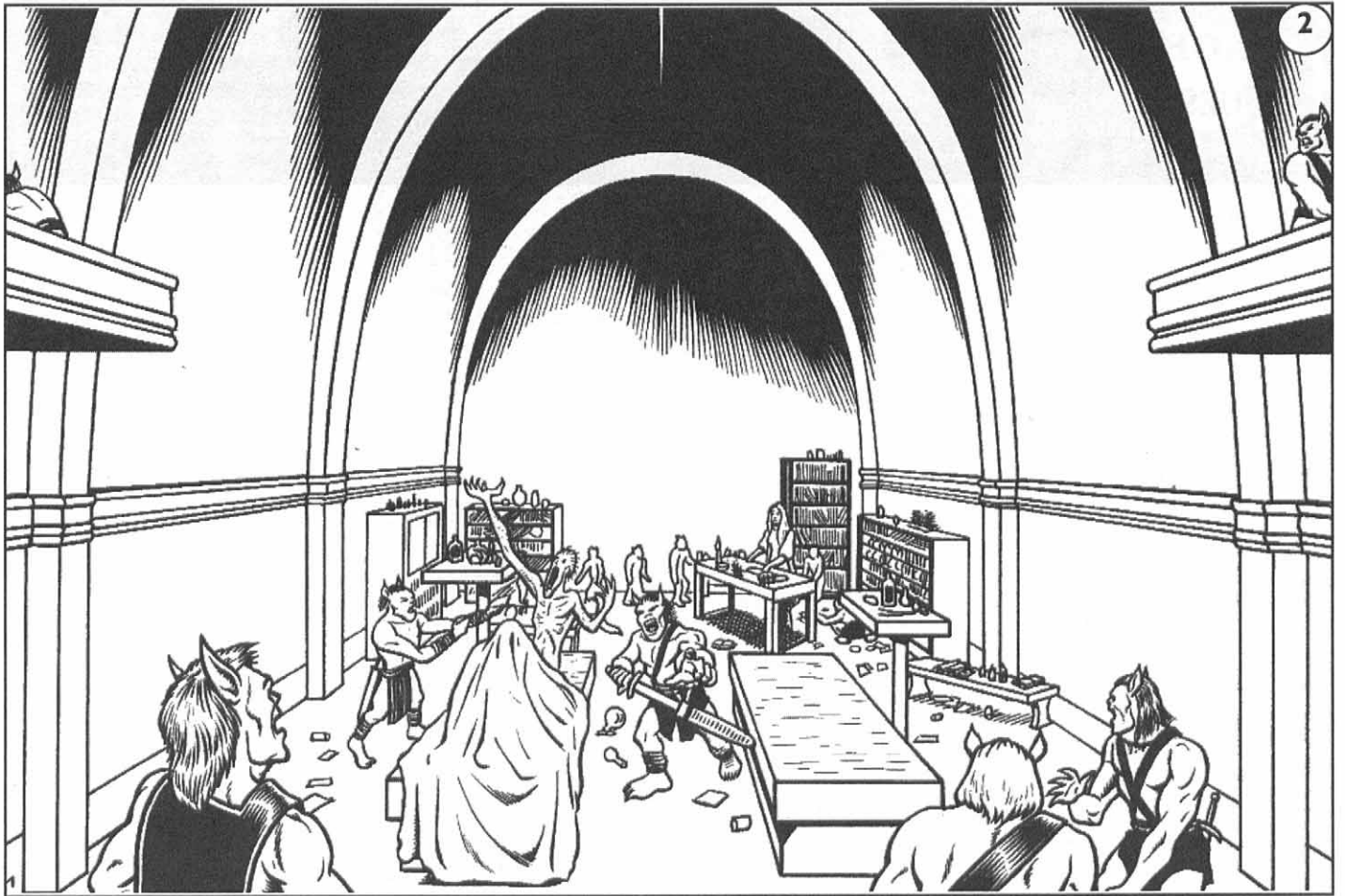
Treasure: 1-100 each of cp, sp and ep

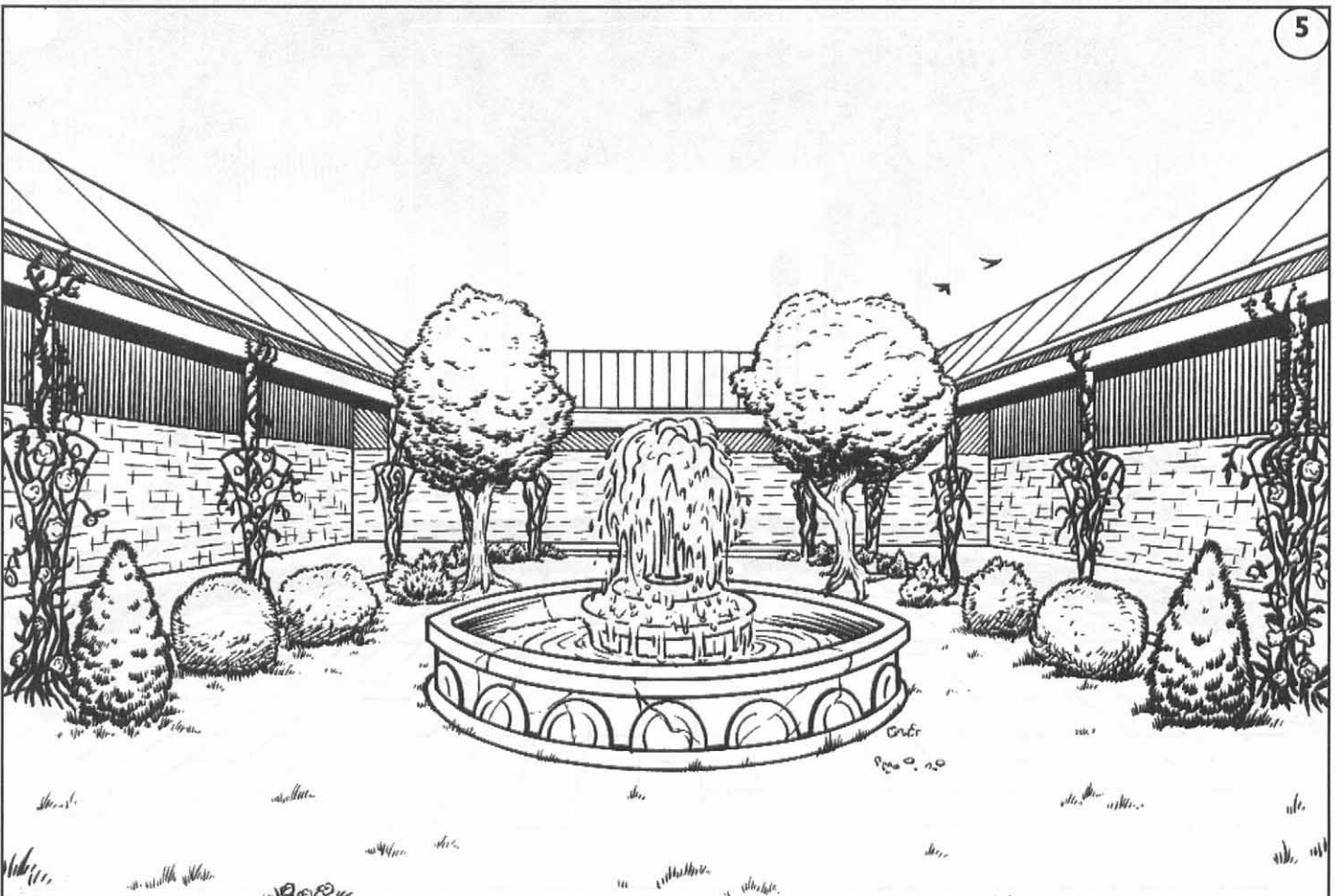
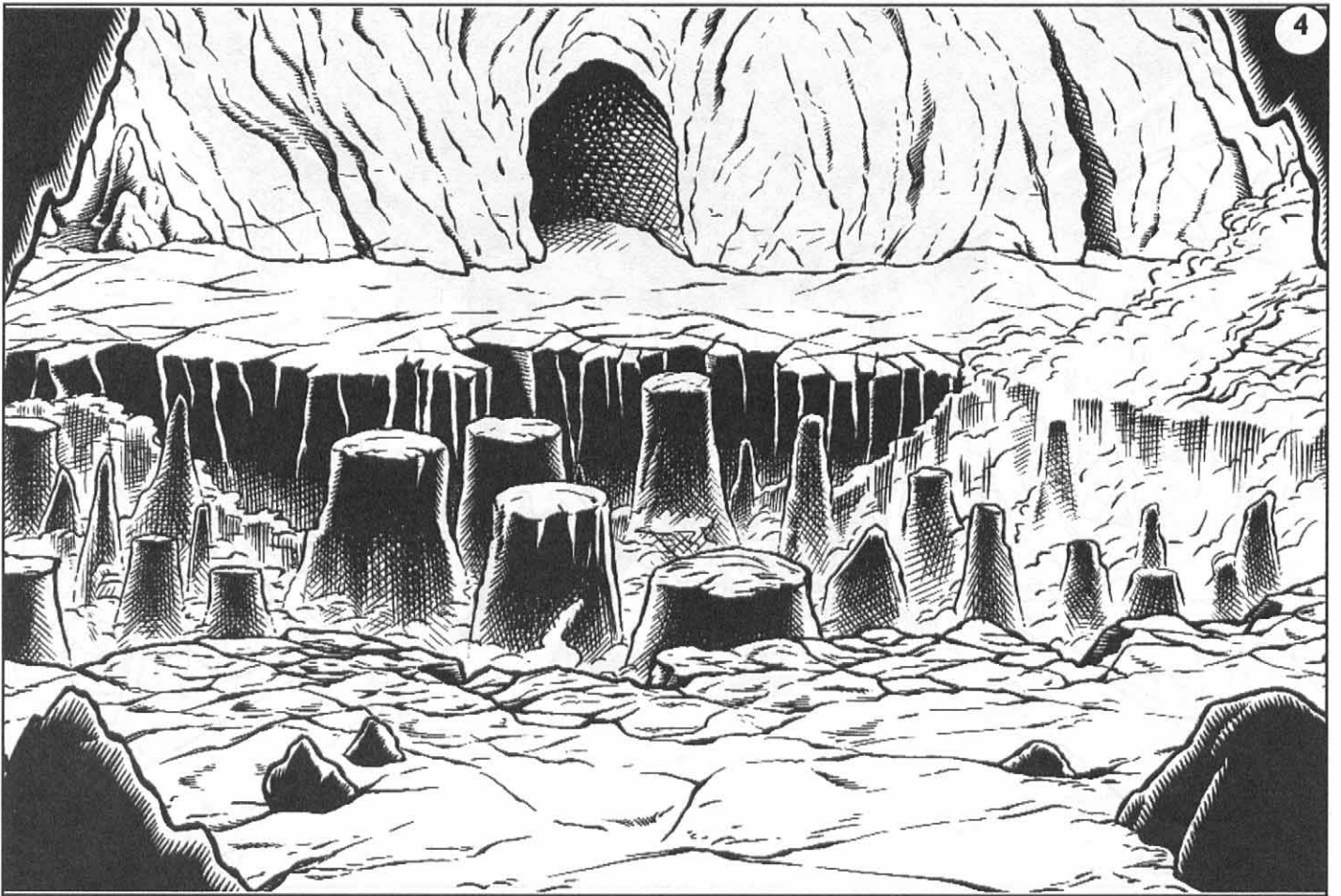
Other: n/a

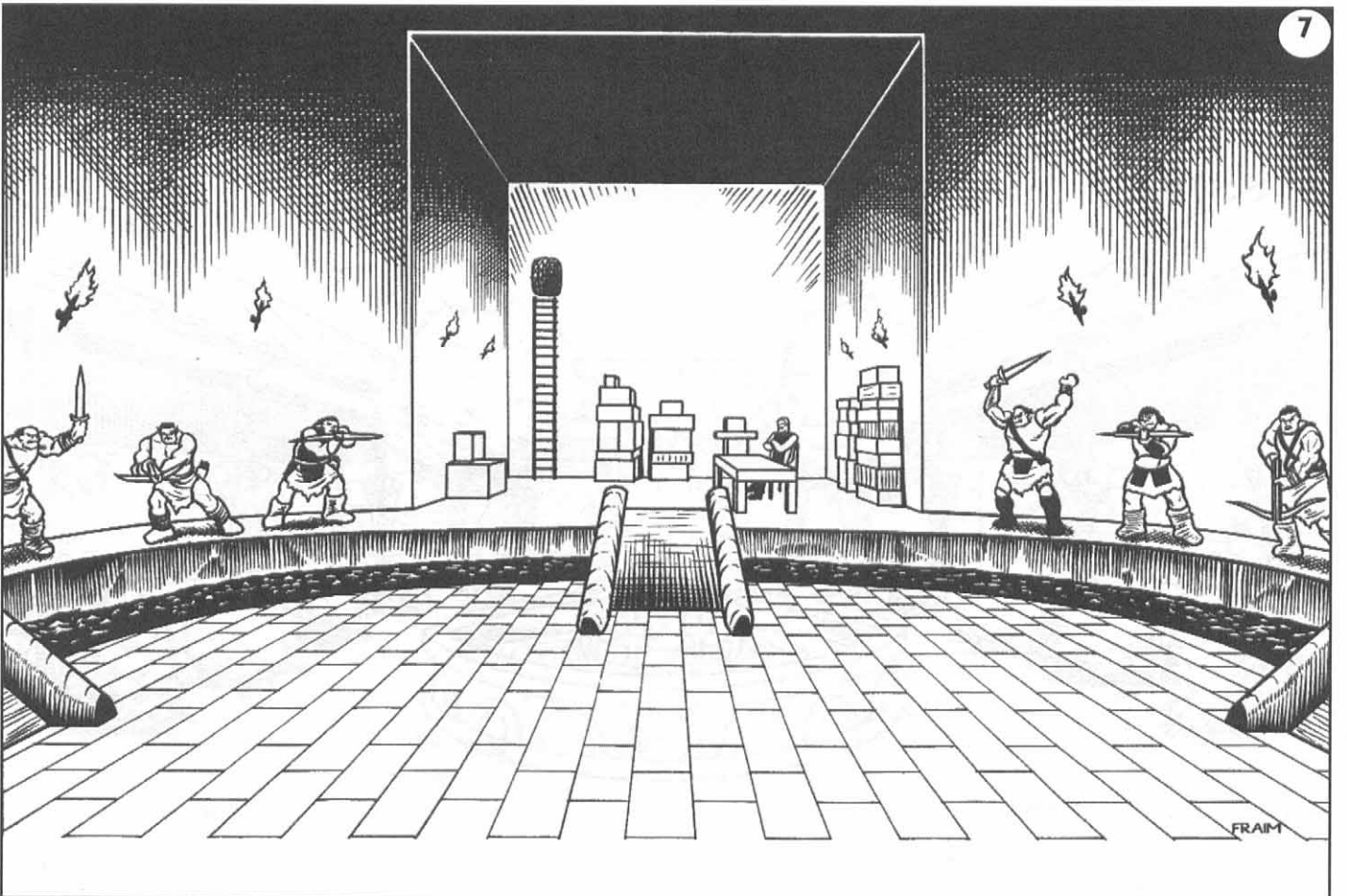
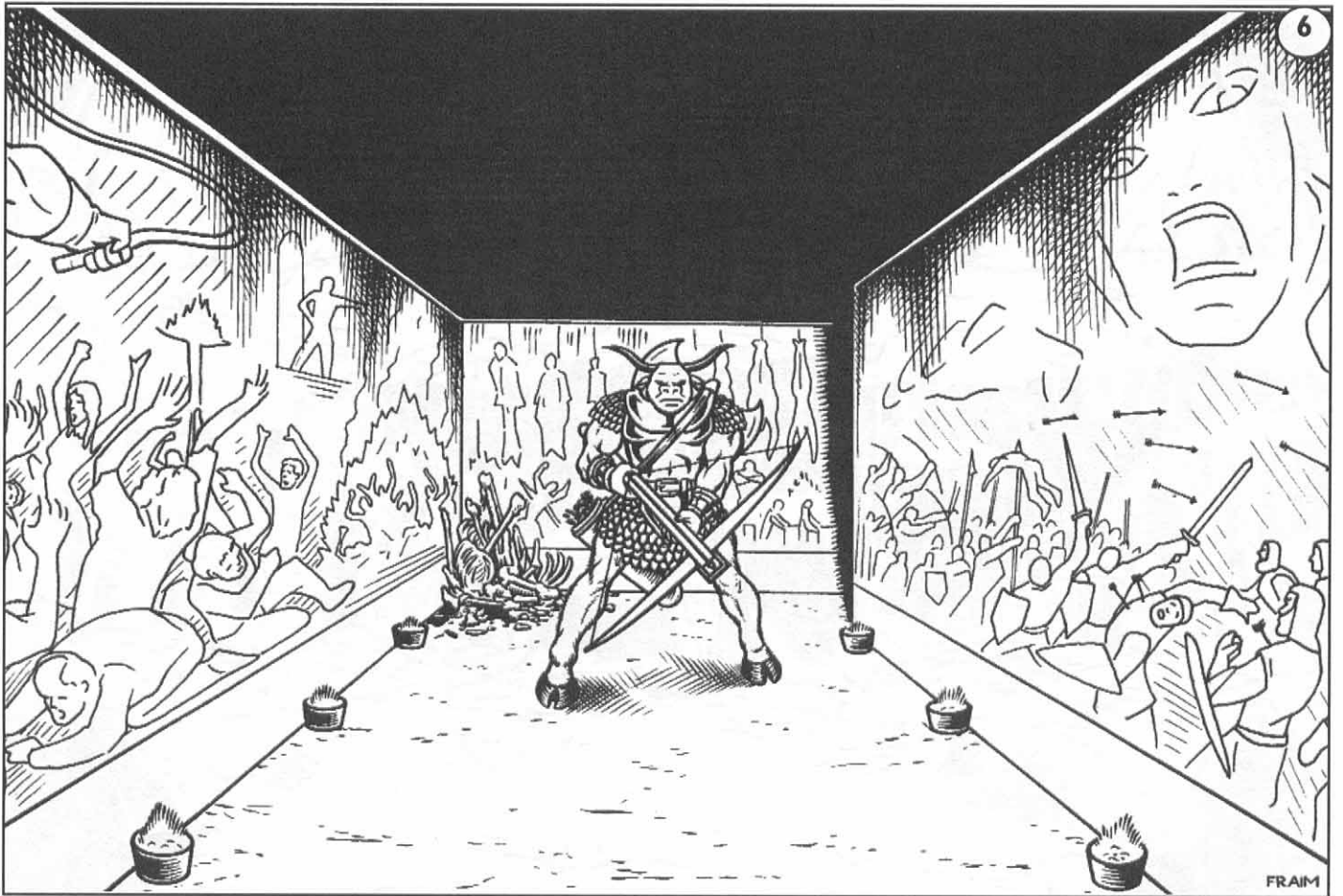


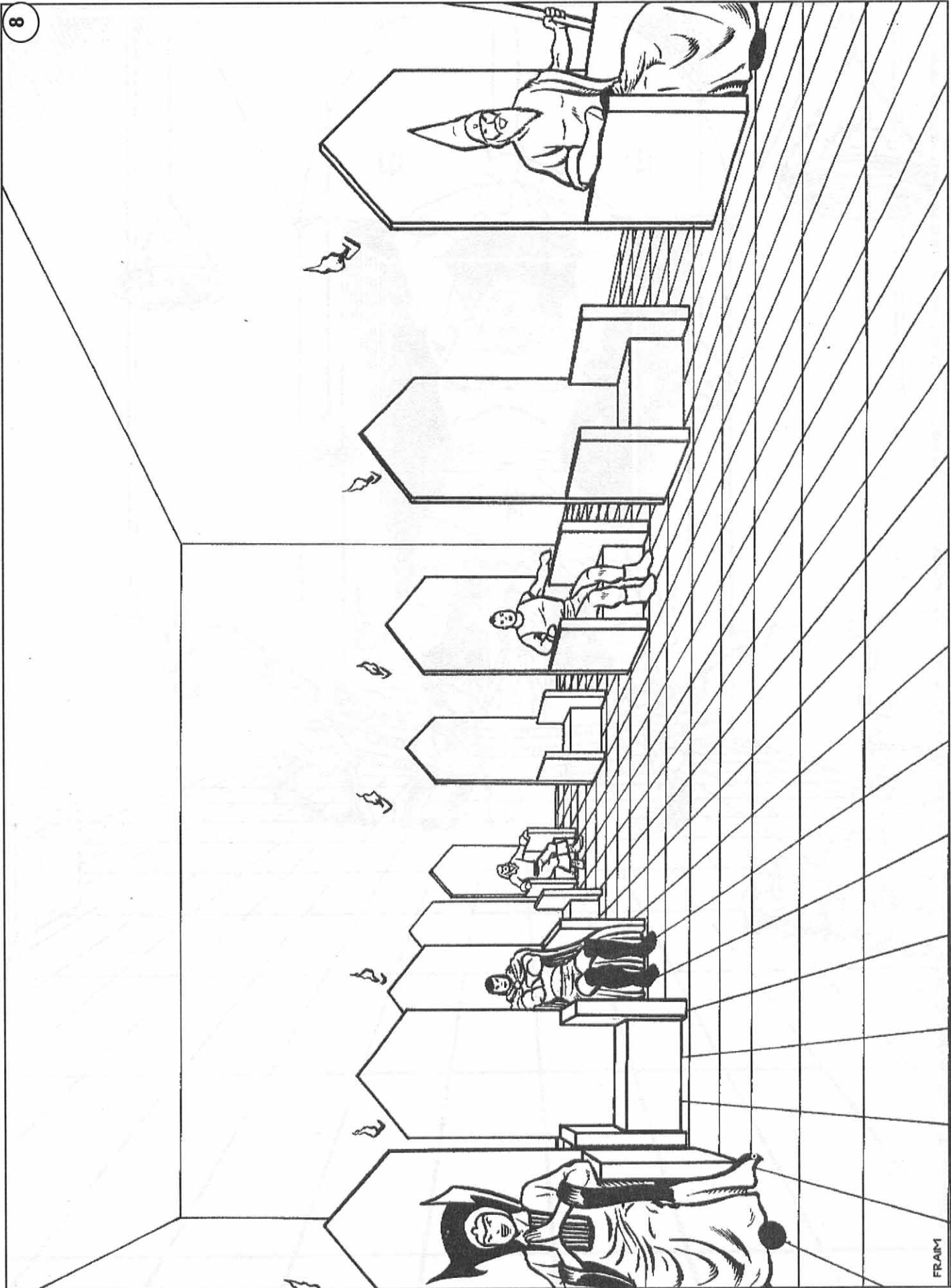
The ImageQuest™ Adventure Illustrator is designed for use by the GM during play. The GM should display the appropriate graphic to the players as they reach each encounter. The adventure text prompts the GM as to the precise time that each picture should be displayed. The GM's thumb should cover the picture number while the players are viewing the illustration so the players do not gain any unearned clues. GMs should also fold the page so that only one image is visible when showing the players. The maps at the end of the section are for GM use ONLY, unless labeled "Player Aid." We recommend each Player Aid be photocopied and given to the players as circumstances dictate.





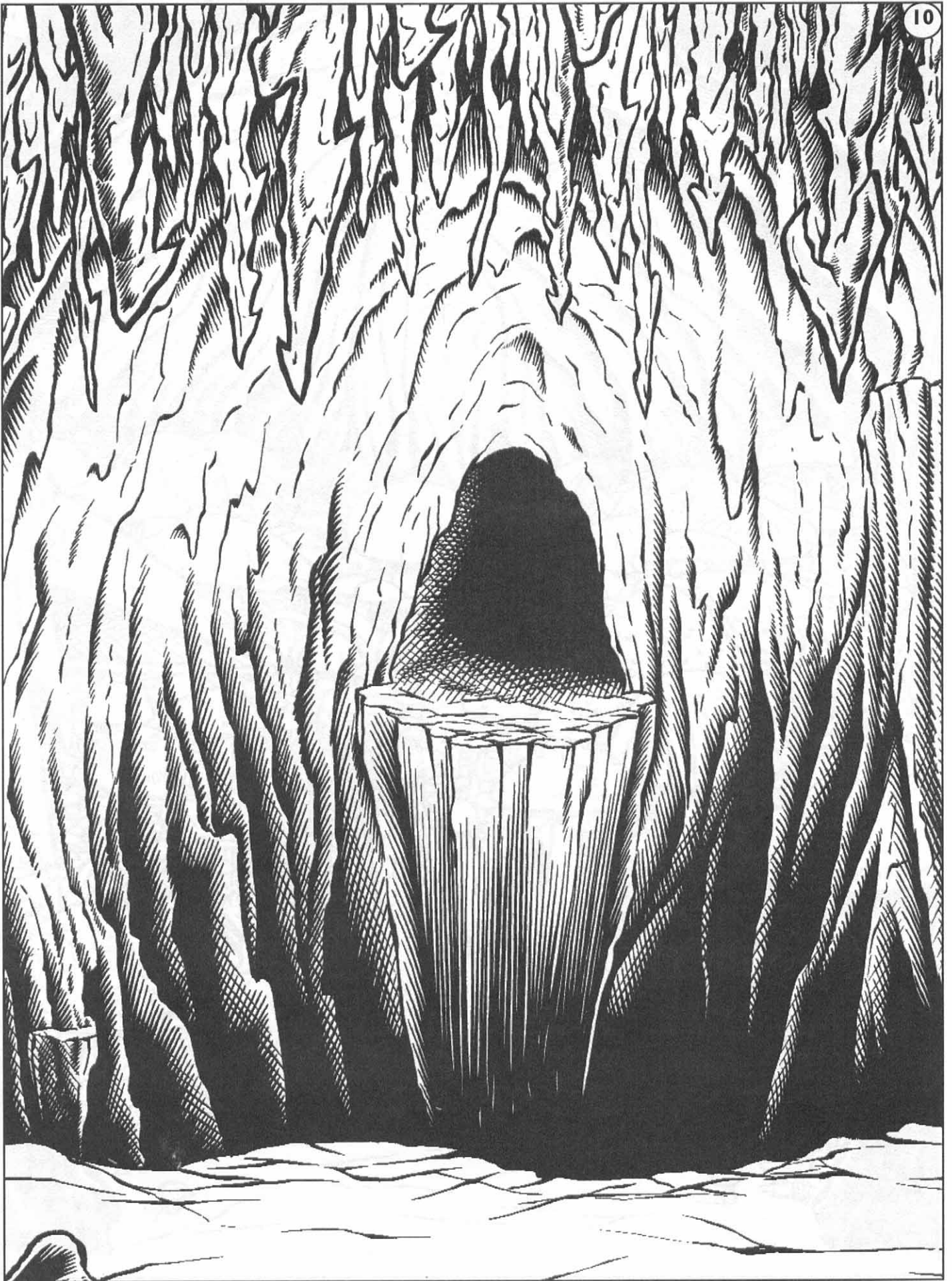






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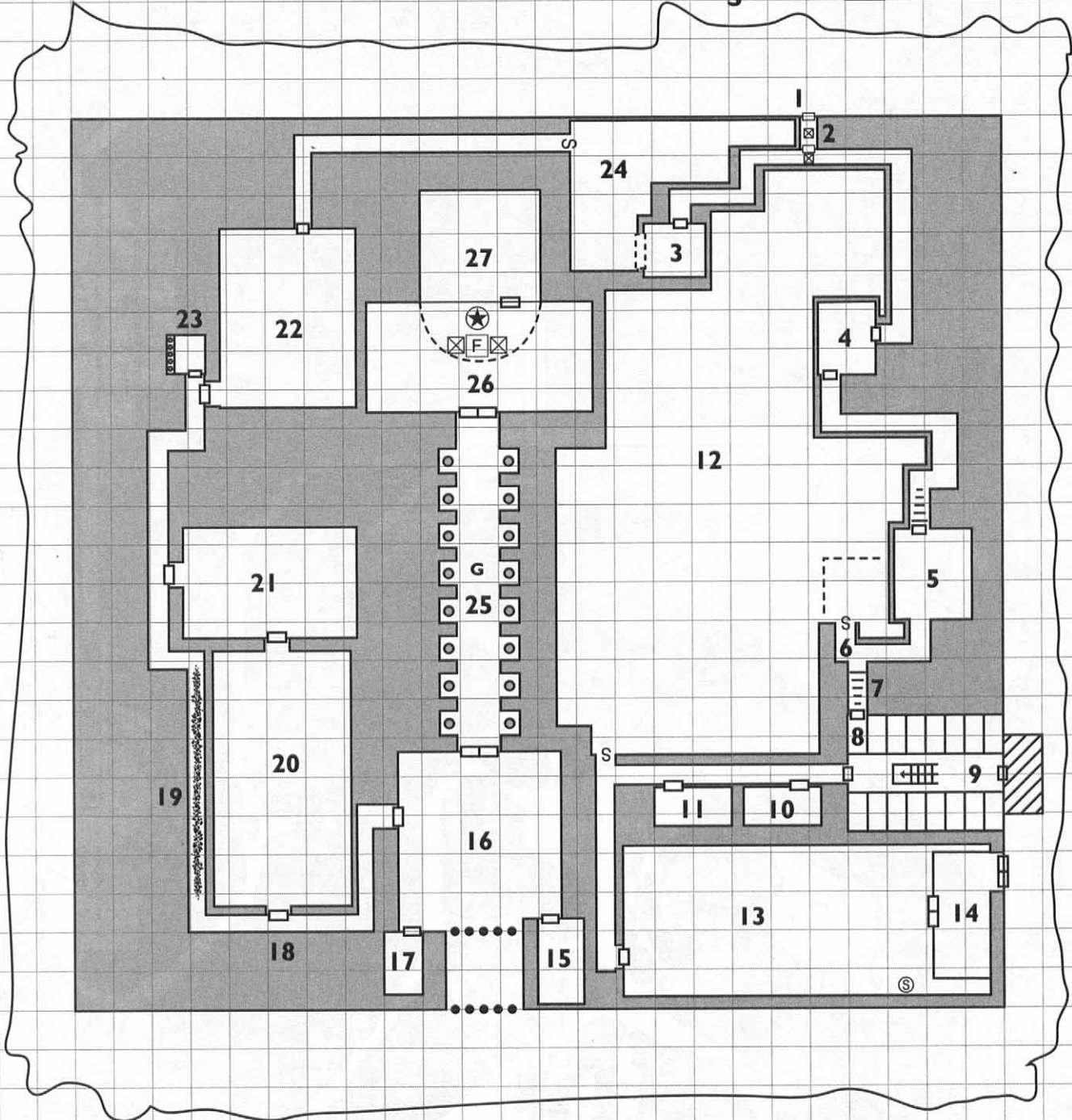


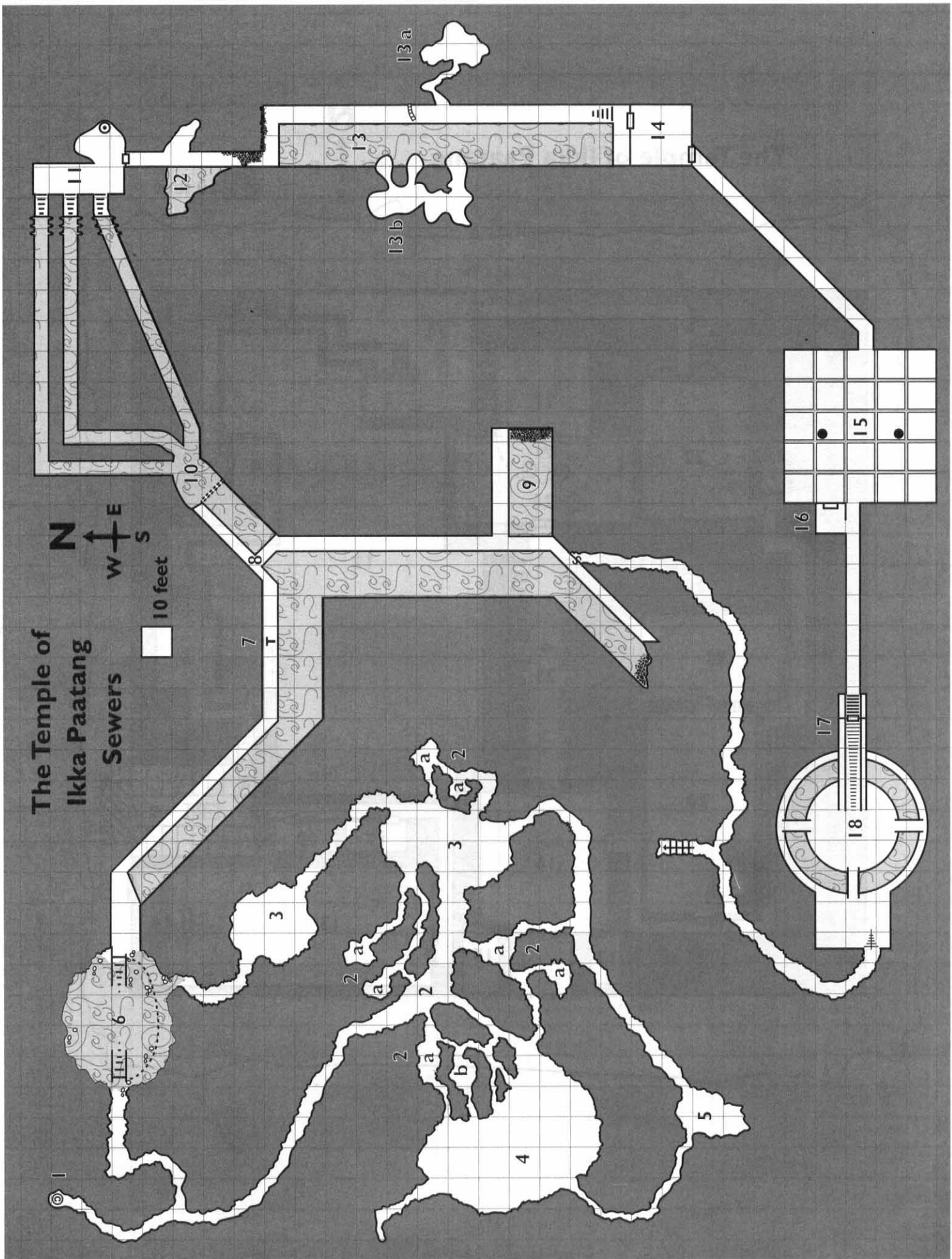
FRAIM

The Temple of Ikka Paatang

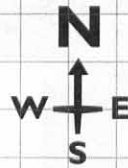


10 feet

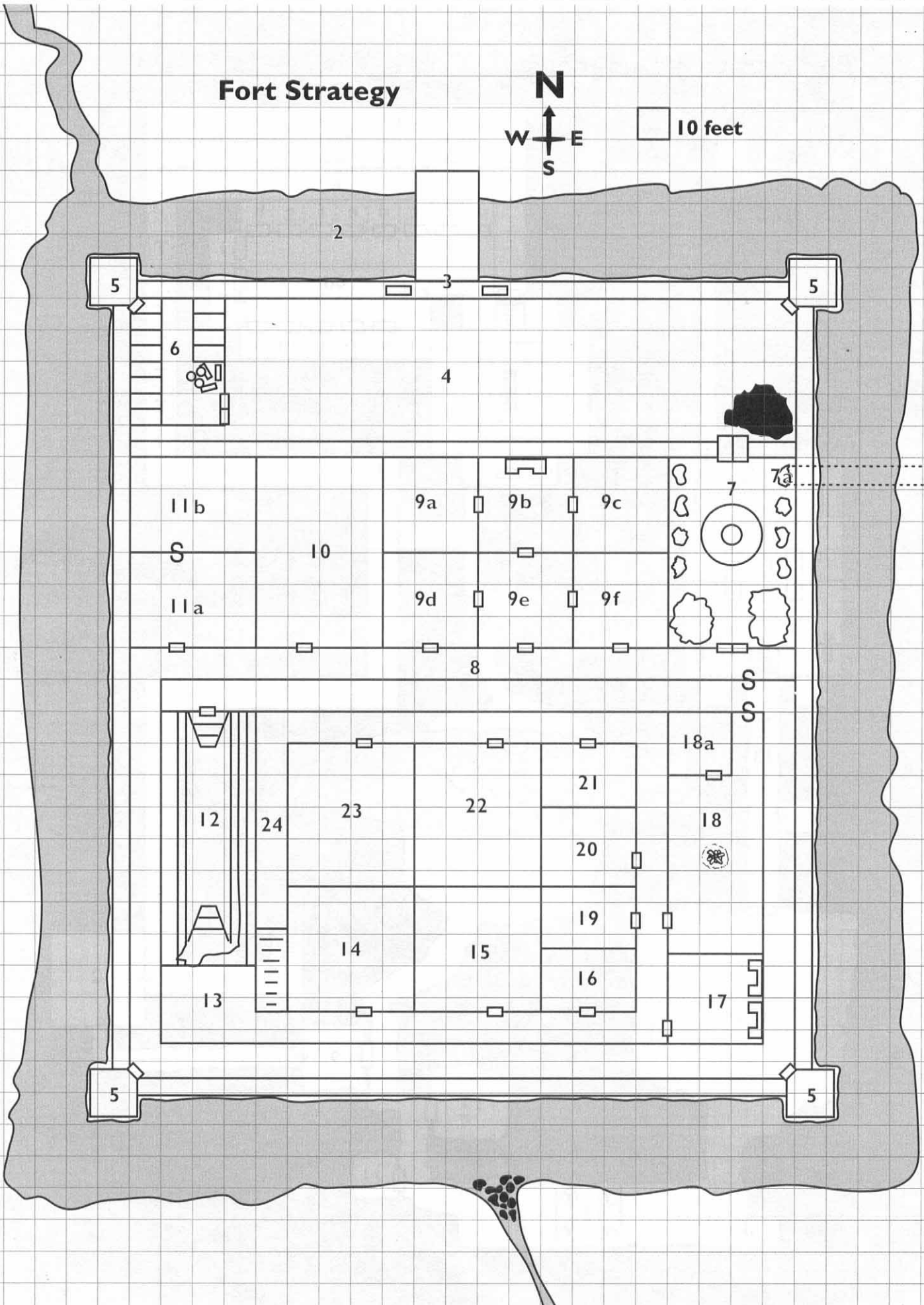




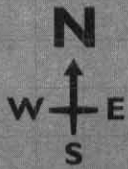
Fort Strategy



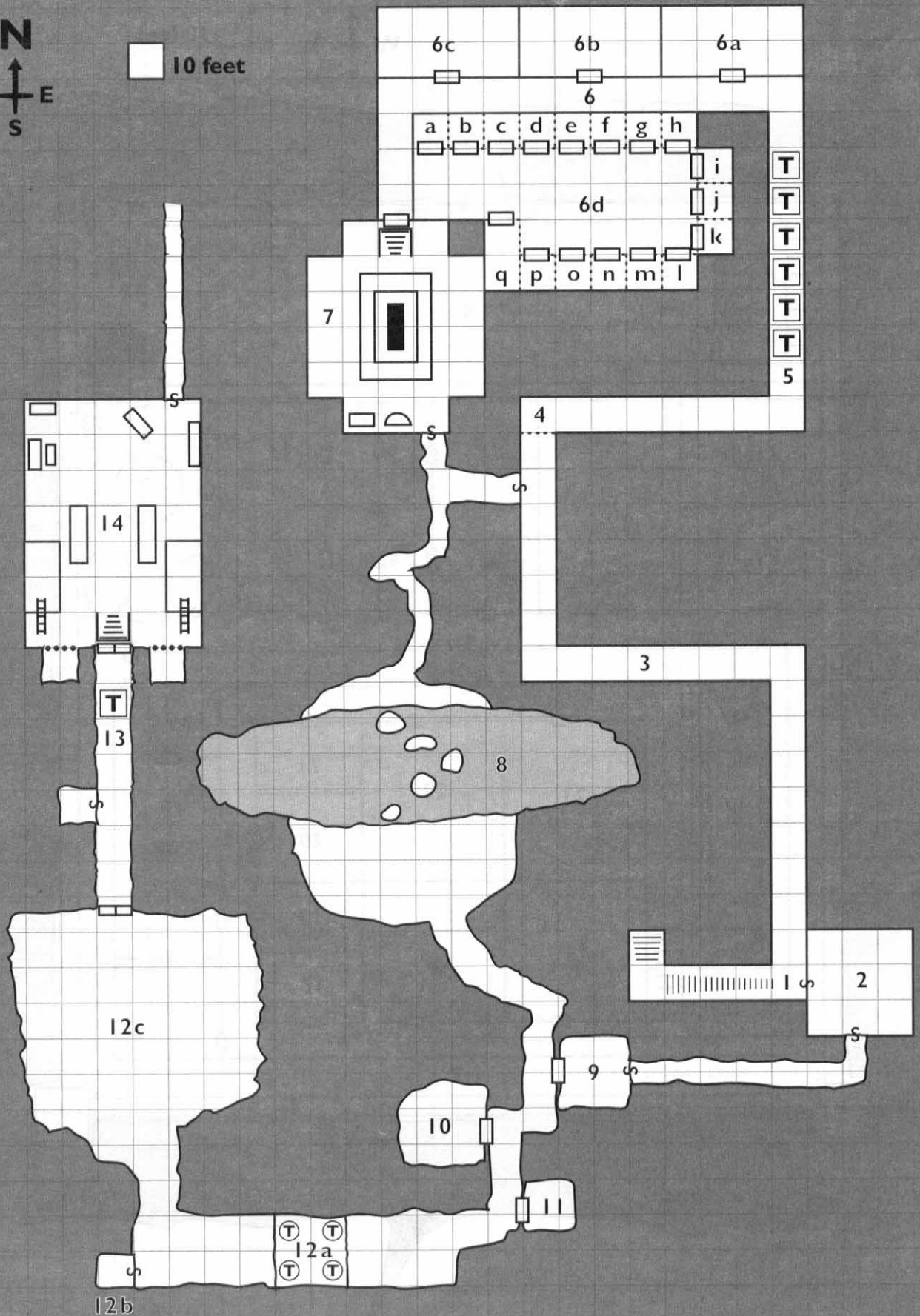
10 feet



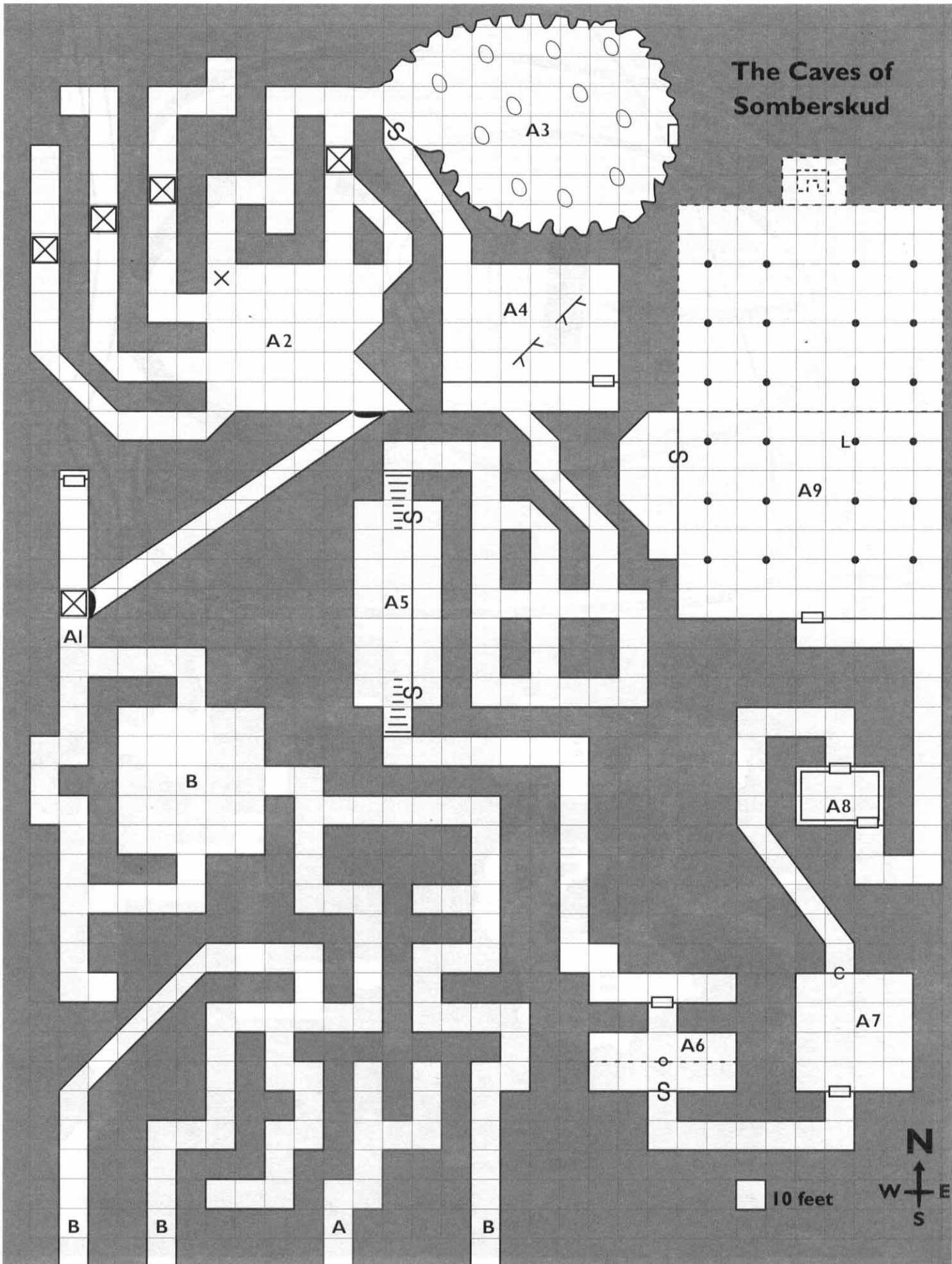
Fort Strategy Dungeons



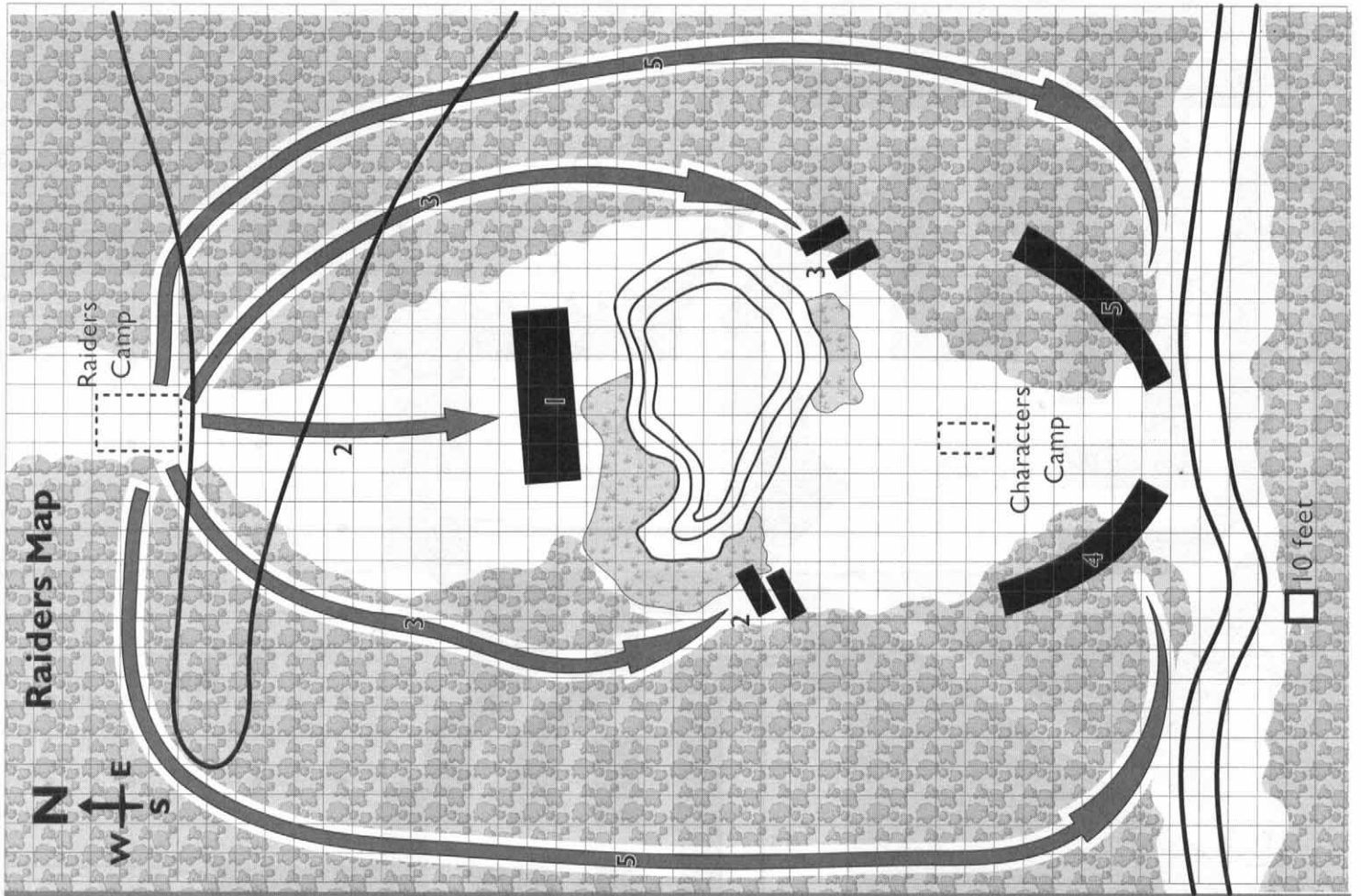
10 feet



The Caves of Somberskud

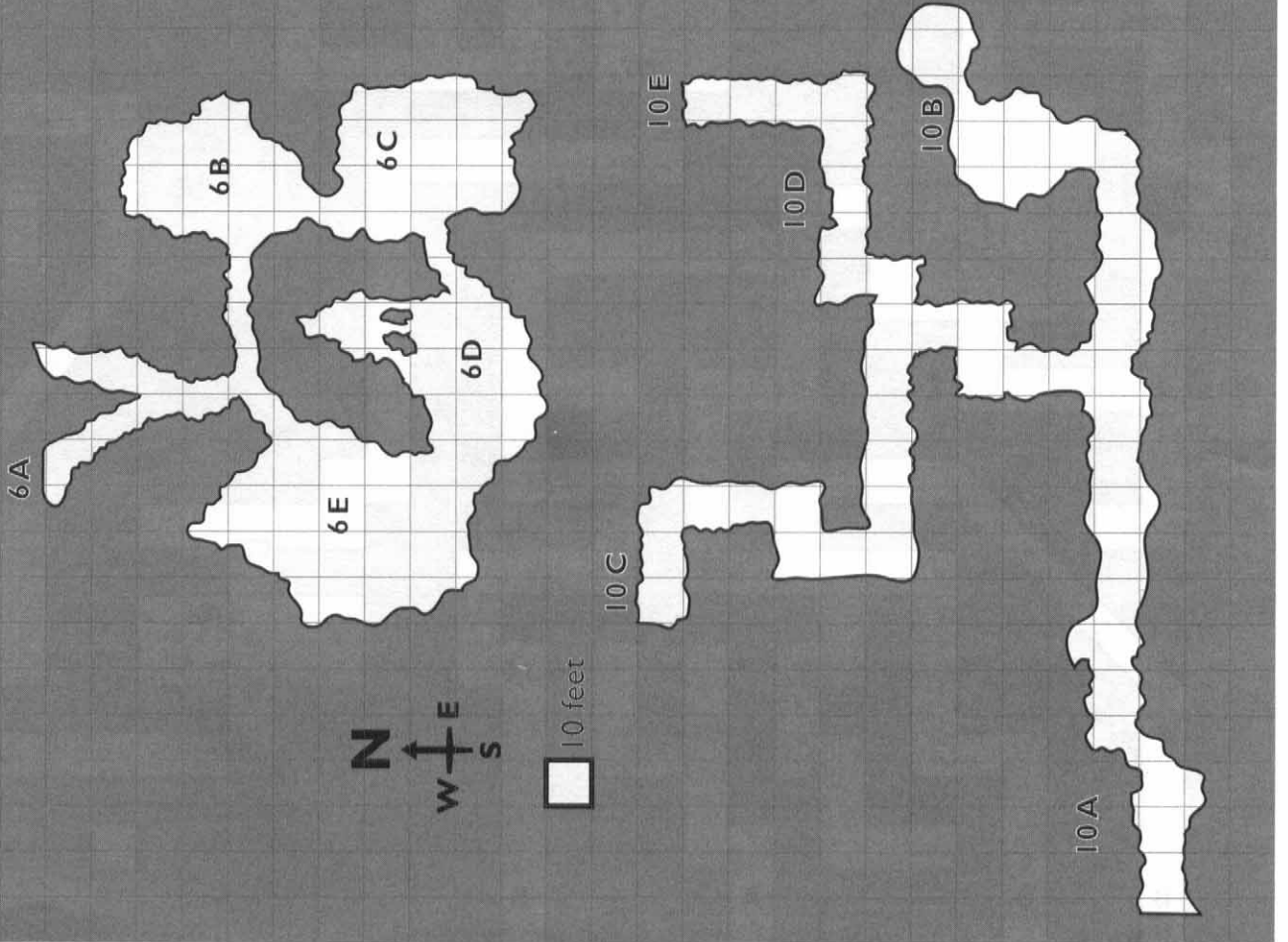


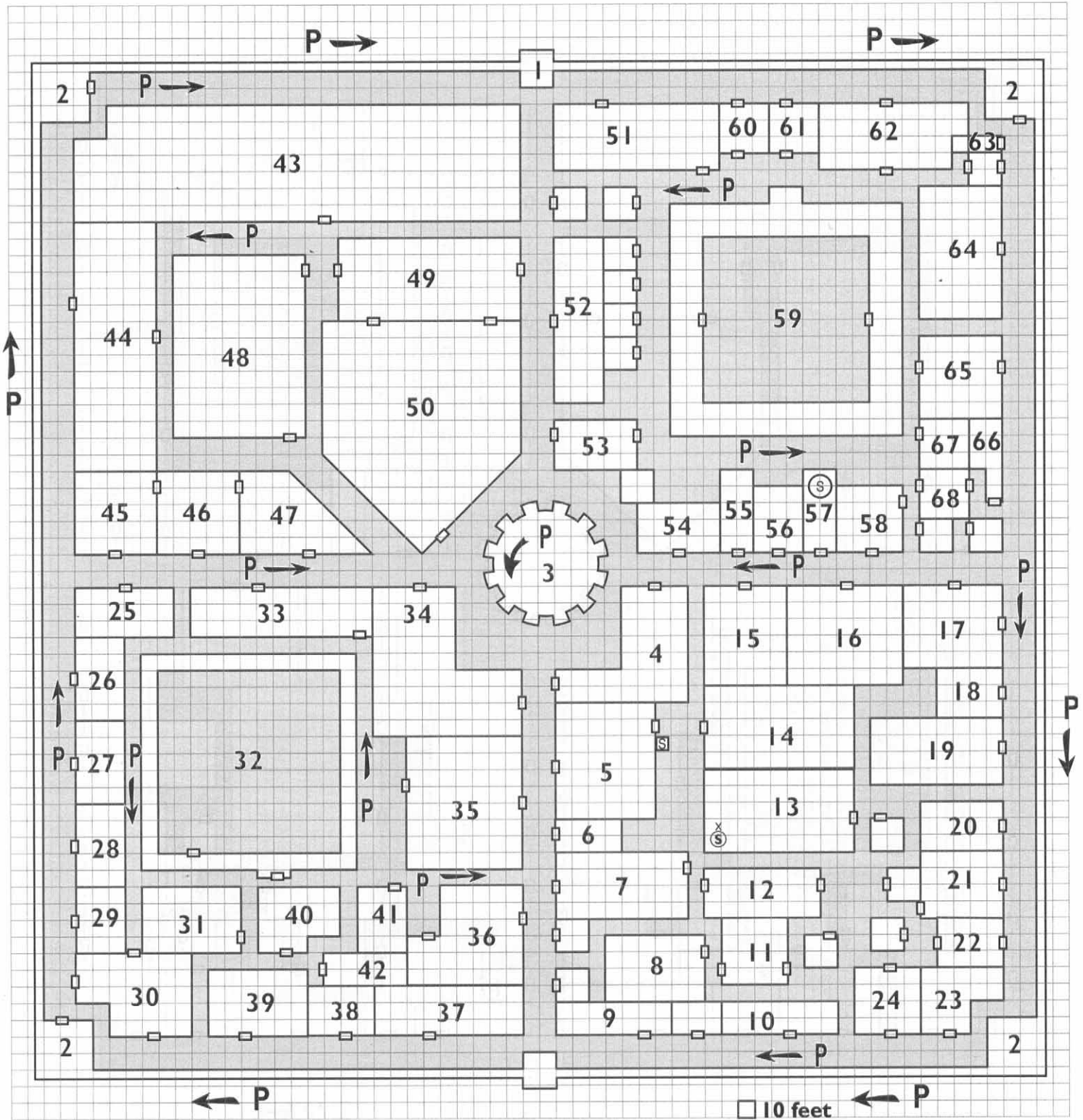
Raiders Map

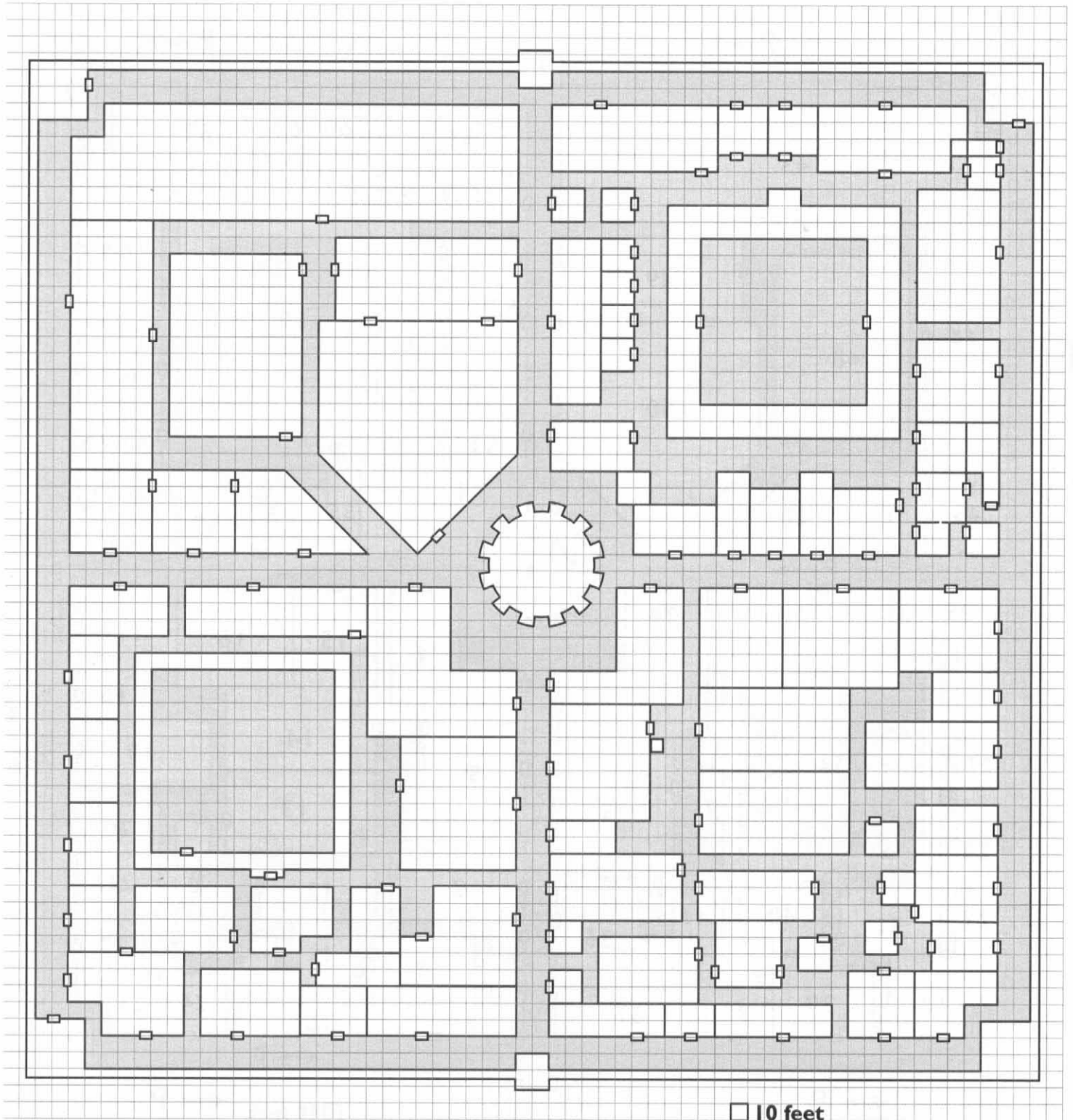


Detail Maps:

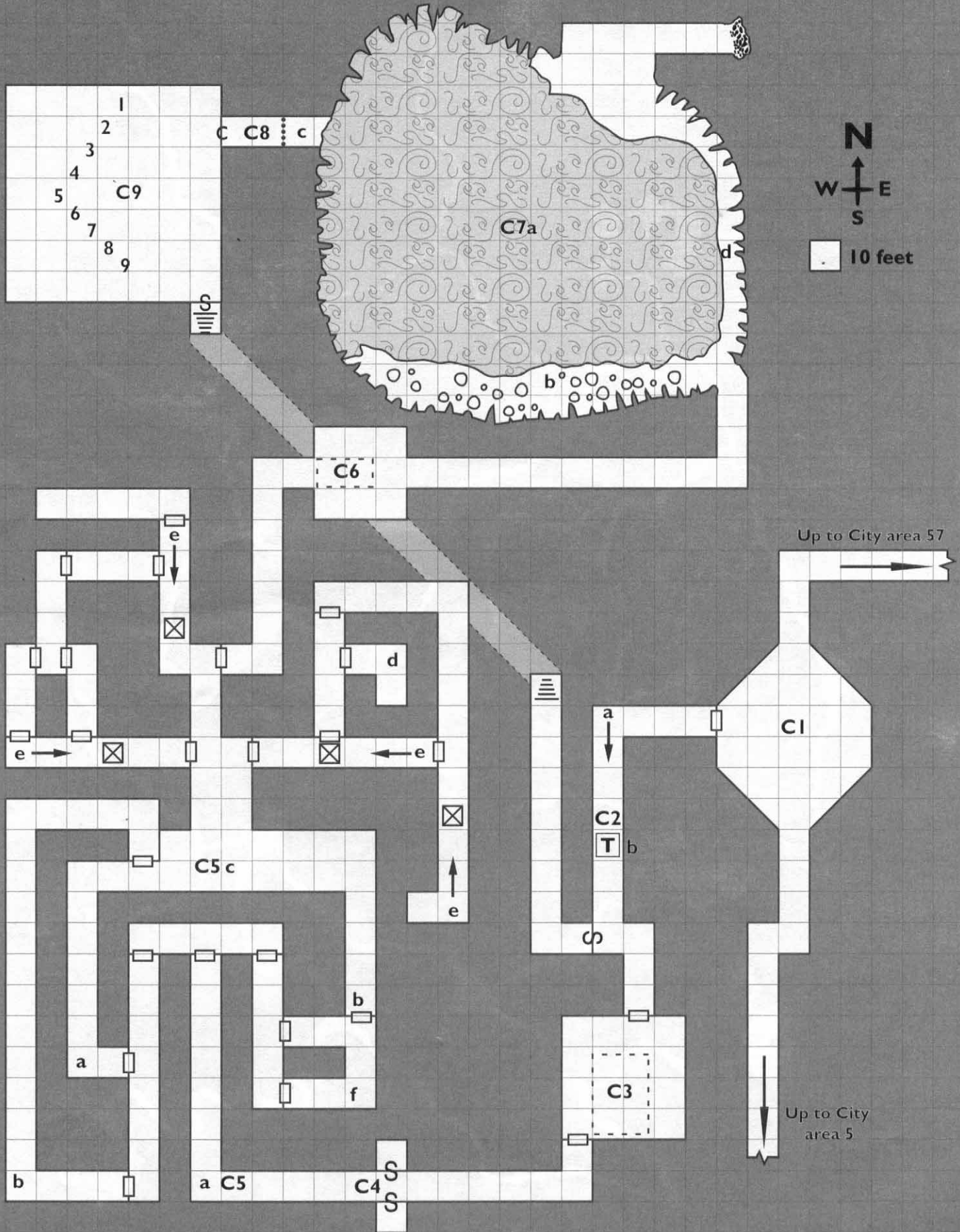
Dungeons of the Slavelords



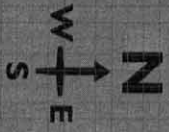




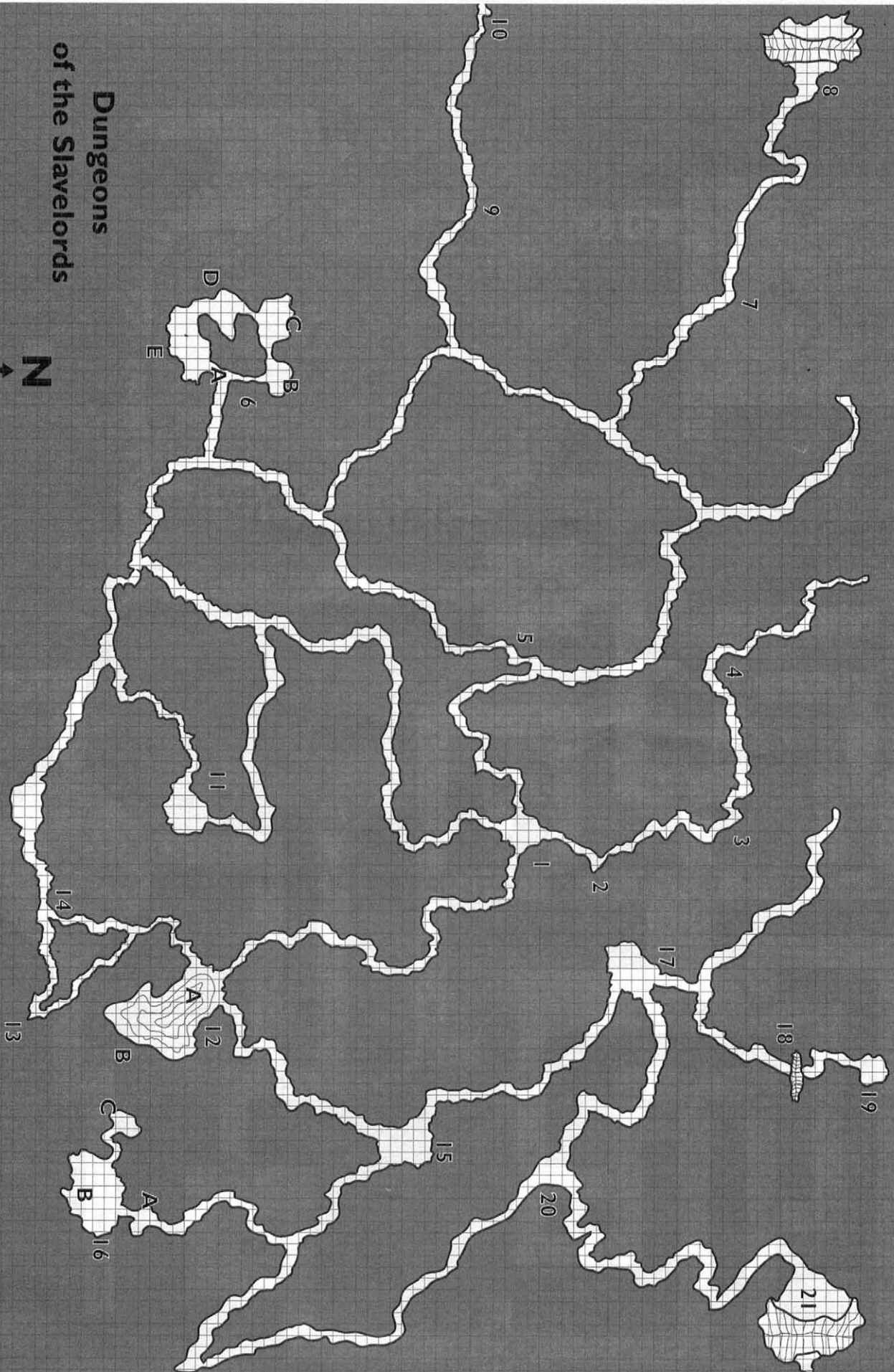
The Catacombs of Strugelhauf



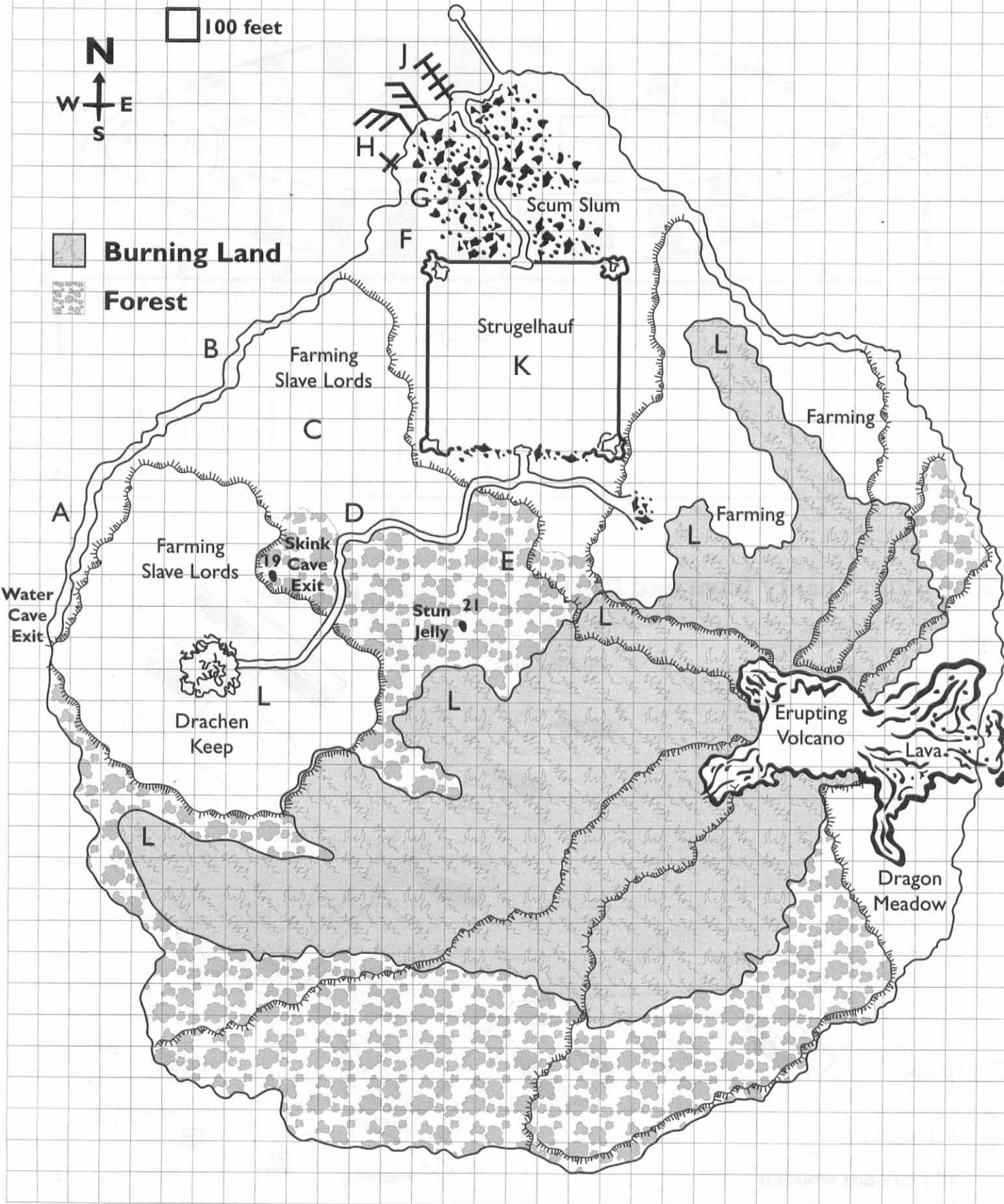
Dungeons of the Slavelords



□ 10 feet

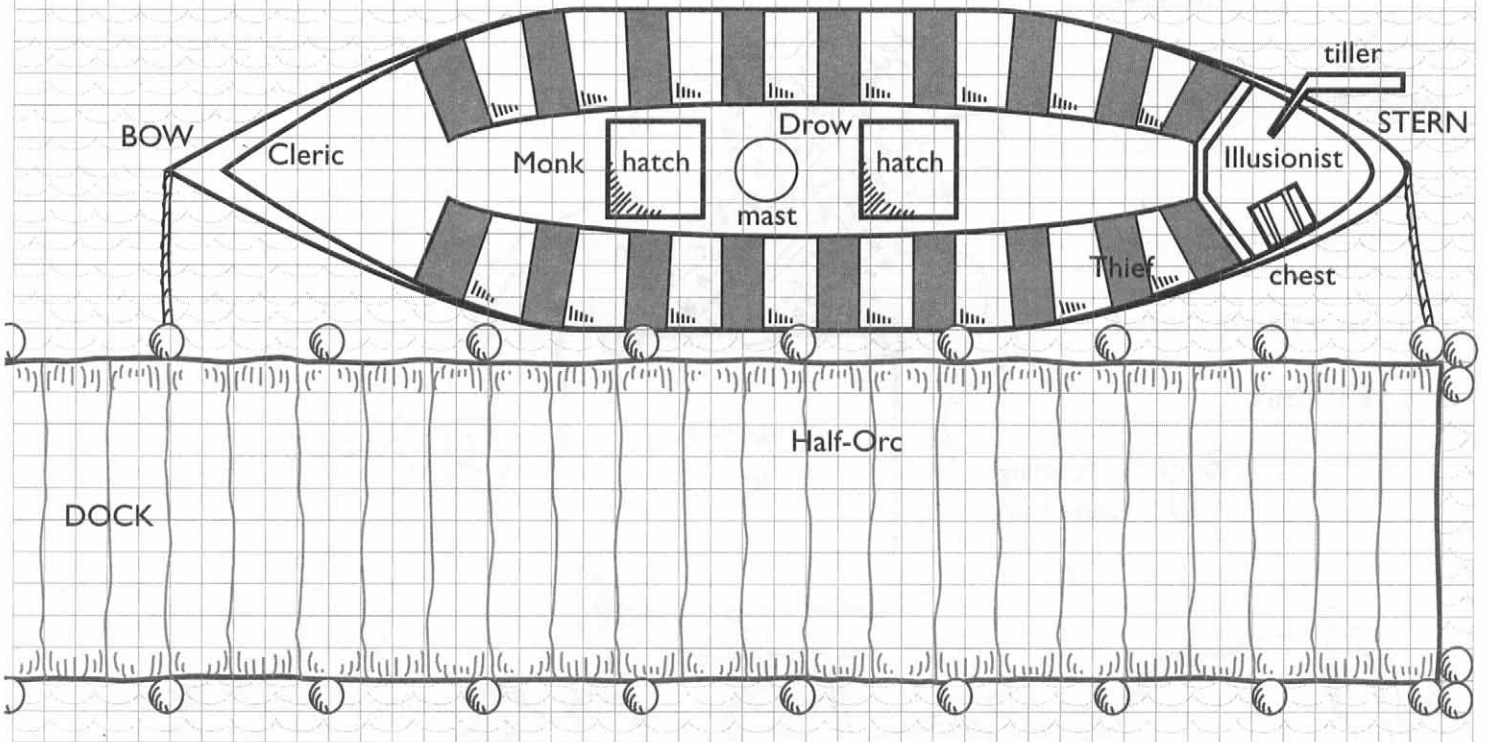


Volcano Map



The Water Dragon

□ 1 foot



Scumslum Shanty Town and Docks

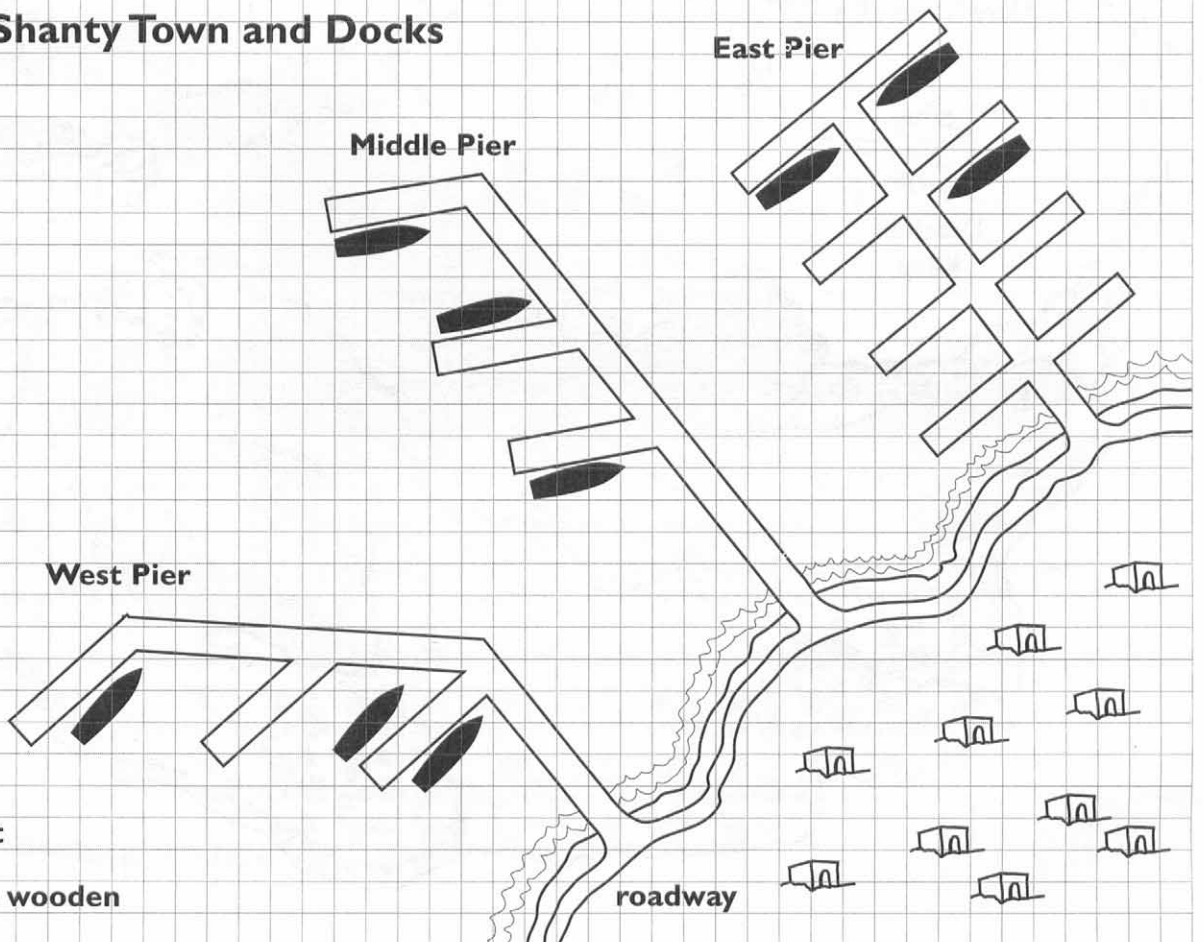


□ 10 feet



Fishing Boat

all piers are wooden





QUALITY.

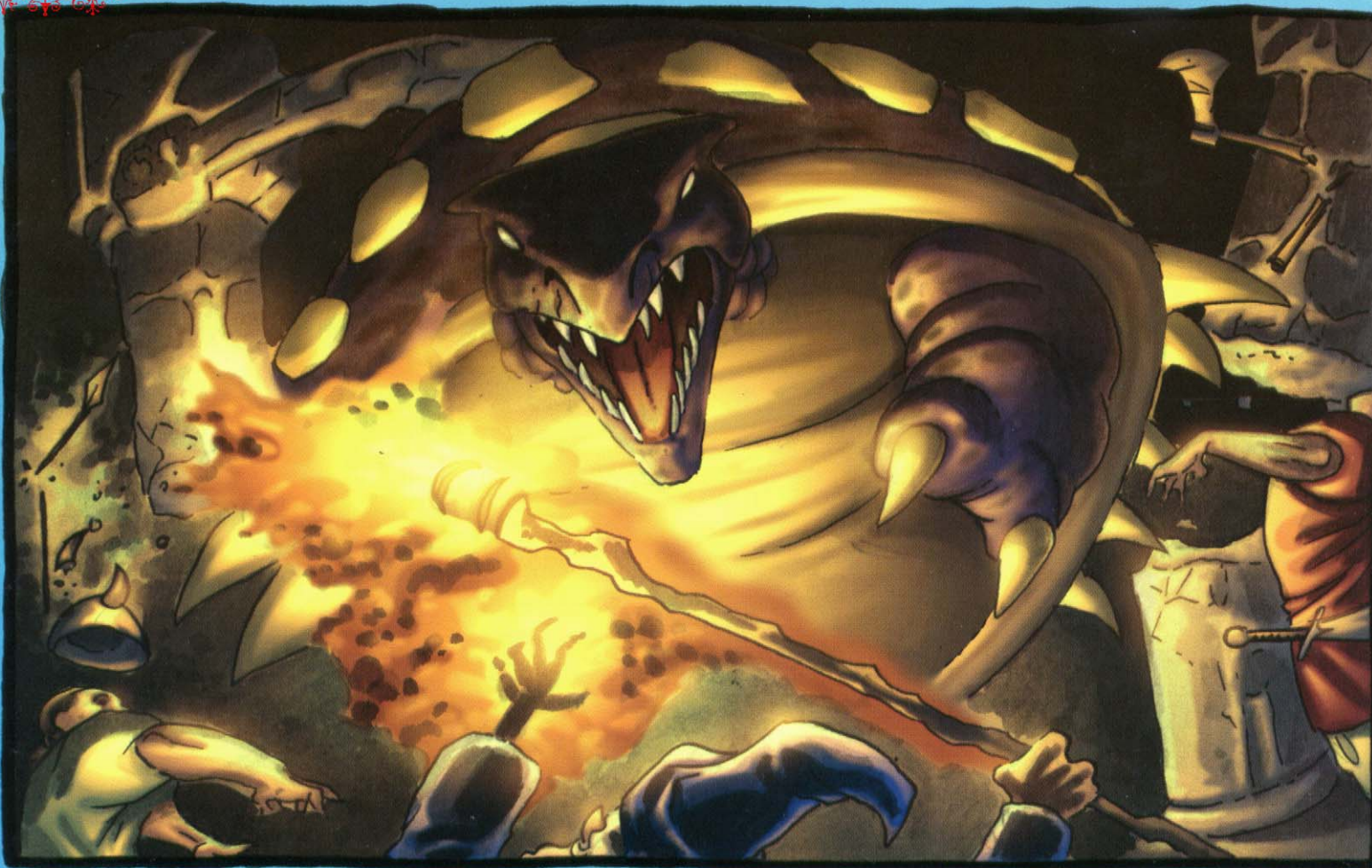
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Prepare yourself my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. The Garweeze World™ campaign setting is a land embroiled in an epic struggle that has raged for countless eons: where the forces of evil war against those of good, where law struggles to keep chaos in check, where adventure and the art of hack are the meat and drink of all who would seek to carve their niche in such a hostile, forbidding and unforgiving environment. This is the realm of the HackMaster™ role-playing game.

For almost a decade, an organized band of slavers known as the Brotherhood of the Bloody Whip have made a good living raiding the coastal towns on the Gulf of Kaldacia (Sector D-7.13) in the northern reaches of the Goremunyan Empire and the Kingdom of Hazaar. From the village of Aan to the town of Gram and beyond, this marauding band descends quickly upon the sleepy towns and villages, carrying off any citizen upon whom they can lay their hands. Beggars and ladies of the night are easy targets, but the Brotherhood's reach occasionally extends even to the noble's bedroom.

Most village leaders only concern themselves with the slavers when a person of importance has been kidnapped, feeling that their tiny towns are better off without the dregs of society always hanging around, begging for hand-outs and looking generally scruffy. Recently, however, the slavers have become much more savage (and their attacks much more frequent). The village leaders' lack of, well, anything very much, emboldened the slavers to the point where they now loot, pillage, ravish and destroy entire settlements, stealing away the entire population to be sold into slavery. Thus, the Lords and Ladies of the region have acted by inviting many bands of adventurers to the region.

Who will be the first to infiltrate their wicked ring and lay some SMACKDOWN on the SLAVERS? Will it be you?

